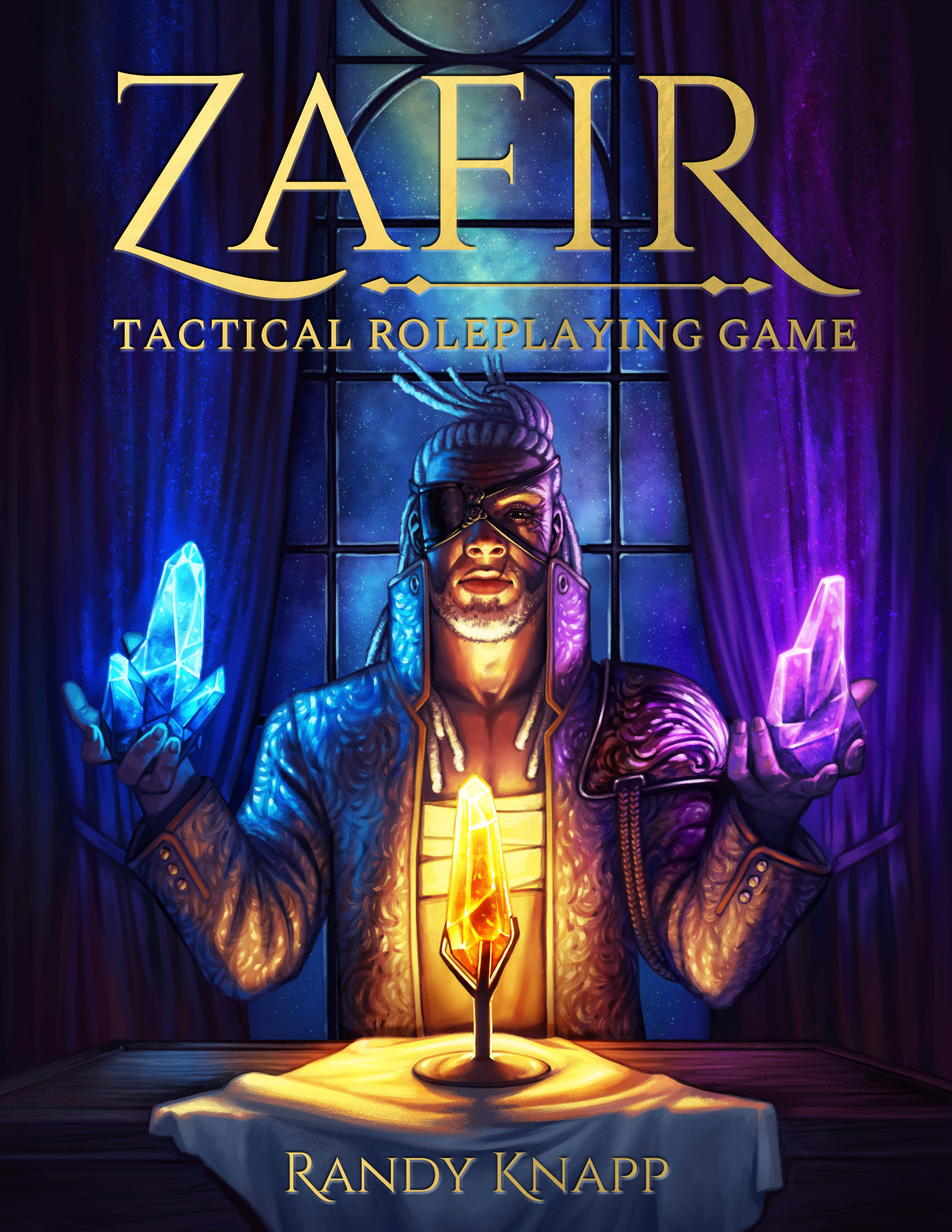
ZAFIR

TACTICAL ROLEPLAYING GAME



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for Ada Grace Knapp

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ZAFIR

TACTICAL ROLEPLAYING GAME

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In 844th year of the third mortal age a scientific discovery rocked the world. A glowing blue crystal, soon to be known as zephyrite, was mined for the first time in a deep cavern in the wilderness of Imperial Delard. The world of Zafir was not ready.

At first, zephyrite was only a curiosity, crafted into crude baubles and gaudy jewelry, and appreciated more for the novelty of a glowing gemstone than anything else. The rich, powerful, and noble went out of their way to acquire it. It was the fashion trend of the century, seen at every court from Daul to Sultai. Then people began to change.

Legends existed of special souls capable of drawing on divine power and manifesting magic in the real world. But with the accidental, sudden, and widespread proliferation of zephyrite, plain folk of every rank and class were beginning to express unexplained magical abilities. At first, many hid their newfound powers, but it was not long before the world was changed forever.

Over half a century later, in 914 MA3, the world of Zafir was an utterly different place. After the discovery of zephyrite and a similar stone, auranite, with the power to harness electricity, the technomagical revolution had changed the face of industry in every nation. Demand for the stones was rabid.

The Sultain Imperium, having risen to superpower status through its strong industry and apparently massive zephyrite resources, delved deeper and more greedily than any other nation. In S-Planting of that year, a mining company operating the deepest zephyrite mine broke into a habitated cavern of the great, and previously unknown, Ath'enki Prelacy. The tall, alien-looking people appeared as hideous monsters to the miners and were slaughtered in a panic. In truth, they were but humble fungus farmers, unarmed and taken completely by surprise. In retaliation, ath'enki warriors hunted the Sultain miners as the fled to the surface.

The fallout of this disastrous confrontation was devastating. The Prelacy immediately declared a righteous war on the Imperium. So began the Blue War. The Delardian Empire and various other nations were joined into the conflict by diplomacy and alliance, and after six terrible years of world war, an armistice was finally reached.

The year is 934 MA3. It has been sixteen years since that armistice was signed. The Ath'enki Prelacy has made its mark in the political world, showing themselves to be a superpower that rivals the insaan empires. The nations and empires devastated by the Blue War have rapidly industrialized and grown their economies by exploiting new sources of zephyrite and auranite. New allegiances have been forged, and trade and commerce are stronger than ever. But the world is at an uneasy peace. Banditry is rampant, as the opportunists prey on the weak and the vulnerable. Diplomatic tensions run high and proxy battles in the hinterlands keep the underlying conflict in plain view.

This is your world. What will you and your crew do with it?

Welcome to Zafir!

Zafir: Tactical Roleplaying Game is a fast-paced tabletop RPG where you play a member of a crew alongside your friends. Together, you'll defeat vicious marauders, vanquish hideous monsters, and destroy murderous automatons! Spend sessions at the table exploring vast deserts, delving into ancient cavern cities, and flying through the sky in your own airship!

Who Is It For?

Zafir is created for fans of hardcore strategy games. The tabletop roleplaying games industry is awash with heavy RP-focused games and hack-and-slash dungeon crawlers, but Zafir is meant for someone who wants each turn to have more options, more choice, and more consequence. This game isn't meant for someone who just wants to tell a fun story with their friends, there are many other systems that do that much better. It's for the person who wants to play a challenging, cooperative strategy game as the core combat mechanic of their RPG. If you're not a strategy game nut, you might still enjoy Zafir! But it's primarily designed for folks that want a challenge.

What Is This Game About?

Zafir is about being on a crew with your friends. Each mission you make tactical decisions, cooperate with your teammates, and accomplish your goals together. It's about taking on a world of magitech, spirits, airships and monsters and coming out the other end victorious. It's about moment-to-moment strategic gameplay, concocting plans, and executing maneuvers with your team. Playing a mission in Zafir often feels like playing a cooperative board game, but with all the character growth, long-term progression, and adventure as your typical tabletop roleplaying game.

What Do You Do?

Join a group of people around a table (or a virtual table) and have fun fighting bad guys together.

Zafir divides its sessions into two distinct phases: the Mission and the Adventure. During the mission phase, the players will control characters with powerful weapons and magical abilities to defeat enemies on a gridded battlefield. Outside the mission, during the adventure phase, players will interact with each other and the world, improving themselves and searching for the next mission. In Zafir, combat is front and center. It's the focus of the mission phase, it has strict rules governing movement and attacks, and it can be deadly. Zafir is a game for RPG players that want to make tough, tactical decisions every turn and defeat powerful enemies. Adventuring is governed by far fewer rules and is much more free-form. It's an opportunity for players to work with the Game Master to get into more trouble!

Inspirational Works

The author was heavily inspired to create this game and the setting of Zafir because of the following books, movies, TV shows, and games, and each one is heartily recommended:

TV & Film

- Firefly/Serenity
- Star Wars
- Indiana Jones
- Saving Private Ryan

Video Games

- Final Fantasy Series
- Final Fantasy Tactics Series
- XCOM Series

Books

- Tales of the Ketty Jay by Chris Wooding
- Sabriel, Lirael, and Abhorsen by Garth Nix
- The Belgariad and the Mallorean by David & Leigh Eddings

What's In This Book?

The first section is the Player's Guide. In it you'll find rules for making Zafir characters, rules for combat, information about the playable species, information about the character classes, stats for weapons and equipment, and rules for non-combat skills.

The next section is the Zafir Campaign Setting. It's full of background information on the world of Zafir, its people, its gods, and its nations. This is excellent material for learning about Zafir as a game setting.

The final section is the Game Master's Guide. It has advice for how to run a game of Zafir as the Game Master, how to design missions, an example campaign with five missions, and a list of all the enemy units in the game.

Kira Hyacinth, hinn trencher on the crew of the Shearwater.
Art by Marzena Piwowar.

1

Getting Started

Let's Play!

To start playing Zafir, gather some friends. Zafir works best with two to five players plus a game master (GM) who will be committed to running the session. Grab some snacks and gather around a table, living room, or another comfortable shared space that has room for a gridded play area, places to write on sheets of paper, and surfaces on which to roll dice. The time you all get together to play is called a session. During each session you'll do a variety of things, but the most important thing you'll do is have fun!

Start your first session by creating characters together, following the steps in Chapter 2 - Character Creation. Think of ways they connect to each other and start putting yourself in their shoes. The GM should talk to each of you about your characters and why you all are working together on your first mission.

Glossary Terms

Terms that are defined in the Glossary in the back of the book are bold and colored, **like this**.

What You Need

If you're a **Player** in a game of Zafir, here's what you'll need:

- Four different colors of standard six-sided dice. One color for Aim Dice, another for Crit Dice, a third color for Damage Dice, and a fourth color for use as counters on your character sheet.
- A pencil.
- A character sheet for your character. You can photocopy one from the back of this book, or download and print one from www.zafirgame.com.
- A token or a miniature of your character. This will represent your character on the battlefield.

If you're the **GM**, you'll need the following things:

- Your own dice.
- A battlefield playmat with a 1-inch square grid. Zafir is a tactical strategy game and the grid is essential for tactical decision making. (See Chapter 12 - Running the Game for alternatives to the 1-inch battlemat.)

- Wet- or dry-erase pens or markers, for drawing the walls, platforms, cover, and other terrain on the playmat.
- Several colored tokens or miniatures to represent enemy units on the battlefield.
- This book (if only one person actually has a copy of this book, it should be the GM).

That's it! You're ready to play!

Rolling Dice

Not everything in combat (or life!) is completely predictable, so to take into account the inherent randomness of the battlefield you will roll dice. There are three kinds of dice rolled in Zafir, and each type is denoted by a lowercase "d" followed by a numeral. The three types of dice used are: **d6**, **d3**, and **d2**. Fortunately they can all be rolled by using regular six-sided dice you can find in any game shop or toy store. If you accidentally roll a die onto the floor or it lands leaning up against a book or your drink and doesn't have a clear result, just reroll it.

d6 - A regular six-sided die. The result is whatever is shown on the top face after rolling.

d3 - Roll a d6 and divide the result by 2, rounding up. A roll of 1 or 2 counts as a 1, a 3 or 4 counts as a 2, and a 5 or 6 counts as a 3.

D6 ROLL	1-2	3-4	5-6
D3 RESULT	1	2	3

d2 - Roll a d6 and divide the result by 3, rounding up. That means that a roll of 1, 2, or 3 counts as a 1, and a 4, 5, or 6 counts as a 2.

D6 ROLL	1-3	4-6
D2 RESULT	1	2

Rolling Dice and Adding Constants

A dice roll might sometimes be described as a formula with this pattern: dX + Y. X is the type of die, and Y is a constant you add at the end. This formula means "roll a d(X) and then add (Y) to get the final result."

For a formula of d3 + 2 (a common damage roll for weapons, see Chapter 6 - Equipment & Items) you roll a d3 and add 2 to the result.

Rolling Dice Pools

The game will sometimes have you rolling multiple dice at once, called a **Dice Pool**, and checking if any dice have a result greater than or equal to some number. For example, when making attacks you roll an Aim Dice pool, a Crit Dice pool, and a Damage Die all at once. That means, roll the number of Aim Dice in your pool (use one color of dice) and the number of Crit Dice in your pool (use a different color of dice) together and check if any Aim Dice show a result of 5 or 6 and if any Crit Dice show a result of 6. (A Damage Die isn't a pool, you just use its result to determine the damage of a successful attack.)

Character Sheets

The players will keep track of all their character's information on a character sheet. You will learn all about creating characters in the next chapter. Character sheets can be found at the back of this book and photocopied for personal use, or character sheet files can be downloaded from www.zafirgame.com and printed out.

Dice Counters on your Character Sheet

Certain areas of your character sheet have sections with a dice icon. You can certainly use a pencil and just fill in the information, but these fields are for information that will change often during battle. They're designed to have a single die placed on that part of the character sheet as a tracker for the value of that field. So if your character's autorifle has an ammo capacity of 4, write in 4 so you know what the maximum value is, then start each mission with a die placed on the section showing a 4 on top. When you attack with that weapon, adjust the die so the next lower number is showing. This technique is also used for item charges, ability charges, and ability cooldowns.

Role-playing

Players

Every person in your group except one will be playing a role during the session. Your character is an extension of you during the session. You ought to consider what your character thinks and feels, why your character believes the things they do, and how they would react to situations they find themselves in.

Role-playing is a lot like acting, and if you want to pretend to be your character, you are encouraged to do so! Just be clear with the other players when you are speaking as your character or "in character" and when you are speaking as yourself or "out of character". In this style of role-playing you'll often speak in the first-person when describing your character's actions. The player playing Dalinus might say things like, "I move over behind that wall," or "I punch the gang boss in his stupid face!"

Role-playing is a lot like storytelling too, so don't worry if you're not comfortable acting out your role as your character. Feel free to tell the other players what your character says or does in the third-person. You tell your group what your character does as a narrator, rather than as a character. The person playing Kira might say, "Kira is also mad at the gang boss. After Dalinus punches him, she scowls menacingly at the rest of the gang."

The session is also a safe place. If you feel uncomfortable with something happening at the table or with something another player is doing, say so right away. The GM will stop the session immediately and as a group you can work out how to continue. Maybe you need to take a break to calm down. That's fine! You'll be back to the table and playing in no time. See Session Zero, below, for how and when to discuss the use of Safety Tools.

The Game Master

If you're being the game master this session, your role-playing job is more difficult but just as rewarding. While each player has one character to role-play, you might have dozens. It's your job to act out or tell your players about the actions of all the people in the world they might meet that aren't their characters. These people are non-player characters, or NPCs. Like the players, feel free to act out the players' interactions with the NPCs in first- or third-person, whichever you prefer.

It's also your job to provide challenging, tactical combat puzzles for your players to solve. You'll play the NPCs that give them their missions, you'll describe for them the conditions on the battlefield, and you'll choose the actions that the enemy units will take. Remember, you're not playing the game to win, you're playing the game to provide a fun, interesting challenge to your players.

It's not up to the GM to determine everything that happens in the game, it's a collaboration between them and the players, with the ultimate goal of having fun and sharing the experience. Ask your players, "What do you see?" or "How does your character feel about that?" and let their suggestions lead the story.

Author's Note

It is the author's recommendation that unless your group is composed of close friends and you've all already agreed to discuss such content, you should avoid potentially traumatic and sensitive subjects such as sex, sexual assault, torture, real-world racial/sexual/gender oppression, and enslavement.

Anatomy of a Session

There are two main parts of a gaming session. The first is the Adventure phase, and it's the least rigid and has the fewest governing rules, but also the most open ended. During this part of the game, the group will talk about what their characters want to do and the GM will describe what happens. A wide variety of things could happen during this phase. Maybe the crew wants to hire a cook for their base, so they travel to a major city to find one. Maybe they want to get in a little trouble and look for a crime boss to do some jobs for. Perhaps they are tired and

hurt from a previous mission and want to spend time recovering and looking after one another. If there is non-combat conflict, or actions with real consequences, the players make dice rolls to determine the outcome. The possibilities for the Adventure phase are just about endless. This phase might take as little as a few minutes, or up to several hours of discussion and role-playing. It's up to the players and the GM when to move on to the next phase.

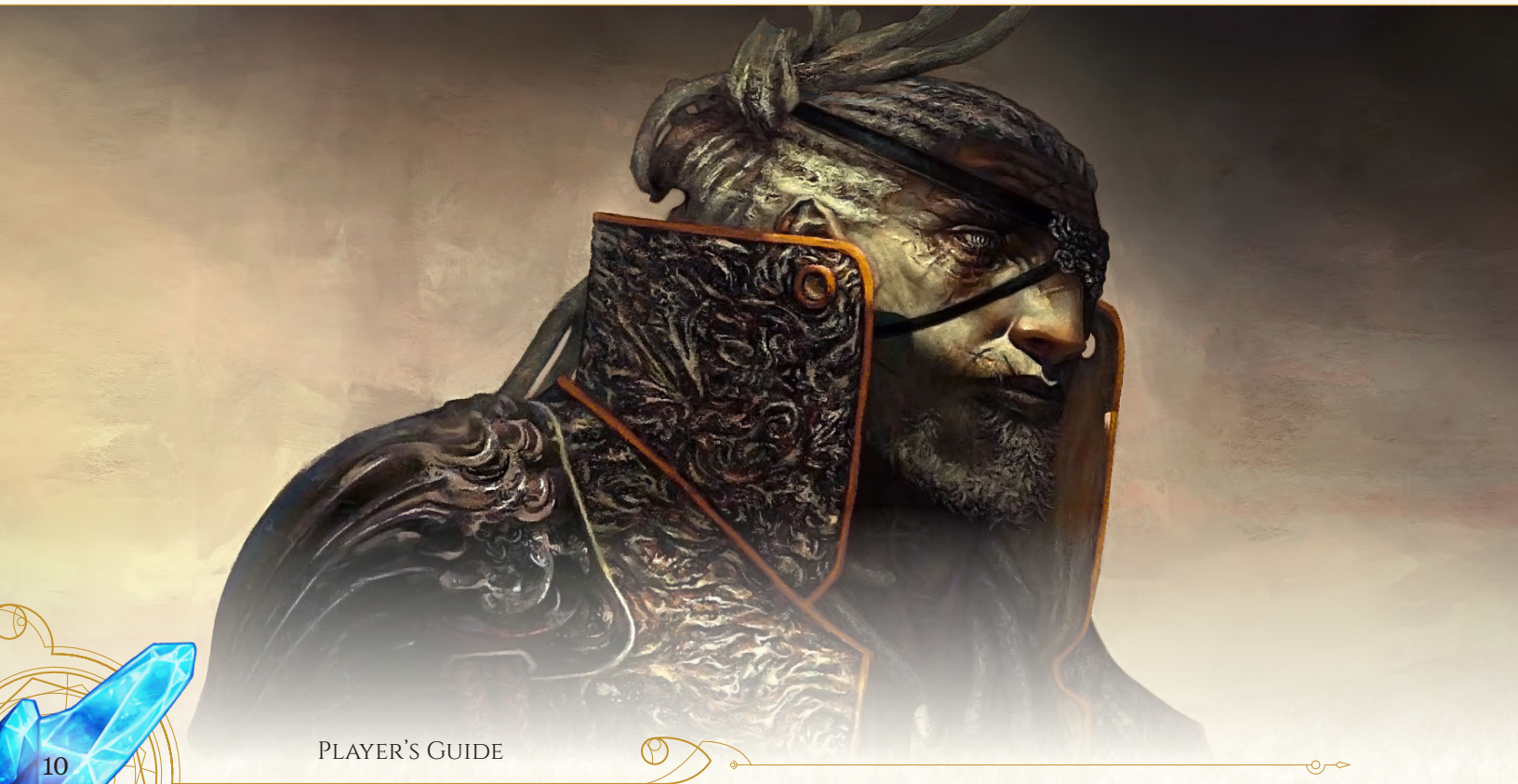
The second phase is the Mission. The mission is combat focused and strongly governed by rules, turn-taking, and the GM. During the mission you'll have several combat encounters and an opportunity to pit your characters against the villains and monsters of Zafir. During the mission the players take turns performing their actions. Missions take roughly 30 minutes per encounter, so missions with three encounters often take around an hour and a half but may vary based on the complexity of the encounters and how familiar your group is with the combat rules.

After the mission, the GM will tell the players what they get for completing the mission, plus the players will earn some Experience Points (XP) and maybe spend some time leveling up their characters. If some of the characters were gravely wounded during the mission, they would check to see what happens to them. Once all that is taken care of, it's back to the Adventure phase and off to find the next mission!

Session Zero

Before jumping in and starting your first game of Zafir, the author recommends having a Session Zero. Get together with the group of players and the GM and make sure everyone is on the same page regarding the tone and content of the game. Address the "Let's Be Bad Guys" question and the safety tools in Chapter 4 - Adventuring. This way, everyone starts with the same expectation of what will and won't happen in the campaign.

Session Zero is a great time to create characters as well. Talk it over with the rest of your crew, what species is everyone playing? What class does everyone want to be? Zafir is well-balanced for a variety of crew class configurations, but it's a good idea to have at least one character that can get Breaking abilities (start as Recruit, become Arcanist or Sapper or start as Novice, become Adept) and one character that has access to healing abilities (start as Recruit, become Arcanist or start as Novice, become Adept).



2

Character Creation

You've printed out a **character sheet** and sharpened your pencil. You and your friends have gathered around the table. The GM is setting up the battlefield for the first mission. It's time to make your character.

Follow these steps to create a character:

1. **Starting Class:** Pick one of the starting classes: Recruit, Novice, or Seeker.
2. **Origin:** Choose a species (and optionally a religion) for your character.
3. **Pronouns:** Decide on the pronouns your character will use.
4. **Name:** Give your character a name.
5. **Base & Combat Attributes:** Write down your base attributes based on your starting class.
6. **Starting Equipment:** Add the starting equipment to your character sheet.
7. **Starting Items or Ability:** Add the starting ability or item to your character sheet.
8. **Starting Inventory:** Choose a set of items you start with, randomly determine how much money you start with, and write those things on your character sheet.
9. **Starting Proficiencies:** Add the starting proficiencies to your character sheet.
10. **Starting Responsibilities:** Choose starting responsibilities and record them on your sheet.
11. **Starting Languages:** Choose which languages you speak fluently and which ones you have conversational ability with.

For reference, see the example, level 1 character sheet at the end of this chapter.

1. Starting Class

Your character's **Class** defines their abilities in battle. It broadly represents the types of skills and experience they have gained in their lives that allow them to be proficient on the battlefield. In Zafir, newly created characters begin as one of three starting classes: **Recruit**, **Novice**, or **Seeker**.

Random Characters

Almost every section has an option for you to use dice to randomly generate that part of your character. It's optional, so feel free to select the choices that you want.

Recruit

Recruits are the starting soldier class. They use guns, equipment, and specialized training to be effective on the battlefield. They rarely use magic or spirits. Recruits can eventually specialize into soldier classes with expertise in close-combat fighting, explosives, long-range sharpshooting, or dabble in support magic. At level 2 they can become one of the following base classes, Trencher, Sapper, Arcanist, or Sharpshooter:

Trencher: Trenchers are the only base class proficient with melee weapons and play a vital role in close-quarters combat. They often take shotguns and submachine guns (SMGs) into battle because of their effectiveness at close range. They specialize in being highly mobile, stealthily infiltrating the battlefield, and even equipping a grappling gun for maximum vertical mobility. Trenchers are excellent damage-dealers and finishers.

Sapper: A combat concept born half a century ago with the invention of n-powder, an explosive purplish-black powder derived from an impure form of daevacite, the sapper reached its full potential during the Blue War, blowing up caverns and forming new tunnels for the invading insaan armies. Modern sappers are master explosives engineers, capable grenadiers, and proficient anti-armor troops. Sappers excel in playing the roles of damage-dealer and finisher, and to a lesser degree, support.

Experienced Players & Starting Class

If you and the other players have played Zafir before and are experienced with its rules and content, feel free to use this optional rule. Players may start at Level 2 with 1 XP. They start as a base class instead of a starting class, choose an ability from their class ability list, and pick starting equipment from the Tier 1 equipment list. Characters who start as Adepts or Acolytes also start with the Novice and Seeker starting abilities, respectively.

Arcanist: The Arcanist is a soldier who has taken a support role on the battlefield by dabbling in magic and training in medical or artifact disruption abilities. A true generalist, the arcanist uses their abilities to help their allies and hinder their enemies, all while laying down effective weapons fire themselves. Arcanists can skillfully play the damage-dealer, healer, or support roles on the crew.

Sharpshooter: Sharpshooters have honed their skills with weapons of all types and gain proficiency with long-range sniper rifles. They can acquire abilities that give them extra bonuses at elevation and deadly accuracy with sidearms. They almost always play the damage-dealer or finisher roles in the crew.

Novice

Novices are the starting mage class. A mage is the term in Zafir for anyone that uses magic. More specialized mage classes invoke the magical powers of the gods to wreak havoc on the battlefield. Novices can eventually become full mages with a vast array of magical abilities to choose from, or a powerful arcane monk that specializes in magically-augmented hand-to-hand combat. Novices become the Adept base class:

Adept: As a proficient magic user, the Adept has access to low level magical powers across a wide range of uses: support, healing, or damage-dealer. Adepts gain the optional use of an arcane focus, a device that can modify or augment their magical ability. Magic users must prepare their spells in advance, bringing along material components and practicing the intricate incantations, therefore most magic abilities have charges instead of cooldowns.

Seeker

Seekers are the starting spiritist class. The worlds of the spirits overlap our own and the Spiritists use their strange science to contact those worlds. Spiritists interact with spirits and daeva to influence the minds of their enemies and cause them

harm. Seekers can eventually choose to specialize in speaking with the spirits of the dead and convincing them to aid them and their allies on the battlefield, or in summoning and controlling daeva to unleash destruction upon their enemies. Seekers become the Acolyte base class:

Acolyte: As they've experimented further and sought more secret and more desperate knowledge of the Ether and the Nether, the Acolyte has found themselves more tools for interacting with the proper resonances to manipulate the spirits and the daeva. Bells, tuning forks, or singing bowls are often used by Acolytes to help them harness the spiritual power they need and pierce the veil between the real-world and the Nether. Acolytes can play the role of finisher, support, or inhibitor on the battlefield.

As your character gains more experience by completing missions, they'll have the opportunity to become a more specialized class with unique abilities.

Randomly Pick a Starting Class:

D6	STARTING CLASS
1-2	Recruit
3-4	Novice
5-6	Seeker

Mage Guild Affiliation: If you select Novice as your starting class, you can choose a mage guild to join as part of character creation. You may also randomly choose a guild by rolling on the table below. More information about the guilds can be found in Chapter 14 - Zafiri Society.

Randomly Pick a Mage Guild:

D6	MAGE GUILD
1	International Zafiri Mages Association (IZMI)
2	A'motak Makari (The Society Of Mages)
3	Mages Guild of Delardia
4	Sanctuary, The Mage College of Astin
5	Imperial College of Magic
6	*None, roll again - 1-3: unaffiliated by choice, 4-6: looking to join but still undecided*

Write down your selected class in the "Class" field on your character sheet.

Example: *Johnathan likes the idea of playing a character with specialized combat training, so he chooses the Recruit class.*

2. Origin

Our pasts always inform our present. Your origin may have a part in what you look like, but only your actions can determine your future.

When choosing your origin, feel free to be as detailed or as vague as you like. Your origin should include at least what species of sapient being you would like to be before your first mission, but could also include your age, appearance, height, coloration, birthplace, city of residence, citizenship, religion, former occupations, family, social status, deepest fear, secret desire, or any combination thereof.

You can use the NPC generation tables in Chapter 14 - Random Generation Tables to help flesh out your character's origin.

Sapient Species

The sapient species of Zafir are listed below with brief descriptions. For more information about the species and their societies, detailed descriptions of each can be found in Chapter 7 - Sapient Species of Zafir. Choose one and add it to the "Origin" field of your character sheet.

Insaan: The insaan of Zafir are identical to the humans of Earth. They are the most populous species in Zafir, but also the most fractious, versatile, and contentious. Vast empires, tiny tribes, and numerous nations of insaan people exist across all the landmasses of Zafir.

Hinn: The hinn trace their lineage back for thousands of years to a people beloved by the gods and created from pure ethereal substance...or so they claim. These folk appear similar to the insaan but tend to be slightly smaller in stature and have large,

Antaa, insaan woman. Oliana, rhuthari woman. Molichar, hinn man. Art by Kiana Hamm.

pointed ears and narrow features. The hinn are wary and distrustful towards the other sapient species, but must often bury their own pride to work alongside them as the hinn have but one formal nation of their own and often integrate into the societies of primarily insaan nations.

Rhuthari: A proud and upright folk, the leonine rhuthari form a massive nation of interconnected, semi-nomadic tribes. Standing a full head above most insaan with broad shoulders and a lion's facial features, the rhuthari are imposing figures. They care deeply about justice and what is right. Some rhuthari have violated the strict codes of one of the Great Tribes and are currently living as Exiles.

Dyn: The dyn are a species of short, fox-like humanoids with two subspecies. The agrarian dyn-essat rarely travel away from their home island of Essat. The adventurous dyn-errad, however, can be found anywhere in the world, mingling with the other sapients, and are generally well-regarded or at least tolerated. All dyn have a fox-like face with bright eyes, bodies covered in fur, and short tails. The dyn-essat have completely white fur and blue or gold eyes, the dyn-errad have reddish-brown fur and golden eyes.

Ath'enki: The ath'enki were completely unknown to the surface dwellers until 22 years ago, at the outbreak of what would become known as the Blue War. Tall, thin, wiry, and pale, the ath'enki can appear alien to those not used to seeing them. They have pupil-less varicolor eyes, two sharp tusks protruding upwards from their lower jaws, and skin that

Randomly Pick a Species (and details):

D6	SPECIES	ROLL AGAIN
1	Insaan	1-2: Delardian, 3: Sultain, 4: Transient, 5-6: Other insaan nation
2	Hinn	1-3: From an enclave, 4-5: Integrated into insaan society, 6: Eskandar
3	Rhuthari	1-3: Savanna (GTS), 4-5: Coastal (CGT), 6: Exile
4	Dyn	1-5: Dyn-errad, 6: Dyn-essat
5	Ath'enki	1-4: Subterranean, 5: Moved to the surface, 6: Born on the surface
6	Jaan	1-4: Aquatic, 5-6: Arboreal

is a seemingly unnatural pale color ranging from cyan to blue to purple.

Jaan: The semi-aquatic jaan live peaceful lives on the coasts of their island nation far from conflict. These lizard-like people are tall and broad with long tails but have a hunched over posture when walking on land. Despite their adaptations for island life and peaceful nature, they are fierce warriors on land when given proper training. A subspecies of arboreal jaan live in dense forests.

Example: *Johnathan thinks he would like to play as a young, hot-headed hinn woman, so he writes that on her character sheet under the Origin section. He might fill it out with more details later.*

Rhys, dyn-essat man. Am'chak, ath'enki man. Elli, arboreal jaan woman. Art by Kiana Hamm.

Randomly Pick a Religion:

D6	RELIGION	ROLL AGAIN
1	Agnosticism	***Beliefs*** **-** 1-4: Agnostic, 5-6: Atheist
2	The Fivefold Church	***Patron Deity*** **-** 1: The Father, 2: The Mother, 3: The Messenger, 4: The Zephyr, 5: The Daeva, 6: Worship all equally
3	Holy Zephyrian Church	***Piety*** **-** 1-4: Devout, 5-6: Just attend on holidays
4	Adeptus Daevonium	***Personal Shah Daeva*** **-** 1-3: Afrit, 4: Adrammalech, 5: Ahriman, 6: *(name your own shahdaeva)*
5	Disciples of Jack	***Manifestation*** **-** 1-5: Has not met Jack, 6: Has met Jack
6	***Other***	1-2: Ur-Father, 3: Kakkara, 4-5: Earth Mother, 6: Moon Priesthood

Religion (Optional)

Religion plays a large part in every-day life in Zafir. If you want, choose one of the major religions for your character to practice, or choose agnosticism or atheism. More information on these religions can be found in Chapter 8 - Cosmology & Religion.

Agnostic: An agnostic does not care or does not know whether the gods are real and has no religious practices.

Atheist: An atheist believes that the gods do not exist and that magic is simply a natural, scientific phenomena. They have no religious practices.

The Fivefold Church: Members of the Fivefold Church are known as Adherents. They believe in a pantheon of five gods: The Father, The Mother, The Messenger, The Zephyr, and the Daeva. This is the most popular religion in Zafir. Many adherents revere one of the gods of The Five above the others and consider that god their patron deity.

Holy Zephyrian Church: A primarily ath'enki religion, this is the organization that controls the ath'enki nation-state as a theocracy. Zephyrians believe in only one god, Xi'lat the Zephyr (the same god worshiped by the Fivefold Church), and in the ascension of the Great Prophet Agachak, who will return one day.

Adeptus Daevonium: The state religion of the Sultain Imperium, the Adeptus Daevonium is a highly ritualized religion involving the worship of daeva and the reading of signs and omens. Many who worship the daeva feel a special kinship with a particular shahdaeva (daeva king), or to the daeva king of kings himself, Afrit (the same god worshiped by the Fivefold Church). This religion and its practitioners are looked down upon and persecuted outside the Sultain Imperium.

Disciples of Jack: A covert religion practiced in secret, the Disciples of Jack worship and work with the secret sixth god, Jack, the god of thieves, knowledge, and the Void. Jack, unlike the other gods, is a mortal ascendant, having risen to godhood in unknown circumstances 934 years ago. Their most famous (and annoying) holiday is known as "Jokes!", during which the Disciples play pranks on each other and on Adherents of the Fivefold Church, who regard them as heretics.

Ur-Father Worship: A primarily rhuthari religion, and one with waning membership. These traditional rhuthari believe that Baldyr, the Father (the same god worshiped by the Fivefold Church) is actually the Ur-Father, the father of all, including the other gods. They teach that the Ur-Father exists outside of time and created the whole universe, and that every sapient is a descendent of the Ur-Father and shares a kinship in that way.

Author's Note

The author suggests that if you cannot role-play at the table without expressing sexist, homophobic, or transphobic views, then this book and this game are not for you.

Kakkara: The traditional faith of the Jaan, although not practiced much in the modern day. These folks worship Azoria, the forgotten god of the Ether, whom the Fivefold Church insists does not exist. The tenets of Kakkara are Kindness, Charity, and Altruism.

Earth Mother: Less of a religion and more of a philosophy about the world, the Earth Mother cult holds that the earth, plants, animals, and all people are, in essence, part of the goddess Gaia, the Mother (the same god worshiped by the Fivefold Church). The dyn typically believe in this philosophy/religion, as well as the Cave Soul Cult, a heretical but popular ath'enki cult that believes in the feminine spirit of the cavern walls themselves.

Moon Priesthood: A secretive and primarily hinn religion, the Priestly Order of the Moon and Her Goddess reveres Iomi the Messenger (the same god worshiped by the Fivefold Church). Membership is limited and exclusive; those who seek to become Moon Priests must be invited and undergo years of training. Moon Priests congregate at night and are concerned with signs and omens given by the interpretation of the stars, moon, and planets in the Zafiri night sky.

3. Pronouns

Sex, gender, and gender expression are intensely personal in both our real world and on Zafir. All the GM and the other players really need to know is how to address your character, so choose some pronouns to use and write them in on your character sheet. Common pronouns for people in Zafir are *they/them, she/her,* and *he/him*.

This book will use "it" when referring to units on the battlefield, the neutral "they/them" pronouns when referring to any unnamed hypothetical characters, and the pronouns of any named example characters or players.

Example: *Johnathan has decided to use the she/her pronouns for his hinn character since she identifies as a woman, so he writes those in on her character sheet in the Pronouns section.*

Gender

In Zafir, all people, regardless of their sexuality, gender identity, or gender expression are considered equal. It is one of the most important commands of the gods and anyone expressing sexist, homophobic, or transphobic views is regarded with disdain. The gods themselves do not conform to a gender or sexuality binary: Afrit is non-binary and asexual, Xi'lat considers themselves bi-gender, genderfluid, and demisexual, Gaia is feminine and pansexual, Iomi is feminine and a bisexual and calls herself a lesbian, Jack is masculine and gay.

In the world of Zafir, men, women, and non-binary folks can be found at every level of every society, from the rulers of nations to the footpads of marauder gangs.

From this point on in the book, when the author uses the word "you" they may be referring to the character you're playing or you the player, depending on context.

Randomly Pick Pronouns:

D6	PRONOUNS
1-2	she/her
3-4	he/him
5-6	they/them

4. Name

Give your character a name. It can be anything, but your friends would probably prefer that they can pronounce it. The origin you chose can give you some naming suggestions for people from that culture. There are more examples of names for the various species and cultures in Chapter 7 - Sapient Species of Zafir, or you can read the brief naming patterns for each species below. Choose a name or roll for a random name, then write your character's name on your character sheet.

Insaan Names

Insaan are named like the humans of the real world, they have a name given to them by their parents and a family name, which they share with their family. Given names are often gender specific, but can be gender neutral.

Hinn Names

Hinn use names similarly to insaan, with both given and family names. In fact, many Hinn families have very similar family names to insaan family names. Hinn from the enclaves and wildlings, however, use familial names they find meaningful or ancient names from Etherian.

Rhuthari Names

Rhuthari generally have two names, a chosen name and a tribal name. All members of one tribe share the tribal name, which has a prefix "al-" which means "of". When a rhuthari comes of age, they choose for themselves a name they find appropriate or desirable. Savanna rhuthari have chosen names similar to African or Middle Eastern people of Earth, while coastal and islander rhuthari tend to have names that sound like Indonesian and Polynesian names.

Dyn Names

Dyn prefer single-syllable given names, but often have three or four familial names tracing their heritage back a few generations. The family names of any one dyn are simply the given names of their ancestors: one name from one of their parents, their grandparents, their great-grandparents, etc. It's uncommon to have five or more family names, and it's considered somewhat pretentious to use that many. Insaan often mistakenly combine all the familial names into a single last name when creating records of dyn associates. Littermates are often given names that rhyme with each other.

Ath'enki Names

Ath'enki have, like the insaan, a given name and family name. The ath'enki language (Batarak) includes an apostrophe in many words to denote an implication of subtextual meaning, similar to how it denotes missing letters in contractions in English on Earth. It also favors fricative sounds like TH and V and hard consonants such as G, T and K combined with vowels. Names follow a similar form.

Jaan Names

Jaan usually have one name, and that name can be quite complex to insaan ears. The mothers of a child give them their name on the dawn of the 6th day after they are born, traditionally arguing about what the name should be, and who it should honor. Compromises are made, and the name tends to become long by the 6th day.

Example: *Johnathan has chosen a name he thinks sounds strong and beautiful, and writes "Kira" in the Name section of the character sheet.*

More Jaan Names

The table for jaan names contains six of the extra-long names their culture is known for. If you want more variety, a more complex jaan name generator can be found in Chapter 14 - Random Generation Tables.

Randomly Pick an Insaan Name:

INSAAN GIVEN NAMES			
D6	**MASCULINE**	**FEMININE**	**ANY GENDER**
1	Jonathan	Koichi	Aki
2	Marcus	Jennifer	Bevan
3	Atandwa	Naima	Hunter
4	Nozumo	Layla	Rei
5	Farid	Yasmine	Scout
6	Yousef	Gertrude	Zaza

INSAAN FAMILY NAMES			
2D6	**1-2**	**3-4**	**5-6**
1	Baker	Smith	Higge
2	Holstead	Sunkett	Al-Kwarismi
3	Akosh	Nyongo	Gurira
4	Takashi	Petrunich	Hernandez
5	Trewella	Shao	Amedda
6	Pin	Vanater	Zulu

Randomly Pick a Hinn Name:

HINN GIVEN NAMES			
D6	**MASCULINE**	**FEMININE**	**ANY GENDER**
1	Elleran	Aleria	Aramani
2	Omar	Gelleneth	Auden
3	Malon	Fareena	Janus
4	Relanor	Tela	Hadli
5	Makatosh	Nadia	Katana
6	Kevin	Octavia	Reinn

HINN FAMILY NAMES (ETHERIAN)			
2D6	**1-2**	**3-4**	**5-6**
1	Orivaris	Elion	Nephinae
2	Elpharae	Alavara	Ilmadia
3	Elandor	Halanaestra	Saphielle
4	Xilren	Thaola	Zestari
5	Umeleth	Vaeri	Aenwyn
6	Myrdin	Zilyana	Haera

Randomly Pick a Dyn Name:

D6	DYN NAMES - ANY GENDER		
1	Ash	Bekke	Gage
2	Bo	Jai	Wren
3	Denn	Perl	Star
4	Kye	Quin	Poz
5	Jax	Chik	Bru
6	Mack	Viv	Xed

Randomly Pick a Rhuthari Name:

RHUTHARI CHOSEN NAMES			
D6	**MASCULINE**	**FEMININE**	**ANY GENDER**
1	Fetu	Tueila	Ainalani
2	Palueiite	La-ei	Aputi
3	Rangi	Lanuola	Laki
4	Tamati	Asoese	Kerubo
5	Barmasai	Akinyi	Kioko
6	Lo-ikerra	Makena	Nataana

RHUTHARI TRIBAL NAMES			
2D6	**1-2**	**3-4**	**5-6**
1	al-Njeri	al-Arana	al-Omondi
2	al-Kikuyu	al-Kura	al-Devi
3	al-Maina	al-Ora	al-Juma
4	al-Mwangi	al-Turi	al-Palakiko
5	al-Kimani	al-Kama	al-Shah
6	al-Odhiambo	al-Kaukai	al-Ashi (Exile)

Randomly Pick an Ath'enki Name:

ATH'ENKI GIVEN NAMES			
D6	**MASCULINE**	**FEMININE**	**ANY GENDER**
1	L'uriz	Chabat	Marzuk
2	Kathaxo	Bann'ika	Lazgak
3	Li'vogorak	Ch'koda	B'hak
4	Ha'rakan	Kruthani	Vet'kag
5	Koshtuko	Eshozi	Gonka
6	Kagan'a	Inkathu	Za'kath

ATH'ENKI FAMILY NAMES			
2D6	**1-2**	**3-4**	**5-6**
1	K'tuj	Fromdak	Harstarni
2	Lashtal	Zetroc	Ong'kud
3	Oh	Merk'ikot	Thal'nuut'ong
4	Vox	Mol'vixo	Ghazat
5	N'guchat	Vasht	Inzego'no'gorek
6	Uzak	Zagnatz	Zarod

Randomly Pick a Jaan Name:

D6	**JAAN NAMES - ANY GENDER**
1	Agoranamchanigaragara "Gara"
2	Maltinoragbarinthia "Malta"
3	Farudammangeringthoriadishmalchannagath "Chi-chi"
4	Torrakamundabaruthadaring "Rakamunda"
5	Ishinsherishawankalatisheevarundi "Ishi"
6	Lalamomoannanciama "Lala"

5. Base & Combat Attributes

You start at level 1 with zero **experience points**, so you can put 1 in the "**Level**" field and 0 (zero) in the "**XP**" field now. Each character has a set of base attributes that determine their skill and prowess in battle.

Toughness: The character's resilience to bodily harm. A measure of the amount of damage the character's body can take before they become so seriously wounded that they can no longer fight.

Agility: The character's physical fitness, flexibility, and dexterity. A measure of how fast they can move and how maneuverable they are.

Accuracy: The character's ability to consistently hit enemies with weapons. A measure of their fine motor skills, breath control, and practice with their weapons.

Discipline: The character's capability to resist mind-affecting abilities and the strength of their magical or spiritual abilities. A measure of their self-confidence, intelligence, and willpower.

Use the chart below to find your starting class's initial base attributes and write them down in the Base Attributes section of your character sheet. Recruits start with 1 more Toughness than the other starting classes (2 instead of 1), and the Novice and the Seeker both start with 1 more Discipline than a Recruit (2 instead of 1). All characters start with 1 Agility and 1 Accuracy. During the course of the game, your character will be able to improve these attributes as they level up.

Starting Base Attributes by Class:

ATTRIBUTE	RECRUIT	NOVICE	SEEKER
Toughness	**2**	1	1
Agility	1	1	1
Accuracy	1	1	1
Discipline	1	**2**	**2**

Example: *Since Kira is a Recruit, Johnathan writes in her base attributes in that section on her character sheet. He also fills out the Combat Attributes using the above calculations.*

Combat Attributes

The attributes you'll use during combat are **Max HP**, **Speed**, **Aim**, and **Will**, based on your base attributes, your equipment, and your abilities.

For Aim and Will, you won't be getting any bonuses to those attributes at level 1, so you can just write the value in the box for both attributes.

Your Speed is 6 plus your Agility times 2, so it starts at 8.

Speed = 6 + (Agility × 2)

For your Max HP, you'll get a +2 bonus from your body armor in the next section. Calculate your Max HP using the following formula:

Max HP = 2
+ Half Character Level (rounded down)
+ Toughness
+ Body Armor

For starting characters, Recruits will have 6 Max HP and Novices and Seekers will have 5 Max HP.

6. Starting Equipment

You can't just run off into battle without proper weapons and equipment. Each character starts with a set of gear that will get them through their first mission. Choose one of two starting primary weapons and one of three starting secondary weapons. Novices and Seekers can choose an arcane focus or spiritual resonator, respectively, instead of a primary weapon. Every character starts with the same body armor: a ballistic vest.

Ballistic Vest. Art by Biagio D'Alessandro.

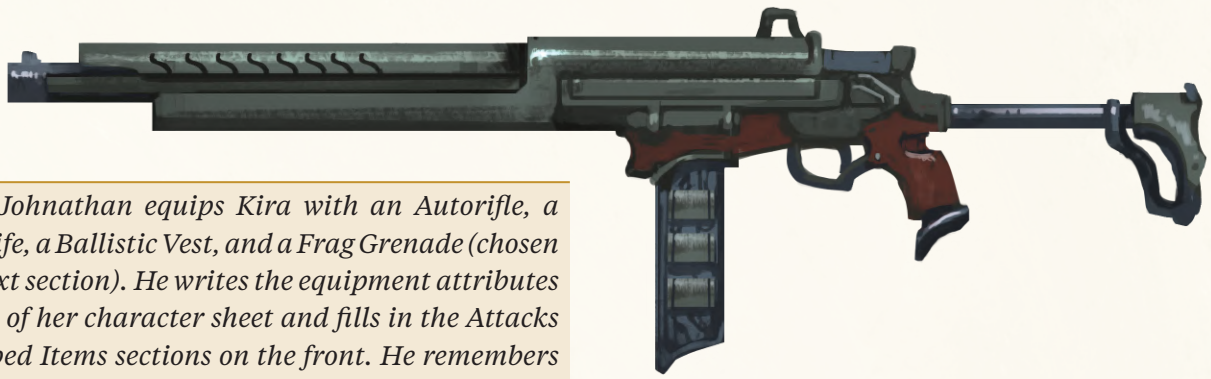
Once you've selected your starting equipment, flip your character sheet over and write them down in the "Primary Weapon," "Secondary Weapon," and "Body Armor" sections of the back. In the Body Armor section, write in "Utility" on the first pocket line. All body armor has at least one utility pocket.

After adding the weapons, you can fill in the Attacks section for your weapons on the front of your character sheet. The **Aim Dice** for the attack is the Aim Dice of the weapon plus your Aim attribute. These attacks have no **Breaking** or **Piercing**.

After adding the ballistic vest, you can fill in the Body Armor line in the Max HP box on the front of your character sheet with the +2 Max HP and write the total up in the large box for Max HP.

See Chapter 6 - Equipment & Items for more information about your starting equipment.

Example: *Johnathan equips Kira with an Autorifle, a Combat Knife, a Ballistic Vest, and a Frag Grenade (chosen from the next section). He writes the equipment attributes on the back of her character sheet and fills in the Attacks and Equipped Items sections on the front. He remembers to add Kira's Aim to the Aim Dice attribute of the weapon when writing in the attacks.*



Autorifle. Art by Biagio D'Alessandro.

Starting Primary Weapon Table:

NAME	RANGE	AIM DICE	CRIT DICE	DAMAGE	CRIT DAMAGE	AMMO	MOD SLOTS	SPECIAL
Light Carbine	Med	0	0	d2 + 2	+1	4	1	Lightweight 2 (+2 Speed)
Autorifle	Med	0	0	d3 + 2	+2	4	1	-

Special Starting Equipment Table:

NAME	MOD SLOTS	SPECIAL
Idiophone (Seeker Only)	1	Improved Resonator 1 (+1 Will when making Will Attacks)
Spell Focus (Novice Only)	1	Channel Energy 1 (Once per mission, reduce a magic ability's cooldown by 1)

Starting Secondary Weapon Table:

NAME	RANGE	AIM DICE	CRIT DICE	DAMAGE	CRIT DAMAGE	AMMO	MOD SLOTS	SPECIAL
Combat Knife	Adj	+2	0	d3	+1	-	0	-
Pistol	Short	+1	0	2	+1	∞	1	-
Heavy Pistol	Short	0	0	3	+1	∞	1	-

Starting Body Armor Table:

NAME	TYPE	MAX HP	ARMOR POINTS	SHIELD POINTS	MOD SLOTS	UTILITY POCKETS
Ballistic Vest	Medium	+2	0	0	1	1

7. Starting Items and Abilities

Recruits start with a single item of their choice, either a Frag Grenade or a Medkit. Novices get the Ignite ability, and Seekers get the Terrorize ability. More explanation on the Ability descriptions in Chapter 3 - Missions.

Novice's Starting Ability: Ignite

If you're a Novice, you start the game with the Ignite ability, a bit of basic fire magic that sets an enemy on fire. Add your starting ability to the "Active Abilities" section of your character sheet. "**Cooldown**: 2" means that after you use this ability, you have to wait until two turns later before you can use it again. "**Charges**: 2" means that you can only use it twice for the whole mission. "**Range**: Short" means that you must be within 8 tiles to use this ability on an enemy. The Burning condition deals d3 Fire Damage every round and prevents ability use.

Ignite

Activation: >| **Cooldown:** 3 **Charges:** 2
Range: Short

Type: Offensive / Fire Magic

Effect: Target unit in range and in line of sight gains Burning.

You focus your will on an enemy, snap your fingers, and set them alight.

Seeker's Starting Ability: Terrorize

If you're a Seeker, you begin with a simple mind-affecting spell: Terrorize. Add your starting ability to the "Active Abilities" section of your character sheet. Like Ignite, Terrorize has a 2-turn cooldown and 2 charges. "Range: Medium" means that you must be within 16 tiles to use this ability on an enemy. See Chapter 3 - Missions for more information on how to make a Will Attack, and on the Panic and Disoriented conditions.

Terrorize

Activation: > **Cooldown:** 2 **Charges:** 2
Range: Medium

Type: Debuff / Daeva Summoning

Effect: Target a Living unit in range and in line of sight and make a Will Attack against it. *On Success:* target unit gains Panic. *On Resist:* target unit gains Disoriented.

You subject your enemy's mind to the abject terror of the Nether, destroying their confidence and sending them into a blind panic.

Recruit's Starting Items: Choose either Frag Grenade or Medkit

If you're a Recruit, you don't start the game with any class abilities, but worry not, you start the game with a choice between a grenade and a utility item and you'll get new abilities once you level up. Choose either the Frag Grenade or the Medkit below and add it to the "Equipped Items" section on the front of your character sheet and in the utility pocket of your equipped body armor on the back.

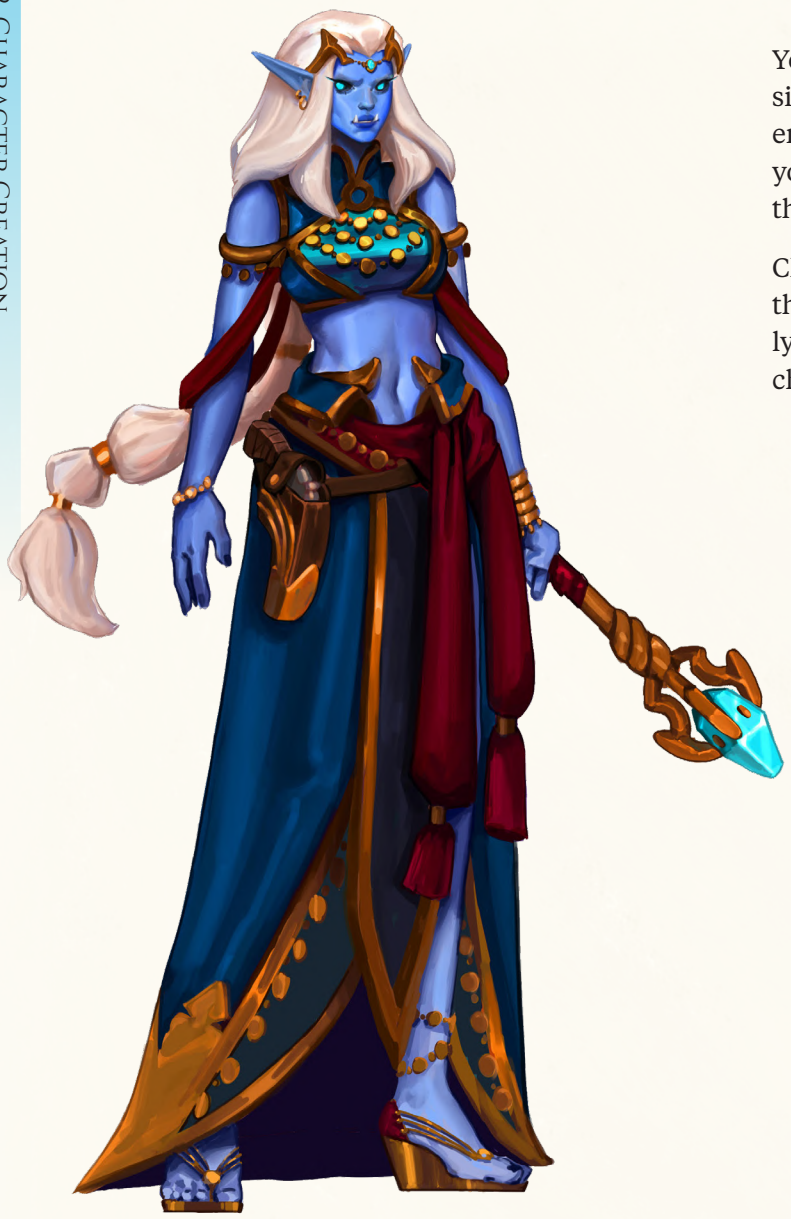
Refer to the Basic Actions Table in the Reference Sheets for detailed rules on how to use these items. "Charges: 1" means that this item can only be used once during the mission, so be sure to use it when it's most effective! See Chapter 6 - Equipment & Items for a more thorough description of these items.

Starting Items Table (Choose One):

NAME	RANGE	RADIUS	DAMAGE	CRIT DICE	CRIT DMG	BREAKING	DAMAGE TYPE	EFFECT
Frag Grenade	Short	1.5	d2 + 2	0	0	1	Explosive	Destroys cover

NAME	CHARGES	EFFECT
Medkit	1	Target self or adjacent allied unit. Heal target unit for 4 HP

Frag Grenade & Medkit. Art by Biagio D'Alessandro.



Vishtek Okam'ran, ath'enki adept on the crew of the Shearwater. Art by Julia Nguyen

8. Starting Inventory

Your characters probably start out with a very simple, transient lifestyle. They might only make enough money to survive day-to-day. Whatever your character's aspirations and motivations are, they're most likely starting from humble means.

Choose any number of the following useful items that feel appropriate for your character (or randomly generate a few trinkets) and add them to your character sheet's "Inventory" section:

- Bag, backpack, or rucksack
- Two sets of common clothing
- Rifle cleaning & maintenance kit
- Canteen
- Mess kit (metal plate, fork & spoon)
- Small folding knife
- Crowbar
- Toolkit (screwdriver, hammer, wrench, pliers, file, fasteners)
- Auranite-powered flashlight, or hooded nethane lantern
- Tinderbox & chemical matches, or artifact fire-starter
- 15 meters of rope
- Lock picks
- Musical instrument
- Journal & pencil
- Personal keepsake (jewelry, photograph, etc.)
- Deck of cards or set of dice
- Tobacco or qunubu cigarettes
- (or randomly generate some trinkets using the table below)

Example: *Johnathan rolls a 7 on 2d6 and puts 27 riyals in the Inventory section on the back of Kira's character sheet along with a set of basic items.*

Randomly Generate a Trinket:

D66	1	2	3	4	5	6
1	Pen & Pencil	Small Journal	Foreign Coins	Coffee Mug	Deck of Cards	Crowbar
2	Flask	Dainty Napkin	Bag of Snacks	Butter Crock	Monocle	Leather Wallet
3	World Atlas	Spyglass	Padlock & Key	Flute	Setar	Compass
4	Toolset	Folding Knife	Matches	Qunubu Cigarettes	Tobacco Pipe	Locket w/ Portrait
5	Fancy Hat	Fine Gloves	Spectacles	Box of Tea Leaves	Azi Statue	Hand Mirror
6	Wooden Animal Figurine	Ath'enki Toen Hourglass	Piece of katta'ka shell	Salacious Romance Novel	Package of Dried Mushrooms	Tiny Zephyrite Shard

Starting Money

The currency of most of Zafir is the Imperial **Riyal**, formerly a gold coin minted by the Delardian Empire, but currently paper notes and silver-copper alloy coins issued by the Federal Bank of Delardia.

A Riyal is denoted with this symbol, ₹, and is divisible into 100 cents. Twelve riyals and fifty cents is written ₹12.50. Riyal notes are issued in denominations of ₹1, ₹5, ₹10, ₹20, ₹50, and ₹100. The Delardian Federation also issues three coins, one worth 50 cents (₹0.50), one worth 10 cents (₹0.10), and one worth 1 cent (₹0.01).

₹1 in Zafir is worth roughly $10 USD in real-world money. See Chapter 6 - Equipment & Items for more information on the average prices of goods and services throughout Zafir.

Roll Starting Money: Each character starts with 2d6 + 20 riyals. Roll these dice in front of the other players, add them up, and mark the total on the back of your character sheet in the "Money" section.

9. Starting Proficiencies

Classes are able to equip weapons and body armor and use magic based on their proficiencies. Characters get different proficiencies from their starting classes and earn new proficiencies when choosing a new class.

Write these new proficiencies in the "Proficiencies" section on the back of your character sheet.

Starting Proficiencies by Class:

CLASS	STARTING PROFICIENCIES
Recruit	Autorifles, Sidearms, Medium Armor
Novice	Autorifles, Sidearms, Arcane Focuses, Medium Armor, Fire Magic
Seeker	Autorifles, Sidearms, Spiritual Resonators, Medium Armor, Daeva Summoning

Example: *Since there's nothing to choose here, Johnathan simply copies Kira's starting proficiencies into the Proficiencies section on the back of her character sheet.*

Tiz Kip Denk Shar, dyn-errad arcanist. Captain of the Shearwater. Art by Angela O'Hara.

Alternate Currencies

The governments of Zafir issue many different currencies. If you wish, you can include the Sultain Auramark (written: 100 ə), valued at 1/20th of a riyal or $0.50 USD, and the Ath'enki chit (written: ✱100) worth 1/48th of a riyal or about $0.21 USD. Otherwise, for game purposes and to make tracking money easier, just assume that the whole world uses Riyals.

10. Starting Responsibilities

Responsibilities describe your character's skill in non-combat situations. There are ten responsibilities:

Acquisition: Clever. Finds stuff, buys stuff, or steals stuff. Negotiates a good price. Knows the value of things. Completely 100% trustworthy, probably.

Arcana: Knows secrets, themselves, and a little bit of everything else. Identifies monsters and magic. Understands the layers of the cosmos. Strong willed. Reads a lot of old books.

Engineering: Smart, intuitive. Understands machines. Fixes stuff, makes stuff, upgrades stuff. Has a lot of tools you've never heard of.

Entertainment: Fun! Tells stories, sings songs, brightens spirits. Likes to laugh. Knows how to talk to people, understands them.

Leadership: Respected, loved, or feared. Gives orders, commands. Knows how to talk to people, public relations, roots in the community. Convinces others to act.

Medicine: Steady hands, keeps their tools sharp, cleans things. Keeps people alive, keeps people healthy. Knows about drugs.

Navigation: Good memory, reads a lot, book smart. Reads maps. Can fly airships and drive autocars. Probably won't get lost.

Security: Street smart, reads a room. Enforces order, keeps the peace, causes a ruckus. Likes guns; knows about guns, bullets, and bombs; keeps their guns ready. Will punch folk.

Spirituality: Has a big heart, but knows how to guard it. Helps others think, feel, and know their own hearts. Knows about gods, religions, and rituals. Knows about spirits, daeva, love, and loss.

Sustenance: Dependable, confident. Grows food, buys food, cooks food. Keeps people healthy. Knows about plants, animals, soil, and seasons.

Your character starts at Expert skill level in one responsibility and gains 3 points in that responsibility. They also start at Basic skill level with the duties of two other responsibilities and gain 1 point in each of those. Your character starts with zero points in the rest of the responsibilities. It's okay if some people in the crew have overlapping responsibilities and if not all responsibilities are handled by the crew. Choose your responsibilities and put their respective points on your character sheet.

Expert = 3 Points

Basic (x2) = 1 Point each

Randomly Pick Responsibilities:

Roll a d66 on the random responsibility three times, once for Expert, and twice for Basic. If you get a repeat responsibility, reroll.

D66	RESPONSIBILITY
11-13	Acquisition
14-16	Arcana
21-23	Engineering
24-26	Entertainment
31-33	Leadership
34-36	Medicine
41-43	Navigation
44-46	Security
51-53	Spirituality
54-56	Sustenance
61-66	*roll again*

Example: *Johnathan feels like Kira would care about keeping her crew safe, so he chooses Security as her Expert responsibility and writes a "3" in the Security box of the Responsibilities section on the back of her character sheet. He chooses Navigation and Leadership as her Basic responsibilities and writes a "1" in each of those boxes.*

11. Starting Languages

Every character can communicate using **language**. For any language, your character can either be fluent, meaning they speak the language well with a wide vocabulary; conversational, meaning they speak the language well enough to get by in daily life but lack an extended vocabulary; or not at all, in which they do not understand that language at all.

You may choose to start with one of the following sets of language capabilities:

Option 1:

- 1 Fluent Language
- 3 Conversational Languages

Option 2:

- 2 Fluent Languages

Choose your Languages from the following list and write them on your character sheet, indicating your level of skill (either Fluent or Conversational).

Languages of Zafir

Akkor: Jaan common language.

Kikkir: Arboreal jaan dialect of Akkor.

Batarak: Ath'enki common language.

Gabat'ura: Ath'enki religious/ultra-formal dialect of Batarak (sometimes called Zephyrian).

Daevic: The language of daevas.

Daulite: Daul regional language, insaan.

Dynish: Dyn common language.

Etherian: Ancient hinn language (archaic, most modern hinn speak Everan or Sultain).

Everan: Common surface world language, mainly insaan, Delardian Federation official language.

Morrillian: Morril regional dialect of Everan, insaan.

UZS (Universal Zafiri Sign): The official sign language of Zafir, adopted worldwide in 919 MA3.

Jaxton (Jack's Tongue): Secret code/cant of the Disciples of Jack (usually in Everan).

Rhuthari: Rhuthari common language.

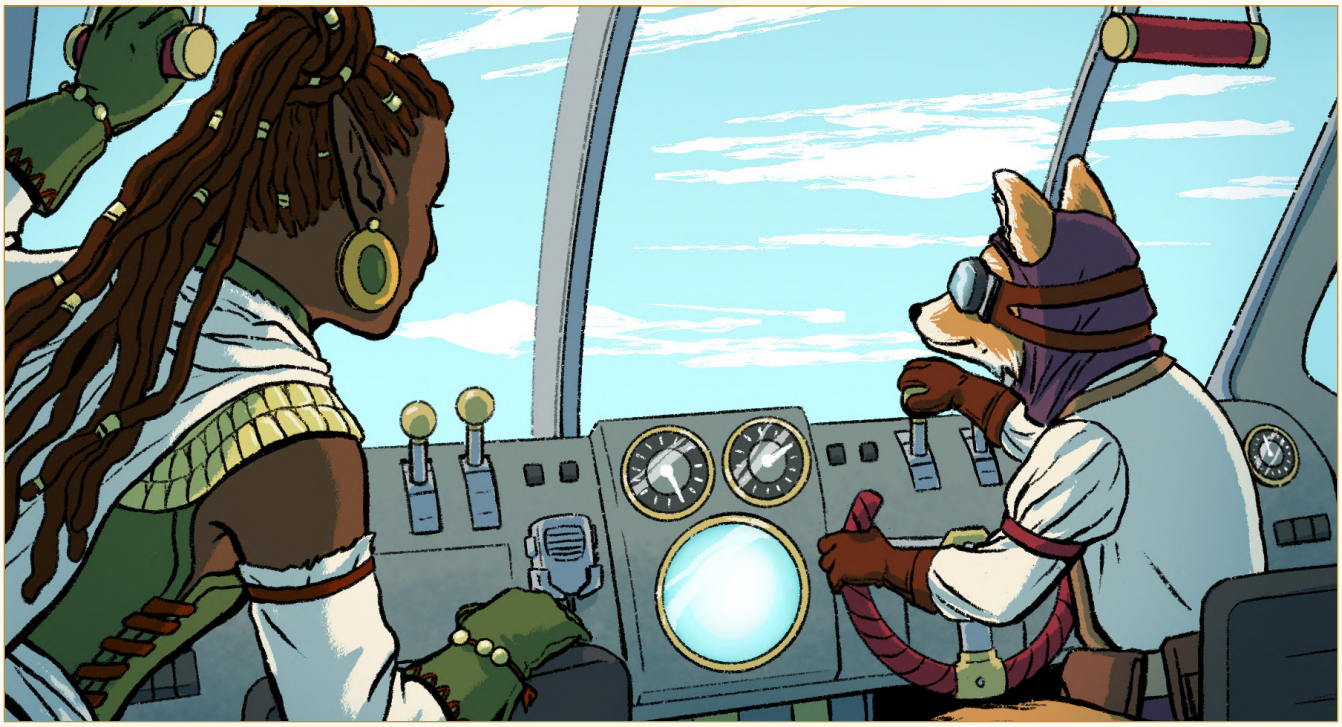
Sultain: Sultain Imperium official language.

Old Sultain: Ancient Sultain language, still used for religious purposes (archaic).

Example: *Johnathan chooses Everan as Kira's Fluent Language and three other conversational languages: Sultain, UZS, and Batarak.*

Ready to Play!

That's it, you're all ready to play! Introduce your character to the other players and listen as the GM sets the first scene. Welcome to Zafir!



Kira joins Tiz on the bridge of the Shearwater. Art by Cat Parra.

ZAFIR
TACTICAL ROLEPLAYING GAME

NAME Kira
PRONOUNS she/her
CLASS Recruit
ORIGIN hotheaded hinn woman
LEVEL 1
XP 0

BASE ATTRIBUTES

TOUGHNESS	AGILITY
2	1
ACCURACY	**DISCIPLINE**
1	1

COMBAT ATTRIBUTES

MAX HP	SPEED	AIM	WILL
6	8	1	1
BASE HP 2	BASE SPEED 6	ACCURACY 1	DISCIPLINE 1
HALF LEVEL 0	AGILITY X 2 2	EQUIPMENT	EQUIPMENT
TOUGHNESS 2	EQUIPMENT	ABILITIES	ABILITIES
BODY ARMOR 2	ABILITIES	OTHER	OTHER
OTHER	OTHER		

HP 6
AP
SP
FOCUS
CONDITIONS

ATTACKS

		AMMO	RANGE	AIM DICE	CRIT DICE	DAMAGE	CRIT DMG	BREAKING	PIERCING
PRIMARY	Autorifle	4	Med	+1	0	d3+2	+2	0	0
SECONDARY	Combat Knife (melee)		Adj	+3	0	d3	+1	0	0
OTHER	Frag Grenade (radius: 1.5)		Short			d2+2	0	1	

BASIC ACTIONS

MOVE > | ATTACK >| | OVERWATCH >| | RELOAD > | USE ITEM > | INTERACT —

ABILITIES

NAME >| COOLDOWN CHARGES
EFFECT RANGE

EQUIPPED ITEMS

Frag Grenade 1 CHARGES
CHARGES
CHARGES

PASSIVE ABILITIES

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Example Character Sheet: Front

ZAFIR
TACTICAL ROLEPLAYING GAME

NAME Kira
PRONOUNS she/her

EQUIPMENT

Autorifle
PRIMARY WEAPON

NOTES

RANGE	AIM DICE	CRIT DICE	DAMAGE	CRIT DMG	AMMO
Med	0	0	d3+2	+2	4

MODS: 1 (MOD SLOTS)

Combat Knife
SECONDARY WEAPON

NOTES

RANGE	AIM DICE	CRIT DICE	DAMAGE	CRIT DMG	AMMO
Adj	+2	0	d3	+1	-

MODS: - (MOD SLOTS)

Ballistic Vest
BODY ARMOR

NOTES

MAX HP	ARMOR POINTS	SHIELD POINTS
+2	0	0

MODS: 1 (MOD SLOTS)

Frag Grenade
Utility POCKET

POCKET

POCKET

POCKET

HARDPOINT

HEADGEAR

EFFECTS

RESPONSIBILITIES

ACQUISITION	ARCANA	ENGINEERING	ENTERTAINMENT	LEADERSHIP
				1

MEDICINE	NAVIGATION	SECURITY	SPIRITUALITY	SUSTENANCE
	1	3		

SKILLS

INTERPERSONAL SKILLS: COERCE, DECEIVE, PERSUADE
OBSERVATION SKILLS: INTUIT, INVESTIGATE, NOTICE
TRAINED SKILLS: PILOT, STUNTS, TINKER

INVENTORY

- Duffel Bag
- Clothing
- Rifle maintenance kit
- Mess kit
- Flashlight
- Lock Picks
- Journal & pencil

₹ 27 MONEY

PROFICIENCIES

- Autorifles
- Sidearms
- Medium Armor

LANGUAGES

FLUENT LANGUAGES: Everan

CONVERSATIONAL LANGUAGES: Sultain, UZS, Batarak

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Example Character Sheet: Back

3

Missions

A mission is the tactical combat portion of a game session. It has a distinct start and end with clear goals defined by the GM. During the mission, the players' characters and the enemies they face are represented as **Units** on a **Battlefield**. Each mission is divided into a series of **Encounters** that the players will need to complete to finish the mission.

Units

The players each control a single Unit, a representation of their **Player Character** in battle. The Game Master controls all **Enemy Units**: any units that are opposing the players. **Allied Units** that are not player characters are controlled by the players together.

Combat Attributes

Units have a series of values called **Combat Attributes**. These attributes are calculated by adding the unit's base attributes to any bonuses they get from equipment, abilities, or conditions. The Combat Attributes are as follows:

Max Hit Points (Max HP): Amount of damage the unit can take before it goes **Out of Action**. The **Max HP** attribute represents the highest number of **Hit Points (HP)** that this character can have. Calculate Max HP by starting at a base of 2 HP, adding half the character's level, rounded down, the unit's **Toughness**, and any bonuses from Body Armor or other equipment.

Max HP = 2 + Half Character Level + Toughness + Bonuses

When calculating Max HP, round down to the nearest whole number.

Speed: How fast the unit can move and maneuver on the battlefield. The **Speed** attribute represents the number of tiles the unit can move when using the **Move Action**. Calculated by adding bonus Speed from equipment and abilities to six plus double the unit's **Agility**.

Speed = 6 + (Agility × 2) + Bonuses

Agility: While not technically a Combat Attribute (as it's one of the unit's base attributes), Agility is used to calculate **Agility Points** for **Agility Moves**. See the Movement section, below.

Aim: How well the unit can successfully hit enemies with their attacks. The **Aim** attribute represents the number of Aim Dice the unit adds to every attack, calculated by adding bonus Aim from equipment, mods, or abilities to the unit's **Accuracy**. Note: each weapon can add additional Aim Dice for its own attacks, so don't include those in the Aim combat attribute.

Will: The strength of the unit's mental fortitude. The **Will** attribute represents the number of Will Dice the unit has when making or resisting **Will Attacks**, calculated by adding bonus WIll from equipment, mods, and abilities to the unit's **Discipline**.

Hit Points (HP): HP refers to the player's current Hit Points. Cannot be greater than the unit's Max HP or fewer than zero.

Armor Points (AP): Incoming damage is reduced by this amount. **Armor Points** (abbreviated to AP) can be destroyed by attacks with **Breaking**.

Shield Points (SP): **Shield Points** (abbreviated to SP) are a technomagical force that protects the unit from incoming damage. They act like temporary HP on top of the unit's Max HP. Damage is applied to Shield Points before HP and before Armor Points reduce damage.

Attack Attributes

Units make **Attack Actions** over the course of the battle. Each attack has the following attributes, which can be modified by equipment, mods, or abilities:

Range: The **Range** category for this attack, which can be Adjacent, Short, Medium, or Long.

Aim Dice: The base number of **Aim Dice** used for this attack. This is calculated by adding the unit's Aim attribute to the Aim Dice attributes from their equipped weapon and mods.

Crit Dice: The base number of **Crit Dice** used for this attack. This is calculated by totalling the Crit Dice attributes from the unit's equipped weapon and mods.

Damage: The amount of **Damage** this attack does.

Crit Damage: The amount of extra damage added if this attack scores a **Critical Hit**.

Breaking: The number of Armor Points to destroy after dealing damage.

Piercing: The number of Armor Points to ignore when dealing damage.

Missions & Encounters

Combat in Zafir happens during **Missions**, which are divided into a number of **Encounters**. The GM will introduce the players to the mission and inform them of how many encounters it will have.

Start of the Mission

The players start the mission at full HP, full charges on items and abilities, full ammo in their weapons, and all abilities ready to use. They should choose which items to take and what equipment to use on the mission before they begin, as this cannot be changed during the mission.

Mission Objectives

The GM will give the players one or more **Mission Objectives** to complete in order to succeed in their mission. The default objective is to eliminate all enemy units in every Encounter, but the GM may introduce more complex objectives to give the players a more interesting challenge. Once the players complete all the objectives, the mission is over.

The GM may also specify **Optional Objectives**. For each of these objectives completed before the end of the mission, the players may receive additional rewards (or avoid penalties) at the GM's discretion.

Encounters

Each encounter begins with the GM describing the scene and setting up the **Battlefield**. The GM will tell the players where to place their units or if they begin the encounter with **Concealment**, which lets the players set up wherever they want. Unless the GM says otherwise, encounters last

until all the enemy units are defeated, including reinforcements.

End of the Mission

Upon completing all the mission objectives, the mission ends. Players receive one **Experience Point (XP)** for completing the mission. If player characters ended the mission Out of Action, check the Grievous Wounds table later in this chapter to find out what ultimately happens to them.

Example Mission Sequence

The players are infiltrating the base of a bandit gang known for causing serious trouble in the badlands around Delard City. The mission objective, eliminate all bandits. There will be three encounters in this mission.

Encounter 1: Start with **Concealment**. Fight the guards at the entrance to the bandit camp.

Encounter 2: Fight through the twisted interior of the camp.

Encounter 3: Engage with the bandit boss in his hidden underground lair.

Once the players defeat all enemies in each encounter, they progress to the next one. Once they defeat all the enemies in the last encounter, they successfully complete the mission.

Taking Turns

Combat happens in **Rounds** and **Turns**. One round contains two phases, the **Player Phase**, where each player takes one turn for their unit and their allies, followed by the **Enemy Phase**, where the GM takes one turn for each of the enemy units. During each round, each unit gets a turn. On their turn, the unit gets two **Actions**.

The players always have the first turn.

At the start of the Player Phase, the players choose one player from among themselves to go first. (It may help to use some object as a first-player token and place it in front of the chosen player.) That player's unit goes first, performing its actions until its turn is over, then play proceeds to the player to the left of the first player and continues around the players clockwise. After all the players' turns are completed, the players collectively act for any allied units' turns. The GM then takes turns for all the enemy units. During the Enemy Phase, the GM controls the enemy units and takes each enemy unit's turn in any order they choose.

Start of Round/Phase Checklists

At the start of every round, before the player phase, the GM should do the following in this order:

1. Reduce **duration counters by 1 for tile features** and remove expired tile features.
2. If there are reinforcements in this encounter, **move all pending reinforcements down the reinforcements track**. Place any reinforcements that move off the end of the track onto the battlefield.
3. Reinforcements that were just placed on the battlefield make a **free move action.**

Then the Player Phase begins. At the start of every Player Phase, the players should do the following in this order:

4. Apply **start-of-round effects** from conditions and abilities for all the players' units.
5. Reduce **duration counters by 1 for conditions** on the players' units and remove expired conditions.
6. Reduce **cooldown counters by 1 for each ability on cooldown** for the players' units.
7. **Choose a player to go first**.

Once the players' units (and allied units) have completed their turns, the Enemy Phase begins. At the start of every Enemy Phase, the GM follows a similar checklist for the enemy units:

8. Apply **start-of-round effects** from conditions and abilities for all the enemy units.
9. Reduce **duration counters by 1 for conditions** on the enemy units and remove expired conditions.
10. Reduce **cooldown counters by 1 for each ability on cooldown** for the enemy units.

Actions & Abilities

Each unit gets two actions per turn. Some actions are free actions and do not count against the two action limit. Other actions may end that unit's turn regardless of how many actions remain unused. Some abilities may grant bonus actions of a specified type.

Abilities

All units can have **Abilities**. An ability can be a special action that only that unit can perform, a passive bonus to some attribute or attack, or a reaction to another action being performed.

Passive Abilities

Passive Abilities are always in effect. Passive Abilities provide a bonus to attacks, other abilities, or attributes.

Reactions

Reaction Abilities allow a unit to respond to another unit's action. These abilities always have a limit to how often they may be used as specified in the effect description.

Basic Actions

Any unit, including enemy units, can take the **Basic Actions** on their turn. The basic actions and their descriptions are listed below.

Activation Symbols

All actions and abilities contain one or more of the following symbols representing their **Activation**: an arrow (>), a bar (|), a dash (-), the letter P, or the letter R. An arrow (>) means that performing the action counts against the two-action-per-turn limit. A bar (|) represents that this action will end the unit's turn even if it has actions remaining. A dash (-) represents a free action, taking this action will not count against the unit's two-action-per-turn limit. The word "Passive" means that this ability is a Passive Ability. The word "Reaction" means that this ability is a Reaction Ability.

Basic Action List

Move >

The unit moves a number of tiles up to the value of its Speed attribute.

Attack (Ranged) >|

(Unit has a ranged weapon equipped with at least 1 ammo.) Target an enemy unit within the maximum range of the equipped weapon and within line-of-sight. Make an attack roll against the target unit, and if successful apply damage. Reduce the equipped weapon's current ammo by 1.

Attack (Melee) >|

(Unit has a melee weapon equipped.) Make a free move action that puts this unit into Adjacent range of a target enemy unit. Then make an attack roll against the target unit with its equipped melee weapon, and if successful apply damage.

Attack (Grenade) >|

(A usable grenade item with charges remaining is equipped on this unit.) Target an area of effect with radius equal to the Radius of the equipped grenade centered on a tile in range and in line of sight. Target all units in the area of effect. Target units take damage according to the grenade's Damage, rolling damage individually for each target. Destroy armor points equal to the grenade's Breaking. Finally, follow the directions in the grenade's Effects field.

Action or Ability Activation Symbols:

SYMBOL	DESCRIPTION
>	The action or ability counts against the action limit, but does not end the unit's turn.
>|	The action or ability counts against the action limit and ends the unit's turn, regardless of any available actions remaining.
-	The action or ability can be performed as a free action, it does not count against the action limit and does not end the unit's turn
Passive	The ability is a Passive Ability.
Reaction	The ability is a Reaction Ability.

Attack (Subdue) >|

(Target is a Living unit with 2HP or fewer, or with Stunned or Disoriented.) Make a melee attack against the target unit without adding the Aim Dice from any equipped weapon, do not roll any Crit Dice or a Damage Die. If the attack hits, it deals no damage and the target unit gains Unconscious. If the unit has either the Stunned or Disoriented condition, the subdue attack can be made against them even if they have more than 2 HP.

Overwatch >|

(Unit has a ranged weapon equipped with at least 1 ammo.) Until the beginning of their next turn, if any enemy unit moves within this unit's line of sight and within their ranged weapon's maximum range, this unit may make a reaction attack against it at a -1 Aim Dice penalty. While units are moving they are considered to be out of cover.

Reload >

(Unit has an equipped weapon with less than full ammo.) A weapon equipped on this unit has its ammo reset to full.

Use Item >

(A usable item is equipped on this unit and, if the item uses charges, has charges remaining.) The unit follows the directions for using the item. If the item uses charges, reduce the charges by 1.

Use Ally's Item >

(A usable item is equipped on a willing allied unit that is adjacent to this unit.) So long as the allied unit's player consents to this unit using its item, perform the Use Item basic action with the ally's item.

Interact -

(Unit is on or Adjacent to an interactive environmental object.) The unit interacts with some object or part of the environment, the GM will give guidance on what is interactable.

Use Ability ?

(The unit has a usable ability with charges remaining that is not on cooldown.) The unit follows the directions for using their ability. If the ability has charges, reduce its charges by 1. If it has a cooldown, put it on cooldown. Use the ability as directed by its activation symbol.

Pickup Body >

(Unit is adjacent to an unconscious or dead unit.) The unit picks up and carries a body from an adjacent tile. While carrying a body, the unit may only take Move or Drop Body actions.

Drop Body -

(Unit is carrying a body and there is an unoccupied adjacent tile.) The unit drops the carried body on an unoccupied adjacent tile.

Vishtek uses Ignite. Art by Kii Weatherton.

Movement

Zafir is played on a 3-dimensional 1-inch grid. Each grid square is called a tile. When a unit is in any particular grid square, it is considered "on" that tile and that tile is considered "occupied". Only a single unit can occupy a tile at a time. Units are 1 tile wide and 2 tiles tall (unless otherwise specified.)

The units can move around the battlefield using a Move Action. Units spend a number of movement points up to their Speed attribute when performing a move action. For cardinal movement, the move costs 1 movement point. For diagonal movement, the move costs 1.5 movement points. The unit must have movement points remaining equal to or greater than the required movement cost in order to move to that tile.

> ***Example:*** *Vishtek has a Speed attribute of 8. She can move 8 tiles in a straight line in a cardinal direction. She can move 5 tiles in a straight line in a diagonal direction, because after 5 diagonal movements she has spent 7.5 movement points and has 0.5 remaining; not enough to move one more time diagonally or cardinally. Alternatively, she can move 5 tiles in a cardinal direction and then 2 tiles in a diagonal direction, or any combination thereof, so long as she doesn't exceed her 8 movement points.*

Other Units

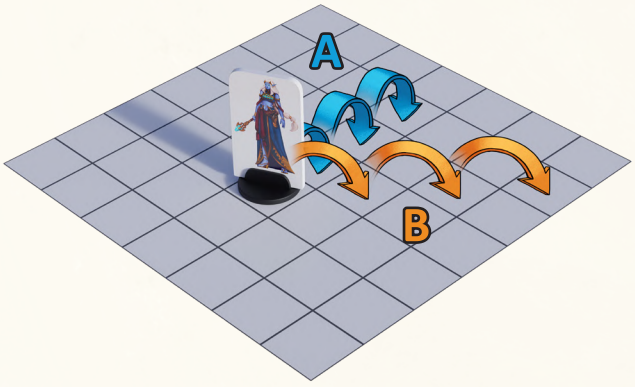
Units may move through allied units but not end their turn on the same tile as another unit. Units may not move through tiles occupied by enemy units.

Dropping

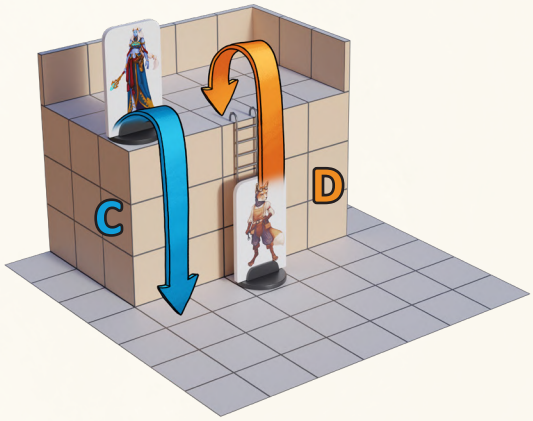
A tile that is adjacent to the unit's tile and lower than it is considered adjacent for movement. The unit can drop down safely from a height of 3 tiles. They can spend Agility Points to safely drop greater distances (see Agility Moves - Safe Dropping, below). If the unit decides to drop farther than 3 tiles without using Agility Points to drop safely, the unit falls and takes falling damage (see Falling, below).

Ladders

Any tile that is adjacent to the bottom of a ladder is considered 1.5 movement points away from the tile adjacent to the top of the ladder. A unit cannot end its move action in the middle of a ladder. Climbing from the bottom to the top is a move of a single tile that costs the full 1.5 movement point cost. Moving down a ladder is always considered a safe drop, and only costs 1 movement point and no Agility Points (see Safe Dropping, below).



A) Cardinal Movement: 1 Movement Point
B) Diagonal Movement: 1.5 Movement Points



C) Dropping 3 or Fewer Tiles: 1 Movement Point, No Agility Points
D) Climbing a Ladder: 1.5 Movement Points

Clambering

A tile that is adjacent to the unit's tile and one tile higher is considered adjacent. If the tile is 2 or more tiles higher than the unit's tile, then it is not adjacent. Units can clamber up a ledge 1 tile high, but cannot clamber up a ledge 2 tiles high without spending Agility Points (see Agility Moves - Climbing, below).

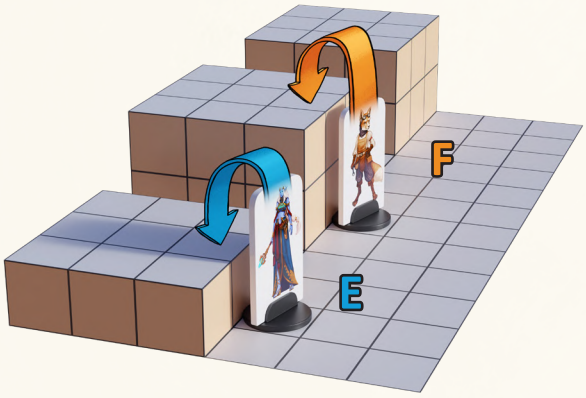
Vaulting

A unit can move over cover that is 1 tile tall, but cannot end their turn on top of it. If the unit wants to vault over a piece of cover and end their move action on the ground on the other side, they must have available movement points to make the whole move.

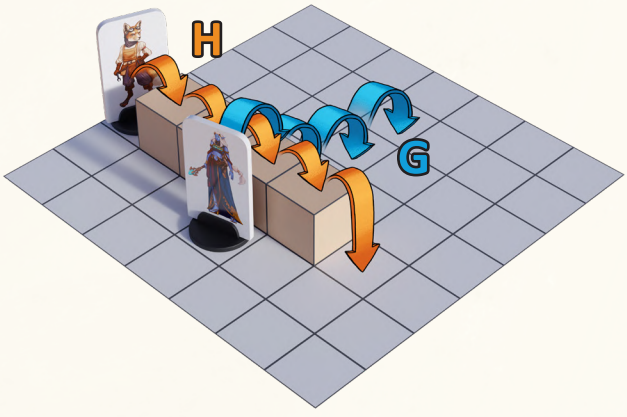
A unit can move over multiple tiles of cover this way, so long as they have enough movement points for the whole move and don't end their turn on top of the cover.

> ***Example:*** *Kira is taking cover at the end of a long table but has been outflanked by a Sultain loyalist. She uses her move action to vault onto the table (up one tile), run its whole length (three more tiles) and hop down and take cover at the other end (one tile). The move only costs 5 movement points.*

Kira the Trencher, ready for battle. Art by Marzena Piwowar.



E) Clamber Up 1 Tile: 1 Movement Point
F) Mantle Up 2 Tiles: 1 Agility Point + 2 Movement Points *(see Agility Moves)*



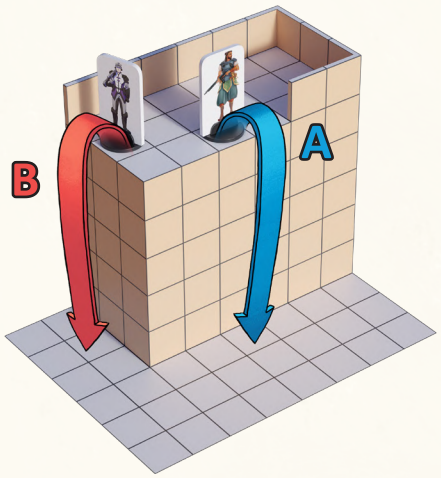
G) Vault Over Cover: 1 Movement Point per tile
H) Running Along Cover: Allowed, cannot end turn on top of cover

Agility Moves Table:

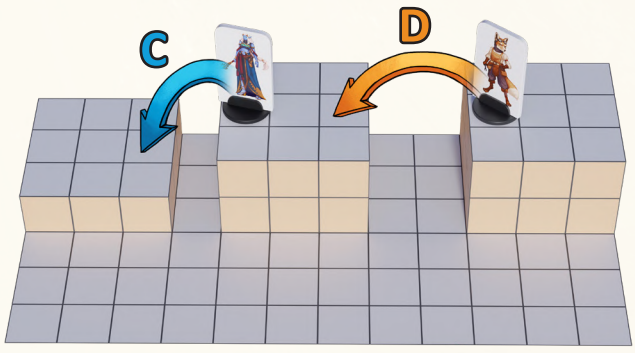
MOVE	COST	DESCRIPTION
Safe Drop	1	Drop from any height safely by spending 1 Agility Point plus the regular Movement Points for the move.
Mantle	1	Jump up to a ledge 2 tiles above their current tile even if the wall is otherwise unclimbable by spending 1 Agility Point and 2 Movement Points.
Climb	1/tile	To climb up a climbable wall, spend 1 Agility Point and 2 Movement Points per tile higher than 2 tiles above ground. Must spend points for the full height of the wall to climb (can't stop part way).
Leap	1/tile	Spend 1 Agility Point per tile to leap over, plus the regular Movement Points for the move.

Agility Moves

Some athletic and acrobatic moves on the battlefield take a special level of skill and fitness. **Agility Moves** can be performed as part of a move action. Each turn, the unit can spend a number of points equal to their Agility attribute, called **Agility Points**, to perform these special moves. The moves and their Agility Point costs are listed below.



A) Safe Dropping 4 or More Tiles: 1 Agility Point required
B) Falling 4 Tiles or More: Take 2 Damage



C) Leaping a 1-Tile Gap: 1 Agility Point + 2 Movement Points
D) Leaping a 2-Tile Gap: 2 Agility Points + 3 Movement Points

Safe Dropping

Normally a unit can only drop a height of 3 tiles without falling and taking damage. A unit can drop from any height safely by spending 1 Agility Point in addition to the regular Movement Points for the move.

Mantling

A unit can jump up to a ledge two tiles above their current tile even if the wall is otherwise unclimbable by spending 1 Agility Point and 2 Movement Points.

Climbing

If the GM rules that a wall is climbable and the tile at the top of the wall above the unit is unoccupied, a unit may spend 1 Agility Point and 2 Movement Points per tile they wish to climb up. The unit must be able to spend all the required Agility Points and Movement points to climb the full distance in order to perform this move, they cannot end their turn halfway.

Leaping

A unit can leap from one tile to another during their move action. This can be used to clear a gap or avoid a hazard. To make a leap, the unit must choose a landing tile that is at or below the current tile's height, unoccupied, and within the unit's remaining movement range. A leap costs a number of Agility Points equal to the number of tiles leaped

Agility Points

***Note:** Agility Points are available per **turn**, not per move action.*

over (or, the movement cost from the current tile to the landing tile minus one) and they must still spend the Movement Points for the full distance. If the target tile is more than 3 tiles below the unit, safe dropping rules apply as well.

Falling

If the structure the unit is standing on is destroyed, or a unit drops from a height 4 tiles or higher without spending Agility Points for safe dropping, then they fall and take **falling** damage. The unit takes 2 Damage, ignoring Armor Points, and its move action ends, leaving it on the tile where it fell.

Some equipment or abilities make a unit immune to falling. A unit that is immune to falling can drop from any height without taking falling damage or prematurely ending its move action.

Cover

The battlefield will contain pieces of **Cover**. Conceptually, cover might be a stack of crates, a wall of sandbags, or a tree trunk. On the battlefield, pieces of cover are represented as 1-tile-cubes occupying a tile.

A unit is in **Full Cover** if it is on the opposite side from its attacker and it is against the side of a piece of cover that is at least 2 tiles tall. Attacking unit's attacks get no additional Aim Dice against target units in full cover.

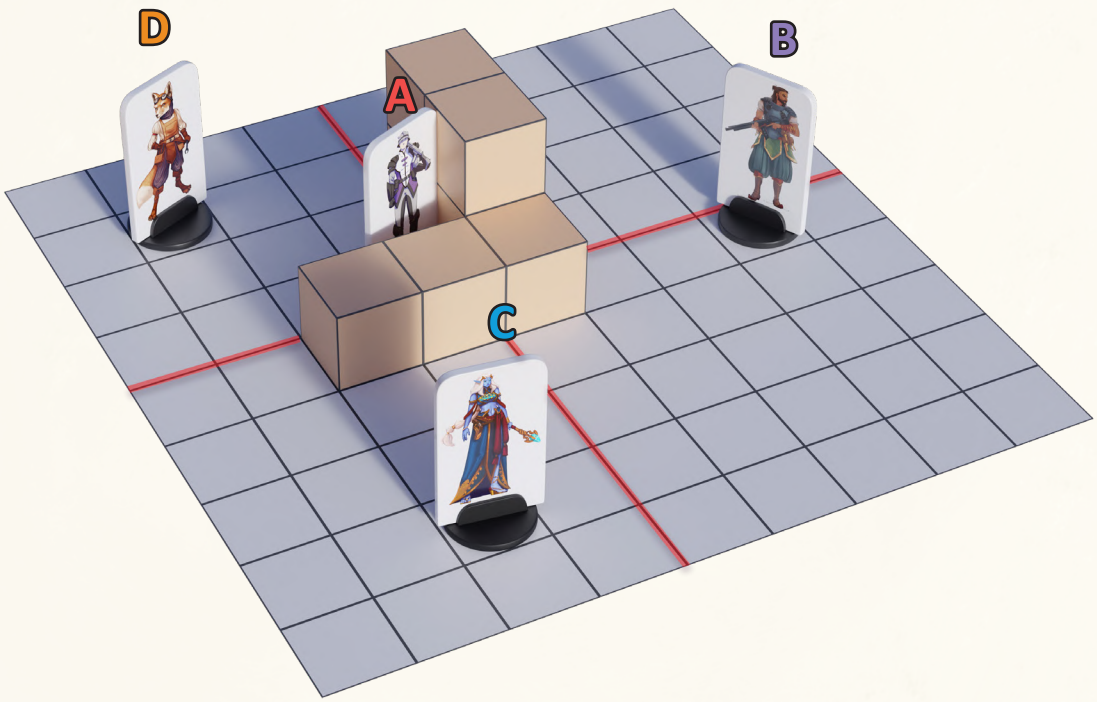
> *In the diagram below, **Soldier (A)** has full cover against **Tyrain (B)**, because **Tyrain** is on the opposite side of the plane of full cover.*

A unit is in **Half Cover** if it is on the opposite side from its attacker and it is against the side of a piece of cover that is 1 tile tall. Attacking units' attacks get an additional +1 Aim Dice against target units in half cover.

> ***Soldier (A)** has half cover against **Vishtek (C)**.*

A unit has **No Cover** if there is no cover between the attacking unit and this unit. If the unit is out in the open, not adjacent to any cover, then it is considered to have No Cover. If the unit is adjacent to cover but the attacking unit is on the same side of that cover as this unit, then this unit also has No Cover. Attacking units' attacks get an additional +2 Aim Dice and +2 Crit Dice against target units with no cover.

> ***Soldier (A)** has no cover versus **Tiz (D)**.*



The Soldier (A) has **Full Cover** vs Tyrain (B), **Half Cover** vs Vishtek (C), and **No Cover** vs Tiz (D)

Line of Sight

Every unit (unless otherwise specified) has a silhouette of two one-tile sized cubes stacked on top of one another, i.e. a rectangular prism that is 1 tile wide, 1 tile across, and 2 tiles high. When a unit targets another unit and must ensure the target unit is in **line-of-sight**, the target unit is counted as "in line-of-sight" if the player can draw an imaginary straight line from any part of the attacking unit's silhouette to any part of the target unit's silhouette without intersecting any battlefield terrain.

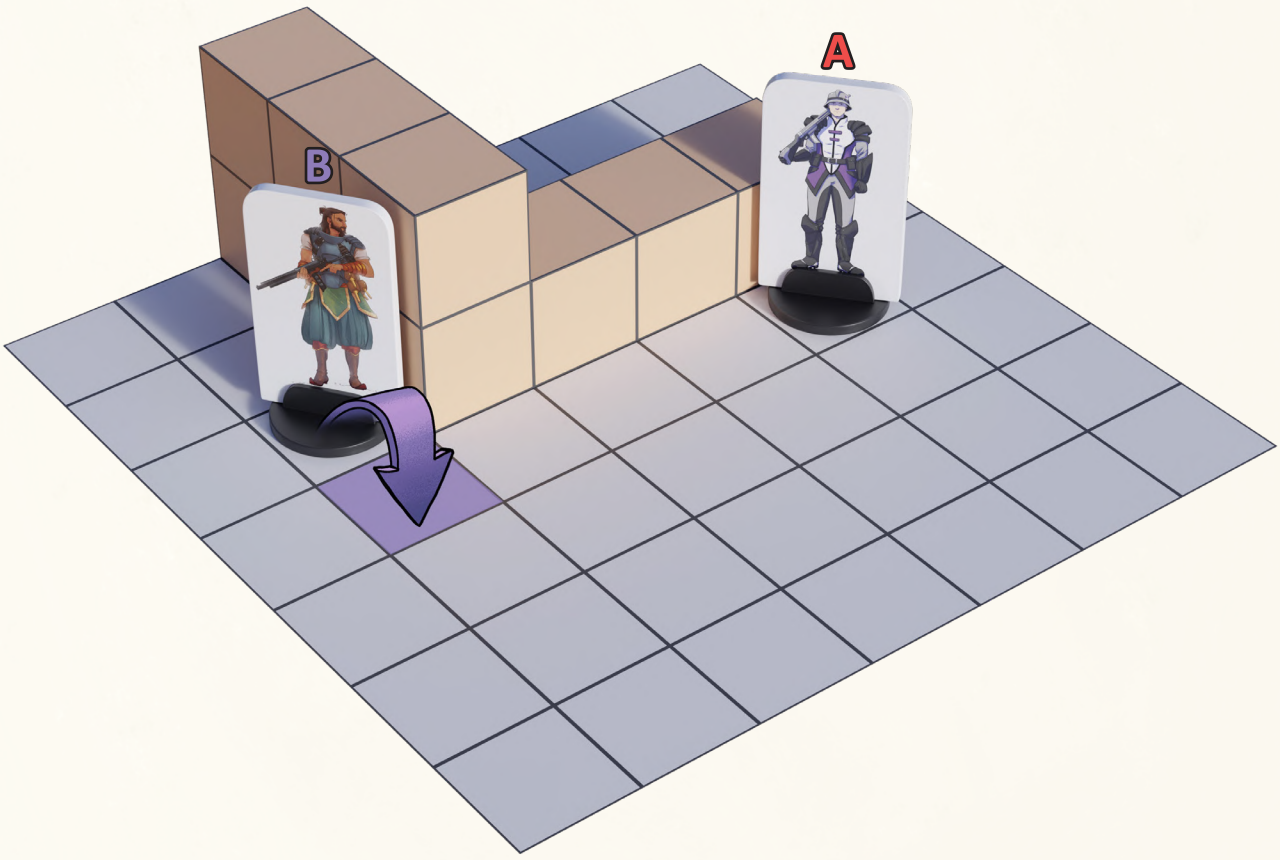
Other units do not block line of sight (they are assumed to have a measure of training and teamwork so they can safely shoot through spaces occupied by allies or target specific enemies even if one is closer).

Enemy units with Large have silhouettes that are 2 tiles wide, 2 tiles across, and 2+ tiles tall, at the GM's discretion. Some Large enemies are taller than others.

If a unit is targeting a tile instead of another unit, treat the target tile's silhouette as a cube 1 tile wide, 1 tile across, and 1 tile high. Just like checking line of sight against units, if any part of the attacking unit's silhouette can see the tile's silhouette, the tile is in line of sight.

Step and Fire

If a unit is in cover and making an attack or using an ability, it may make that attack from any adjacent tile as if it moved to that tile, made its attack, and moved back. A unit may not **Step and Fire** to a tile that is above or below it in elevation. A unit may Step and Fire to make a melee attack. Step and Fire is not a move action and does not trigger overwatch or reaction attacks. A unit may use the Step and Fire rule for determining line of sight.



The **Soldier (A)** normally has half cover to **Tyrain (B)** in the situation above. But **Tyrain** can **Step and Fire** from the highlighted tile and leave the **Soldier** with no cover against his attack. *Remember, Step and Fire is not a move action.*

Tile Feature Table:

TILE FEATURE	DURATION	EFFECT
Flames	3 turns	Any unit that enters this tile gains **Burning**
Poison Cloud	3 turns	Any unit that enters or leaps through this tile gains **Poisoned.** Poison Cloud extends up from the tile in a space 2 tiles tall.
Acid Pool	Indefinite	Any unit that enters this tile gains **Acid Burn**
Shallow Water	Indefinite	Any unit with Burning that enters this tile **removes Burning**

Tile Features

The battlefield can sometimes be a dangerous place itself. Any tile can contain a **tile feature**. Some effects and abilities can create tile features on tiles. If a tile feature has a duration, the GM will set a duration counter (a die with the side representing the remaining duration facing up) next to it on the battlefield and decrement it at the beginning of every round. When the counter reaches zero, the GM will remove the tile feature.

Attacks

Units can make the **attack action** on their turn. It uses one of their actions and ends their turn, even if it's the first action that unit takes. Some weapons and abilities allow **attacks** to be made without ending the unit's turn. Additionally, some abilities provide free actions before or after an attack is made.

To make an attack, first choose an enemy unit within line of sight to target. Then check if that unit is in range and, if making a ranged attack, in optimal range. Next, roll the attack dice, and if successful, apply damage to the target unit.

Range

Once the target of the attack has been chosen, check the **range** from the attacking unit to the target unit using the most direct path between units. Checking the distance when checking range is similar to movement measuring, except that cover and other obstacles are ignored so long as the target unit is within line of sight. Ignore vertical distance, and treat the battlefield as flat when measuring range.

Range is described as one of several categories: Adjacent, Short, Medium, and Long. How range is measured is slightly different for attacks with ranged weapons versus abilities.

Attacks with ranged weapons use two factors to determine range. The first is **Maximum Range**. Units may not make ranged attacks against targets that are beyond the maximum range. (If the target is beyond maximum range, the unit may not make this attack, but it does not cost them an action just to measure range.) The second is **Optimal Range**. This is denoted as a minimum optimal range and maximum optimal range. If the target is outside this range, i.e. closer than the minimum optimal range or farther than the maximum optimal range, then the attacker takes a penalty when trying to hit that enemy.

For abilities, there is no optimal range. The target unit must simply be within the maximum range

Ranged Weapon Range Table:

WEAPON RANGE	MAXIMUM	OPTIMAL
Adjacent:	1.5	1 - 1.5
Short:	16	1 - 8
Medium:	24	2 - 16
Long:	36	8 - 36

Ability Range Table:

ABILITY RANGE	MAXIMUM
Adjacent:	1.5
Short:	8
Medium:	16
Long:	36

to be targeted. The maximum range of abilities is equal to the maximum optimal range of an equivalent ranged attack.

Roll to Attack

Once a target unit has been selected and its range has been checked, the attacking unit makes an attack roll. The attack roll is actually three different rolls in one: the Aim Dice pool, the Crit Dice pool, and the Damage Die. Create two dice pools of different colored dice, one for the Aim Dice pool, and another for the Crit Dice pool. Add a die of a third color for the damage dealt by the attack. Roll all the dice together. More explanation of each dice pool is found below.

First, check if the attack hits the target unit. Check the results of all of the Aim Dice. If one or more of the Aim Dice has a result of 5 or 6, the attack is successful: it's a hit! If none of the Aim Dice results are 5 or 6, the attack is a miss, and the attack ends unsuccessfully.

If the attack successfully hits, and at least one Crit Die resulted in a 6, the attack is a critical hit!

Now use the damage die to determine total damage (see Rolling for Damage, below).

Attack Roll:

Aim Dice + Crit Dice + Damage Die

Rolling to Hit: Aim Dice Pool

The player will roll a number of dice to determine if the attack hits their target, called the Aim Dice pool. If one or more of these dice results in a 5 or 6, the hit is a success. To figure out the number of dice in the pool, choose which unit to be the target unit and which weapon the attacking unit will be using for the attack. Then use the Aim Dice Pool Table below, adding or removing dice from the Aim Dice pool for various reasons.

Melee attacks can be made over low walls, or up or down one tile in elevation. Melee attacks may gain the bonus Aim Die from elevation.

If the Aim Dice pool contains zero dice, it automatically misses.

> ***Example 1:*** *Tyrain is firing his autorifle at an enemy unit with full cover. He gets 1 Aim Die to start with from his Aim attribute, but doesn't add any more because of the enemy's full cover. He doesn't have any other bonus dice, so the entire Aim Dice pool is just 1 Aim Die. This is going to be a tough shot to make...*

> ***Example 2:*** *Dalinus is firing their sniper rifle at an enemy soldier. Dalinus has an Aim of 2, and the sniper rifle has +1 Aim Dice, so the Aim Dice pool starts at 3 dice. Dalinus is attacking a unit in half-cover, so we add one die. They're also attacking from an elevated position, so we add another die, for a total of 5 Aim Dice in the Aim Dice pool.*

Aim Dice Pool Success Rate Table:

AIM DICE POOL SIZE	1	2	3	4	5	6	7	8	9
Approx. Percent Chance to Hit	33%	55%	70%	80%	87%	92%	94%	96%	97%

Aim Dice Pool Table:

AIM DICE BONUS	REASON
+1 die per Attack Aim Dice	The attack's Aim Dice (unit's Aim + weapon Aim Dice).
+0 dice	The target unit has **full cover** against the attacking unit.
+1 die	The target unit has **half cover** against the attacking unit.
+2 dice	The target unit has **no cover** against the attacking unit.
+1 die	The attacking unit is making an attack from a **higher elevation** than the target unit.
-1 die	The target unit is **outside the optimal range** for the attacking unit's weapon.
Any bonus or penalty Aim Dice	Aim Dice from conditions, active abilities, equipment, or mods.

Rolling for Critical Hits: Crit Dice Pool

The player rolls their Crit Dice pool at the same time as their Aim Dice as long as they use different colored dice to distinguish the two and they have at least 1 Crit Die in the pool. Often, there will be no Crit Dice.

Roll a number of dice for the Crit Dice pool to determine if the attack hits a weak point on the target; a successful critical hit occurs if one or more of the Crit Dice result in a 6. To find the number of dice in the Crit Dice pool, use the Crit Dice Pool Table, below.

If the unit has no Crit Dice in the pool then don't roll any. This attack will not be able to score critical hits.

If the Aim Dice pool did not result in a successful attack, there is no critical hit even if the Crit Dice pool result was a success.

On a successful critical hit, add extra damage from the Crit Damage field of the attacking unit's weapon to the result of the base damage roll.

> ***Example 1:*** *Continuing the previous example, Dalinus' sniper rifle has +1 Crit Dice, so our Crit Dice pool is just 1. Dalinus's player rolls 5 Aim Dice, 1 Crit Dice, and a single d3 Damage Die for their attack roll.*

> ***Example 2:*** *Kira has flanked an enemy soldier and exposed them without any cover. She's attacking them with her shotgun, which has +1 Crit Dice. Because the enemy soldier has no cover against Kira, she gets to add an additional +2 Crit Dice to her Crit Dice pool. In total, when she attacks, she gets to roll 3 Crit Dice.*

Tyrain the Acolyte in full battle gear. Art by Ringlov.

Crit Dice Pool Success Rate Table:

CRIT DICE POOL SIZE	1	2	3	4	5	6	7	8	9
Approx. Percent Chance to Crit	17%	30%	42%	52%	60%	66%	72%	77%	80%

Crit Dice Pool Table:

CRIT DICE BONUS	REASON
+1 die per Attack Crit Dice	Bonus Crit Dice from the attack.
+2 dice	The target unit has **no cover** against the attacking unit.
Any bonus or penalty Crit Dice	Bonus from conditions, active abilities, equipment, or mods.

Rolling for Damage

Roll the base damage as part of the attack roll using the Damage field for the attacking unit's weapon. If a weapon or ability has no dice listed as part of its damage, don't roll anything and just use the number provided. If there is a die listed, roll that die and add the results with any other numbers listed. The player rolls their damage die along with their Aim Dice pool and their Crit Dice pool by using a different colored die for the damage die.

Example 1: *Lotoku the Sapper has hit with his Autocannon which has a Damage field of "d3 + 3". He rolled his damage die with the attack roll, a d3, and got a result of 2. He adds the +3 from the damage field and gets a base damage result of 5.*

Example 2: *Tyrain the Acolyte scores a hit with his Heavy Pistol. The damage entry for that weapon is just "3", so he doesn't roll any damage dice and just uses 3 as the base damage result.*

Example 3: *Kira the Trencher is attacking an enemy without cover with her Shotgun. She rolls 4 Aim Dice (+2 Aim Dice from her base Aim, +2 Aim Dice from the enemy having no cover), 3 Crit Dice (+1 Crit Dice from her shotgun, +2 Crit Dice from the enemy having no cover), and her damage die (d3 from the shotgun's Damage field). Her Aim Dice pool results are a 2, 3, and a 5, so she scores a successful hit because Aim Dice pools are successful if at least one die results in a 5 or better. Her Crit Dice pool results are a 2, 2, and a 6, so she also gets a critical hit! Her damage die result is 3, max damage! The damage from the shotgun is d3 + 3, so the base damage is 6. Then she adds the Crit Damage from the shotgun (+3) for a total damage of 9. The enemy unit takes 9 damage and is taken Out of Action.*

Area of Effect Damage

Note: for area effect weapons like grenades or abilities that target all units in an area of effect, the attack automatically hits, but make a separate damage roll for each unit in the area of effect.

"Turns out your friend here is only MOSTLY dead. See, mostly dead is still slightly alive."

Out of Action

Calculate Total Damage

Begin with the base damage result from the attacker's damage roll. From that damage result, add the following modifications:

Base Damage: Start with the base damage rolled for the attack. Use the Damage field of the weapon's entry to determine the base damage.

Crit Damage: If the attack was a critical hit, add additional damage to the base damage as specified in the Crit Damage field of the weapon's entry.

Bonus/Reduced Damage: Increase or reduce the damage based on any vulnerabilities, immunities, conditions, or passive abilities on the target unit, or on any active abilities, passive abilities, equipment, or mods on the attacking unit.

Shield Points: If the target unit has Shield Points, apply the damage to the Shield Points first, reducing the Shield Points by 1 point for each point of damage, down to zero. If there is damage remaining, continue. Lightning Damage is doubled against shields.

Armor Points & Piercing: Reduce the damage by the number of armor points the target unit has, to a minimum of 1 (a successful hit always does at least 1 damage unless the target has Immunity to that damage type, see Immunity below). If the attacking unit's attack has Piercing, ignore that many armor points when reducing damage.

Breaking: If the attacking unit's attack has 1 or more Breaking, reduce the target unit's Armor Points by the attacker's Breaking value, down to a minimum of zero.

Damage HP: Reduce the defending unit's HP by the resulting final damage amount, to a minimum of zero.

Example 1: *Tiz takes aim at a sky pirate Officer with her autorifle, who currently has 7 HP. She hits and rolls a 2 on her Damage Die. Her base damage is 4 (autorifle damage is d3+2), and since the Officer unit has no Armor Points or Shield Points the damage is applied directly to its HP. The Officer's HP is reduced from 7 to 3 by the attack.*

Example 2: *Lotoku the Sapper makes a successful ranged attack with his autocannon against an Antique Battlemech the sky pirates reprogrammed and deployed on the battlefield. He rolls a 3 on his Damage Die, for 6 base damage. The battlemech unit has 8 HP and 1 AP, and Lotoku's attack has 1 Breaking. First, the damage is reduced by the AP to 5 damage, and the rest is applied to the unit's HP. The battlemech now has 3 HP remaining. Then Lotoku's Breaking is applied to the target's AP, destroying 1 point. The battlemech now has zero Armor Points.*

Example 3: *Kira the Trencher is fighting a Hedge Mage and a Shield Mage. The Shield Mage just used its Arcane Shields ability, giving itself and the Hedge Mage 3 Shield Points. The Hedge Mage now has 7 HP and 3 SP. Kira makes a successful attack with her sword against the Hedge Mage. She rolled a 1 on her Damage Die for 4 damage, and because she has the Trench Fighting passive ability, adds an additional +1 damage for a total of 5 base damage. Because the Hedge Mage has Melee Damage vulnerability, another +3 damage is added for a final total of 8 damage. The damage is first applied to the Hedge Mage's Shield Points, so 3 damage goes to destroying all 3 SP. The remaining 5 damage is applied to the Hedge Mage's HP, leaving them with only 2 HP remaining.*

Zero HP

When an enemy unit is reduced to zero HP, it goes **Out of Action**. When a player character's unit is reduced to zero HP, that player rolls once on the Casualty Table below. Enemy units never roll on the casualty table; they immediately go Out of Action.

When an enemy unit goes Out of Action, if that unit was a Living type unit, its body drops on the battlefield in that tile.

Units cannot have less than zero HP. If an attack or effect would reduce a unit's HP to a number less than zero, set that unit's HP to zero.

If the defending unit's HP drops to zero, some abilities or equipment might react in some way. Resolve these reactions before rolling on the Casualty table. The reacting ability might cause the unit to be healed or otherwise prevent them from staying at zero hit points. If the unit has 1 or more hit points after these reactions resolve, do not roll on the Casualty Table.

Armor Points

Armor Points, abbreviated **AP**, reduce all incoming damage to a unit, unless the attack specifies that it ignores armor. When the attack's damage has been calculated, reduce that damage by the number of AP the target unit has.

Piercing

Some attacks can ignore or partially ignore the Armor Points of the target unit. If an attack has points of **Piercing**, ignore that many Armor Points when reducing damage.

Casualty Table:

D6		RESULT
1-2	Choose One:	***Eye of the Void:*** The unit stares into the Eye of the Void and wills themselves back into the world of the living. Set the unit's HP to 1 and apply **Eye of the Void**, which is a condition that lasts until the end of the mission and cannot be removed. While the unit has **Eye of the Void**, if their HP is reduced to zero they do not roll on the Casualty Table and instead go Out of Action immediately. ***Bleeding Out:*** The unit will go Out of Action in 3 turns. Apply the **Bleeding Out** condition to the unit and lay the unit's miniature on its side.
3-4		***Stunned:*** Set the unit's HP to 1 and apply the **Stunned 2** and **Disoriented** conditions to the unit (the unit loses both actions on its next turn).
5-6		***Knocked Down:*** Set the unit's HP to 1 and apply the **Stunned 1** condition to the unit (the unit loses 1 action on its next turn).

Breaking

Armor Points can be broken, reducing the amount of AP the unit has for the rest of the mission. If an attack has points of **Breaking**, reduce the target unit's AP by that amount after the damage has been reduced by the AP.

Shield Points

Shield Points, abbreviated **SP**, act like temporary hit points on top of the unit's current HP. All damage is applied to SP first, then reduced by armor and applied to the unit's HP.

Mage Armor. Art by Biagio D'elessandro.

Lightning Does Double Damage

Shields are technomagical constructs and are particularly susceptible to damage from electrical energy. Each point of Lightning Damage applied to shields reduces the unit's SP by 2 instead of 1. If the target unit only has 1 SP and it takes 1 or more points of Lightning Damage, it's SP is reduced to zero by the first point of Lightning Damage, but the extra point it would have been reduced by because of the double damage is not applied to HP.

Sources

Usually, units have zero SP or only gain SP from a single source, like their equipped Mage Armor or a Shield Mage's Arcane Shields ability. However, when units gain SP from multiple sources, it's important to track how many points are gained from each source. For example, when the Shield Mage is killed, any units with SP from the Arcane Shields ability lose those SP.

Shield Points Source Stack

Each time a unit gains SP, imagine adding each point like placing a playing card on the table. Each card has a source and represents a single SP. If the unit gains more SP, those SP go "on top" of the stack of cards, and if the unit takes damage to SP, the SP on top of the stack are removed first.

For example, suppose a single soldier is affected by two Shield Mage's Arcane Shields +3 abilities simultaneously. The Soldier has 6 SP total, three from Mage #1 and three from Mage #2. The soldier then takes 2 points of damage. This removes the "top" 2 SP from the soldier's SP stack, which were provided by Mage #2's ability. They now have a total of 4 SP. Mage #1 is killed by the players and so her Arcane Shield's effects are removed from the soldier. Since Mage #1 put the shield on first, those are the "bottom" 3 SP of the soldier's SP stack, so all three of those SP are removed, leaving the soldier with only 1 SP remaining. If Mage #2 had died instead, only the SP from that mage's ability would have been removed, leaving the soldier with 3 SP from Mage #1's ability.

Unit Types

Every unit has a type. There are four unit types: **Living**, **Undead**, **Artifact**, and **Animated**. Unit types may be specifically mentioned in abilities. The player characters are all Living type units.

Living: The unit is flesh and blood. It has a brain and a nervous system and a body that needs to breathe air.

Undead: A corpse reanimated by Nether energy. It does not think, feel pain, or breathe.

Artifact: A unit made of magitech parts. Nothing about this unit is alive, it's just a piece of very complex artificery.

Animated: This unit is non-living material inhabited by a spirit or a daeva. The spiritual being animates the inhabited material.

Damage Types, Immunity, & Vulnerability

Some weapons and abilities deal damage of a specific **damage type**. Grenades deal Explosive Damage and the Fireball ability, unsurprisingly, deals Fire Damage. The weapon or ability will clearly state what type of damage it deals if it does. If no specific damage type is listed, then the damage is not affected by any immunities or vulnerabilities.

Immunity

Units sometimes have **immunity** to particular damage types or conditions because of their innate properties, such as a zombie being immune to Poison Damage and the Poisoned condition because it is already dead, or because of abilities or equipment, i.e. a unit that has body armor equipped with the Hazmat Lining mod is immune to Acid Damage and the Acid Burn condition.

If a unit is immune to a damage type and is going to take damage of that type, it instead takes zero damage from that attack, ability, or condition.

> ***Example:*** *our heroes, Kira and Vishtek, are fighting a Battlemech. Kira tosses a Venom Grenade such that the Battlemech unit is inside its area of effect. Normally the grenade applies the Poisoned condition, but because the enemy unit has Poisoned listed as one of its immunities, it does not gain the Poisoned condition.*

If an attack has more effects than just damage the other effects are not affected by the unit's immunities. If an attack does Lightning Damage and applies the Stun condition and the target unit is immune to Lightning Damage, the unit still gains the Stun condition from the attack.

Vishtek's Lightning Magic. Art by Ringlov.

Vulnerability

As well as immunities, units may also have **vulnerabilities**. If a unit is vulnerable to a damage type and it takes damage from an attack that deals that type, it takes an additional +3 Damage.

> ***Example:*** *since Kira's Venom Grenade was ineffective against the Battlemech, Vishtek spends her action casting Lightning Strike, an ability that deals 3 Lightning Damage. Battlemechs are vulnerable to Lightning Damage, so it takes 6 Lightning Damage instead.*

If a unit is vulnerable to Melee Damage, this means any damage dealt by a weapon with the Melee Weapons required proficiency.

Area of Effect

Some attacks and abilities affect all units on a set of tiles instead of targeting a specific unit. Attacks with an **area of effect** automatically hit all targets in the area, no Aim Dice are rolled. To determine a circular area of effect for a given radius, use the same measuring rules for movement radiating out from the central target tile.

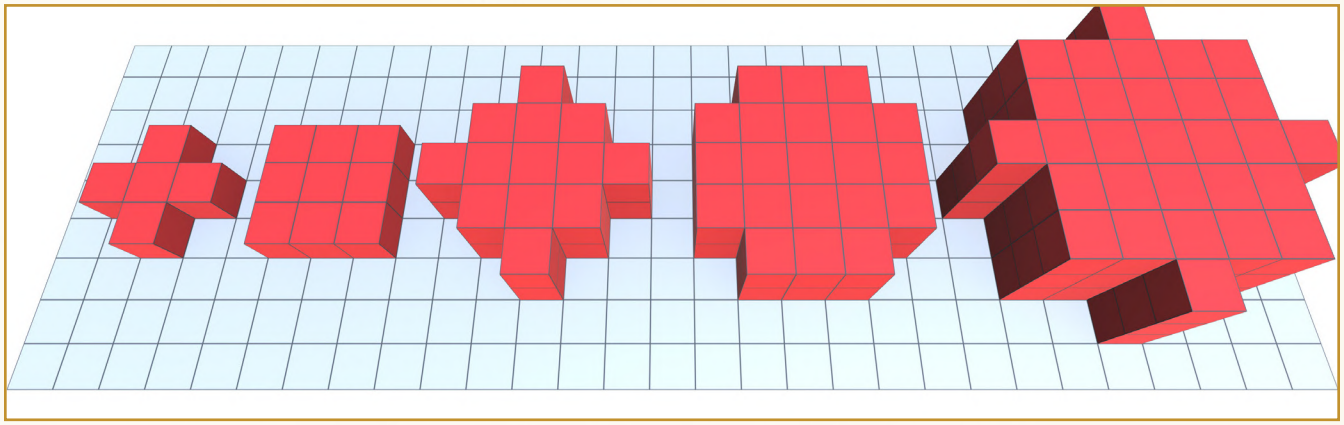
Target every unit on any of the tiles in the area of effect. If the ability or attack does damage, roll damage individually for each target unit in the area.

For area-of-effect targeting on a battlefield that has terrain with significant verticality, treat the area of effect as a cylinder with a height of double the effect radius and the target tile directly in the center. The cylinder extends upwards by the effect radius and downwards by the effect radius.

Destroying Cover

An ever changing and modifiable battlefield requires more strategic decision-making and tactical maneuvering. Some attacks and abilities have a "Destroy Cover" effect. When those attacks or abilities are activated, destroy all pieces of destructible cover in the area of effect. It is at the GM's discretion to determine if any piece of cover is destructible or not, as some battlefield terrain might be extra durable, structurally sound, or otherwise unable to be destroyed. A player may ask the GM in advance if a piece of cover is destructible or not.

> ***Example:*** *Lotoku and Vishtek are holed up in a bunker being assaulted by Sultain extremists. An enemy soldier has taken cover behind a stack of crates next to the bunker's interior wall. Lotoku tosses a Frag Grenade at the enemy. The grenade deals damage to the enemy unit and destroys the crates he was hiding behind, but does not destroy the wall of the bunker, as the GM determines that it is too durable and structurally sound to be destroyed.*



Circular **Areas of Effect** with radius = 1, 1.5, 2, 2.5, and 3.

Making a Will Attack

Some abilities or effects attack the mind directly, testing the mental fortitude of units on the battlefield. To represent such a mental assault, the attacking unit will make a **Will Attack** by rolling a Will Attack Dice pool. If one or more of these dice results in a 5 or 6, the roll is a success. If the ability specifies a number of Crit Effect Dice, the player will also roll a Crit Effect Dice pool with success on 6. If the defending unit has a Will of 1 or more it can attempt to resist the Will Attack by making a Resist Dice pool roll as a response.

Will Attack roll:

Will Attack Dice (5+) + Crit Effect Dice (6)

Resist Roll:

Resist Dice (6)

To calculate the number of dice in the Will Attack Dice pool, use the Will Attack Dice Pool Table below.

If there are zero dice in the Will Attack Dice pool after modifications, the attack is automatically resisted.

If the attacking unit has bonus critical dice for Will Attacks or the ability adds bonus critical dice, that unit makes a Critical Effect roll. Like a Critical Hit roll, the Critical Effect Dice pool has success on 6 only.

If the defending unit has a Will value of 1 or more, they may make a Resist roll. The defending unit rolls a Resist Dice pool with a successful resist on one or more results of 6.

If the Will Attack roll is successful and the Resist roll fails, the effects of the *On Success* section of the ability description is applied to the defending unit. If the Critical Effect roll is also successful, the additional effects of the *On Crit* section are also applied. If the defending unit's Resist roll is successful, do not apply either the *On Success* or *On Crit* sections of the ability's description, instead apply the *On Resist* section if it exists. If there is no specific *On Resist* section, the attack simply has no effect. If the Will Attack roll fails, the attack is automatically resisted by the defending unit (they don't need to make a Resist roll), apply the effects of the *On Resist* section only.

Will Attack Dice Pool Table:

WILL ATTACK DICE BONUS	REASON
+1 die per Will	Will of the attacking unit.
+1 die	The target unit is **wounded** (it is not at full health).
+1 die	The target unit has a **negative condition**.
+1 die	The target unit is **isolated** (it has no allied units within 4 tiles).
+1 die	The target unit, or an ally of the target unit within line of sight, has **Panic**.
Any bonus or penalty Will Attack Dice	Bonus dice from conditions, active abilities, equipment, or mods.

Will Attack Crit Effect Dice Pool Table:

CRIT EFFECT DICE BONUS	REASON
+2 dice	The target has **Panic.**
Any bonus Crit Effect dice	Bonus dice given by the description of the Will Attack ability.
Any bonus or penalty Crit Effect dice	Bonus dice from conditions, active abilities, equipment, or mods.

Resist Dice Pool Table:

RESIST DICE BONUS	REASON
+1 die per Will	Will of the defending unit.
Any bonus or penalty Resist dice	Bonus dice from conditions, active abilities, equipment, or mod

Conditions

During the course of battle, units may be affected by **conditions**. A unit may have any number of conditions applied to them, but they may not gain the same condition twice. If a unit would gain a condition that it already has, reset that condition's duration (if it has one) to its full amount.

Some conditions have a duration and are removed from the unit once a number of turns have passed. When the unit gains a condition with a duration, use a die to track the condition's remaining duration.

Panicked Sultain Soldier. Art by Ringlov.

At the start of each Phase, decrease the duration counter by 1 for each condition a unit (who acts during that phase) has applied to them. If the counter reaches zero, remove that condition.

Some conditions are removed for other reasons than their duration expiring. The condition will describe when it should be removed.

Removing Conditions

Each condition has a set of things that can end that condition's effect on the unit. They may have nothing that can remove the condition, or they may have several. If there are several ways for a condition to be removed, if any one happens, the condition is removed immediately. All conditions are removed immediately when the mission ends.

Testing for Panic

When the battle is about to overcome a unit's psyche and send them into an uncontrollable panic, they have a chance to dig deep inside themselves and resist. When a unit must test for panic, the GM makes a Will Attack against the unit with 2 Will Attack Dice and no Crit Effect Dice with the unit resisting with its Will as normal. Apply the Will Attack Dice pool modifiers as normal.

On Success: the unit gains Panic.

On Resist: This unit gains +3 Will when resisting Panic attacks for the rest of the mission (not cumulative).

Condition Removal Method Table:

REMOVAL METHOD	REMOVE THE CONDITION IF...
Healing	The unit is healed for 1 or more HP
Restore	The unit is Restored via the Restoration ability or Restore effect from items or equipment
Resurrect	The unit is Resurrected via the Resurrection ability
Water Tile	The unit moves on to a tile that has the Shallow Water tile feature
***X* Unit Takes Damage**	The specified unit takes 1 or more points of damage to their HP, damage to Shield Points does not trigger this effect.
***X* Unit is Killed**	The specified unit has their HP reduced to zero
X* Unit gains *Condition	The specified unit gains the specified condition
Stop Drop & Roll	The affected unit takes the special Stop Drop & Roll action (use 1 action, end the unit's turn, remove the condition)

Condition Table:

CONDITION	DURATION	EFFECT	REMOVED BY
Acid Burn	Indefinite	At the start of each round, the affected unit takes d3 Acid Damage.	Healing
Bleeding Out	3 turns	The affected unit can take no actions. The affected unit has a bleeding out counter that starts at 3. At the start of each round reduce the bleeding out counter by 1. If the counter is zero, the unit becomes Out of Action. If the unit is Healed for 1 or more HP, remove Bleeding Out and add Disoriented.	Healing, Resurrect
Burning	Indefinite	At the start of each round, the affected unit takes d3 Fire Damage. The affected unit can only take the following actions: Move, Attack, Overwatch, Use Item, or Stop Drop & Roll (use an action, end this unit's turn, remove Burning from this unit).	Healing, Water Tile, Stop Drop & Roll
Disoriented	2 turns	*Psychological.* The affected unit has -3 Speed, -1 Aim, -1 Will.	Restore
Ethereal Suspension	2 turns	The affected unit can take no actions, is unable to be targeted by attacks or abilities, and is immune to all damage.	-
Exhausted	2 turns	The affected unit has -1 Damage to melee attacks, -3 Speed, -2 Will when resisting Will Attacks, has Overwatch removed, and cannot make reaction attacks.	-
Marked	Indefinite	Attacks made against the affected unit by enemy units gain +1 Aim Dice.	Marking unit is killed
Mind Controlled	Indefinite	*Psychological.* The player of the controlling unit chooses what actions the affected unit takes. The affected unit acts on the controlling unit's turn. If either the controlling unit or the affected unit becomes Disoriented, remove Mind Controlled from the affected unit. If the controlling unit dies, remove Mind Controlled from the affected unit.	Controlling unit is killed or gains Disoriented, controlled unit gains Disoriented
Out of Action	Indefinite	The affected unit can take no actions. The unit is wounded beyond the point of being able to function on the battlefield.	Resurrect
Panic	2 turns	*Psychological.* The affected unit makes a single move action as far away as it can from enemies and still be in cover and takes no more actions for the remainder of the duration. Enemy units may flee the battlefield entirely when Panicked.	Restore
Poisoned	4 turns	At the start of each round, the affected unit takes 1 Poison Damage. It has -2 Aim and -3 Speed.	Healing
Shattered	Indefinite	All attacks or abilities that deal damage made against the affected unit gain +1 Damage and +1 Breaking.	-
Stunned X	Varies	*Psychological.* The affected unit has the next X actions removed (i.e. skips actions until X is reached. If a unit gains Stunned 2, the next turn the unit loses 2 actions and cannot act. If it gains Stunned 1 then the following turn it loses 1 action and only has 1 remaining).	Restore
Unconscious	Indefinite	The affected unit can take no actions. If the unit is Healed for 1 or more HP, remove Unconscious and add Disoriented.	Healing, Restore

Operative in Concealment. Art by Joseph Garcia.

Concealment

If the GM designates, for the first encounter of a mission, the entire crew of player units may start with **concealment**. While concealed, enemy units will not initially see the players' units and the players will be able to set up an ambush.

The GM will set up the encounter battlefield and then place enemy units as normal, but will place the enemy units as if they were unaware of any imminent danger. The players may then place their units on any tile on the battlefield, so long as they are not Revealed from that tile.

A unit can be revealed in several ways:

- **Too Close:** If it moves anywhere within the detection range of an enemy unit (default: 5 tiles) then it is revealed.
- **No Cover:** If the unit is within line of sight to an enemy unit to which it has no cover, then it's revealed.
- **Takes Action:** If the unit makes an attack or uses an ability that targets an enemy unit, it's revealed. (Note: abilities that do not target enemy units may not reveal the unit, at the GM's discretion.)

If a player's unit becomes revealed, then all player units become revealed at the same time. Some special abilities allow a unit to remain concealed once everyone is revealed, or to re-enter concealment at a later point in the mission.

Units that are concealed can use Overwatch, but can only take overwatch attacks by revealing themselves. If an enemy unit would trigger a reaction attack, a unit on Overwatch may choose to make their reaction attack, but become revealed immediately afterward. Units that normally remain concealed when the team is revealed may choose to use their Overwatch attacks and become revealed when the team is revealed.

Arcanite Heavy Pistol. Art by Biagio D'Alessandro.

Enemy Unit Behavior During Concealment

If the encounter starts with concealment, enemy units will act as if the players are not there. Some will stand in their spot without moving, and others will patrol an area. The GM controls the enemy units moving in these patrol routes during the Enemy Phase. The moment the players are revealed, each enemy unit on the battlefield may make 1 free move action. This represents their desperate dive for cover once they spot the players. This movement triggers reaction attacks.

Re-entering Concealment

Some units' abilities allow them to become concealed again after they've been revealed. These newly concealed units are revealed in the same way as units that started concealed. Concealed units are ignored by enemy units until they are revealed individually.

Reinforcements

Reinforcements are additional enemy units that join a battle in progress.

If there are reinforcements, the GM will set up the **Reinforcement Track** and designate a **Reinforcement Area**, where the reinforcements will enter the battlefield. The GM will place units' miniatures along the track, showing how many rounds it will be before those units enter the battlefield. The units on the "1" mark will show up at the beginning of the next round.

At the beginning of the round, the units at the "1" mark on the Reinforcement Track are put onto the battlefield and all the other units on the track are moved down one number to the next lowest number.

When the GM places reinforcements, they must place them on unoccupied tiles in the Reinforcement Area. Each reinforcement unit then gets one free move action, taken immediately (like all move actions, this triggers overwatch attacks).

Ending the Mission

The mission ends once the players complete all the required mission objectives or if they fail any required mission objectives. The GM describes what happens, either the consequences for the players' failure or a depiction of their success.

After the mission ends players will take the following actions:

1. **Grievous Wounds:** Each character that ended the mission Out of Action rolls on the Grievous Wounds chart to determine what happens to them.
2. **Earn XP:** Every character that is still alive after the mission gains 1 XP.
3. **Earn Rewards:** The characters earn the rewards for the mission either immediately or soon after as part of the Adventuring phase.

Grievous Wounds

Sometimes a character is just unlucky. Maybe you moved to a risky piece of cover and got flanked. Maybe you got shotgunned in the back by a mind-controlled ally. Sometimes it just doesn't go your way. If your character finished the mission Out of Action, you must roll on the Grievous Wounds chart to determine the ultimate outcome for your character.

Roll a **d66** and look up the entry on the table and do what it says now. If you gain a disability, trauma, or effect, write it and its effects in the Passive Abilities section of your character sheet.

Gaining Disabilities & Using Aids

As part of the result of rolling on the Grievous Wounds table, your character might have gained a disability, trauma, or other permanent effect. Disabilities have many forms: physical or mental trauma, deep and lasting wounds, chronic pain, or chronic psychological conditions like depression and anxiety. Disabilities can make it difficult for characters to perform some tasks in combat or in their daily life, but they can be given support through a variety of means. Having a disability is like a passive ability, with its effects always active for your character. For any disability that your character might have there are one or more ways to continue playing that character. Characters can gain aids, treatment, or medication to help them function in the world of Zafir. This will require roleplaying with the group and your GM to find the resources and spend the time necessary. Once you've gained an aid, treatment, or medication, your character still has the disability, but the effects of that disability are negated by the way your character has chosen to treat it.

*The Grievous Wounds table and other tables later in this book sometimes ask you to roll a **d66**. To roll a d66, roll two dice of different colors, one color die representing the tens place and another representing the ones place, and put them together. This gives you a result between 11 and 66. If you do not have different color dice, roll one die for the tens and reroll that die for the ones.*

Rolling a d66

Disability Aids

Magitech Prosthetic

A magitech prosthetic is an extremely advanced and expensive artifact, costing upwards of ₹1,000 to ₹2,000. It integrates with a person's nervous system and actually provides sensory feedback to the wearer. Magitech eye prosthetics even restore some sight. A magitech prosthetic must be installed by both an accomplished surgeon and an artificer working in tandem. Once it is installed, it requires a remarkably short amount of time to become proficient in its use.

Medication

Some chronic mental and physical conditions can be successfully treated with medication. First, a player must be seen by a skilled doctor and then prescribed the appropriate medication. For chronic conditions, one dose of the medicine must be taken

Grievous Wounds Table:

D66	RESULT	EFFECTS
11-13	Dead	The character is dead. The character's player can no longer play this character. If the crew extracted from the mission without the character's body, then all the items and equipment the dead character was carrying or had equipped are lost.
14-16	Multiple Wounds	Roll two more times on the table, reroll any Dead, Multiple Wounds, Captured, or Robbed results.
21	Amputated Leg	Gain the Leg Amputation disability (-4 Speed).
22-23	Amputated Arm	Gain the Arm Amputation disability (lose Secondary Weapon Slot).
24	Chest Wound	Gain the Chronic Pain disability (-2 Toughness).
25	Brain Injury	The character's XP progress towards the next level is lost.
26	Lost Eye	Gain the Enucleation disability (-1 Accuracy).
31-32	Leg Wound	Gain the Leg Trauma disability (-1 Agility).
33-34	Joint Wound	Gain the Joint Trauma disability (no Agility Moves allowed).
35-36	Nervous Condition	Gain the Chronic Anxiety trauma (-1 Discipline).
41-44	Fear	If the character had a negative condition when they were put Out of Action, they gain the Fear of Condition trauma for that condition. If the character was put Out of Action by magic damage, they gain the Fear of Magic trauma. Otherwise, roll a d6. On a 1-3 they gain Fear of Enemy Type trauma for the type of unit that killed it (GM's discretion). On a 4-6 they gain the Fear of Failure trauma. A character cannot gain more than one Fear trauma, if they roll this result, treat it as Full Recovery instead.
45	Captured	The character survives, but was captured by the enemy before they could be recovered. The GM should set up a future mission where the players can recover their crew mate. If the crew extracted with this unit's body, treat this result as Full Recovery instead.
46	Robbed	The character was recovered some time after the battle without serious injury. In that time, scavengers had looted their unconscious body, and all items and equipment carried by or equipped on this character were lost. If the crew extracted with this unit's body, treat this result as Full Recovery instead.
51-61	Full Recovery	The character is found unconscious with minor wounds but not permanently injured.
62	Miraculous Recovery	The character is found unconscious but otherwise completely unhurt. Either by believing that they must be invincible, or simply relieved that they survived such an ordeal, they gain a permanent +1 Discipline.
63	Bitter Enemy	If the character was put Out of Action by an attack, the character gains the Hatred of Enemy Type trauma for units similar to the one that killed them (GM's discretion).
64	Extensive Scars	The character makes a full recovery but is now covered in extensive visible scarring.
65	Hardened	The character makes a full recovery, removes all Fear and Hatred trauma, and gains the Hardened effect.
66	Valuable Lesson	The character makes a full recovery, learns something valuable, and gains 1 XP.

every day and costs about ₹40 for one month's worth of doses.

Physical Therapy

Chronic injuries and other physical trauma can often be treated by physical therapy. To reduce the effects of a physical disability, the character must see a specially trained doctor of physical therapy or licensed physical therapist for several sessions a week for 3-6 months. These types of therapies cost around ₹10 per session.

Prosthetic

Some amputation disabilities can be aided with a specially crafted mechanical prosthetic. These prosthetics are relatively easy to acquire and reasonably priced. It must be specially crafted for the wearer by a well-trained technician and can cost between ₹100 and ₹300. Learning to use a prosthetic effectively enough to reduce the effects of the disability can take 3-6 months.

Disability, Trauma, & Effects Table:

DISABILITY/TRAUMA	EFFECTS	AIDS
Arm Amputation	The character loses their Secondary weapon slot and may no longer equip Secondary weapons. If the character gains Arm Amputation again and does not have at least one aid for it, then they must retire from combat until they have at least one aid for this disability.	Special Training Prosthetic Magitech Prosthetic
Chronic Anxiety	The character's Discipline is permanently reduced by 1 (to a minimum of zero).	Psychotherapy Medication
Chronic Pain	The character's Toughness is permanently reduced by 2 (to a minimum of zero).	Physical Therapy Medication
Enucleation	The character's Accuracy is permanently reduced by 1 (to a minimum of zero). If the character gains Enucleation again and does not have at least one aid for it, then they must retire from combat until they have at least one aid for this disability.	Special Training Magitech Prosthetic
Fear of Condition	Each mission, the first time this character or an allied character gains the specified condition (Burning, Poisoned, etc), they test for Panic.	Psychotherapy
Fear of Enemy Type	Each mission, the first time this character sees a character of the feared type, they test for Panic. The GM can choose what traits of the enemy unit type cause the reaction: species, nationality, specific type of unit (soldier, heavy, etc.), or general type of unit (living, undead, animated, or artifact).	Psychotherapy
Fear of Failure	Each mission, the first time this character misses an attack, they test for Panic.	Psychotherapy
Fear of Magic	Each mission, the first time this character or an allied character within line of sight takes magical damage, they test for Panic.	Psychotherapy
Hardened	This character is immune to Panic, Fear, and Hatred, but has trouble communicating and feeling emotions.	Psychotherapy
Hatred of Enemy Type	This character gains +1 Aim Dice and +1 Crit Dice against hated enemies, but they must attack hated enemy units each turn if they are able. Each mission, the first time this character takes damage from the hated enemy unit, they test for Panic. The GM can choose what traits of the enemy unit type cause the reaction: species, nationality, specific type of unit (soldier, heavy, etc.), or general type of unit (living, undead, animated, or artifact).	Psychotherapy
Joint Trauma	The unit cannot perform Agility Moves.	Physical Therapy Medication
Leg Amputation	The character has a permanent -4 reduction to Speed. If the character gains Leg Amputation again and does not have at least one aid for it, then they must retire from combat until they have at least one aid for this disability.	Prosthetic Magitech Prosthetic Wheelchair
Leg Trauma	The unit's Agility is permanently reduced by 1 (to a minimum of zero).	Physical Therapy Medication Wheelchair

Psychotherapy

For emotional, psychological, or mental trauma and other chronic conditions like anxiety or depression, some people can work through their disability by using psychotherapy sessions. To reduce the effects of these kinds of trauma, the character must find a well-trained therapist or counselor and attend at least one session per week for 3-6 months. Sessions can be one-on-one with the therapist or in a group setting. Sessions generally cost ₹25 each.

Special Training

Sometimes when a person's body is permanently changed by their disability, they can learn new ways of doing the same things they used to do. The character can spend 6 months training and practicing with their new disability to re-learn how to do those things. If they work with a professional occupational therapist or other skilled trainer once a week, the time is reduced to 3 months. These training sessions cost about ₹15 each.

Wheelchair/Hoverchair

Those who have lost mobility can give themselves mobility through a wheelchair. These apparatuses let the character move without using their legs, but are somewhat costly. They don't need to be custom built for the user, but cost around ₹200. Characters on the battlefield with wheelchairs cannot use stairs, climb ladders, clamber up ledges, or make any Agility Moves.

A powered, magitech version of the wheelchair which uses aerium lift technology is available, although in the experimental stages. Characters using magitech hover-wheelchairs in battle can use stairs, clamber up ledges and make Agility Moves with 3 Agility Points per turn, regardless of their Agility attribute. The chairs cost over ₹3,000.

Earn XP

At the end of every mission, successful or not, each character that participated **earns 1 XP.** If the character has XP equal to or greater than the required XP amount for the next level, they level up. Refer to the "XP Needed" column of the XP & Progression Table in Chapter 5 - Classes to see how much XP is needed to level up.

Earn Rewards

If the mission had explicit rewards for a successful completion or bonus rewards from completing bonus objectives, then the players should receive those rewards immediately or at the beginning of the next Adventuring phase at the GM's discretion. The rewards might be monetary, like getting paid for completing the job the crew agreed to, physical, like finding weapons or mods from the mission itself, or personal, like securing the trust of a contact that can provide more work or information.

Tiz treats Lotoku's amputated arm. Art by Brahn Smith.

Lotoku and Tiz enjoy some downtime.
Art by Lyon Davis.

4

Adventuring

Adventuring is the non-combat, roleplaying portion of the game session. This section is driven by GM and Player interactions that progress the story. It represents the downtime between missions where your players can spend their hard-earned money, grow their relationships with one another, and find themselves a new mission.

During this time, players can rest and recuperate, buy and sell gear, interact with the world through skill actions, and perform duties relating to their responsibilities within the crew.

The Crew

Your squad, your fellow sky pirates, your airship crew, whatever you call them, they're the most important people in your life right now. You've got their backs and they've got yours. Time to make some trouble!

You may start out as a ragtag bunch of barely associated ruffians held together by nothing more than financial self-interest. But a crew built on such shaky alliances will not last. Eventually, you'll learn to trust and depend on one another and forge deeper relationships. Together you'll become stronger.

Downtime

Between missions, you'll have some time to do other things besides fight.

Mission Follow-up & Collecting Rewards

Since the mission is over, it's probably a good time to check back in with whoever you were doing the mission for. If you were successful, you might report back and let them know the job's done. If you agreed to work for some kind of monetary reward, this is when you would receive it.

Rest & Recuperate

You and your crew-mates now have an opportunity to take a break. If you were wounded during the mission, you can take time to rest and heal back up to full health. Automatically heal to full health at the end of every mission.

Buying & Selling

Since you were just rewarded for your previously successful job, it's time to spend that cash! You can role-play the interactions with various NPC

shopkeepers, or your GM can tell you what items are available and let you purchase what you like from a list. Any large city will have basic weapons, armor, and items available for sale from an assortment of merchants.

Prices for weapons, armor, services, and vehicles can be found in Chapter 6 - Equipment & Items. Your downtime is a perfect opportunity to hit the bazaar, the gun shop, and the mechanic to get new and upgraded stuff. Several retailers offer catalogs and a buy-via-Nexus option, although delivery might take several days.

Be sure you agree among your crew how to handle money ahead of time. Will you keep a communal fund for anyone's needs? Or will you split everything evenly and have each crew member only spend money from their own stash?

Loot you acquired from the mission, like weapons or airships found along the way, can be sold to merchants at one-fifth (20%) of the price listed in the Equipment & Items chapter.

Alternate Rule: Rest

If you and your game group would like to play with more realism, you can have HP heal slowly over time. Instead of automatically and instantly healing after the missions, heal 1 HP per day of rest up to your Max HP. Each day, have someone with the Medicine **Responsibility** *make a Tinker Skill Action (see below) for each wounded crew member. On success, heal an extra +1 HP that day. Alternatively, you can hire a doctor or visit a hospital for ₹2/day and heal the extra +1 HP per day (you can't do both). If you have to start a mission before healing completely, you start that mission with your current HP.*

Make New Contacts

Downtime is a good time to learn more about the world of Zafir and the area that your crew is operating in. The people in this world live there too, and the GM is helping build the world as you explore it, so reach out to Non-Player-Characters in the world for help or for information.

Find a Job

In order to keep flying, keep eating, and continue living your life, you're going to have to work. You'll need money to pay for a place to sleep, fuel for an airship, or food for the pantry. And to get money, you'll need to work. Potentially, jobs can be found anywhere. Wealthy collectors need protection while searching for priceless artifacts in the wild. Freedom fighters need some extra muscle to break their comrade out of prison. Cities need brave mercenaries to fight off the scourge of sky pirates and bandits.

An essential part of your downtime should be role-playing with your group and the GM to set up the next mission.

Ability Utilities

Some class abilities have a section labeled "Utility." This section describes how the ability can be used while adventuring, outside of a mission. These utilities are limited to a number of times per day, which resets at dawn. If the utility has uses left, the character uses it by simply following the directions in the Utility section of the ability.

Responsibilities

Every person on the crew has to pull their weight or the whole lot of you will end up in the gutter. Your team depends on you. Ships and guns need maintenance, folks need bullet holes patched up, and people gotta eat. Each **responsibility** describes a particular area of expertise that your character has, as well as what kind of jobs they perform for the crew.

Responsibilities Overview

There are ten responsibilities. Each one represents a small part of what's needed to run a crew.

Acquisition: Clever. Finds stuff, buys stuff, or steals stuff. Negotiates a good price. Knows the value of things. Completely 100% trustworthy, probably.

Arcana: Knows secrets, themselves, and a little bit of everything else. Identifies monsters and magic. Understands the layers of the cosmos. Strong willed. Reads a lot of old books.

Engineering: Smart, intuitive. Understands machines. Fixes stuff, makes stuff, upgrades stuff. Has a lot of tools you've never heard of.

Entertainment: Fun! Tells stories, sings songs, brightens spirits. Likes to laugh. Knows how to talk to people, understands them.

Leadership: Respected, loved, or feared. Gives orders, commands. Knows how to talk to people, public relations, roots in the community. Convinces others to act.

Medicine: Steady hands, keeps their tools sharp, cleans things. Keeps people alive, keeps people healthy. Knows about drugs.

Navigation: Good memory, reads a lot, book smart. Reads maps. Can fly airships and drive autocars. Probably won't get lost.

Security: Street smart, reads a room. Enforces order, keeps the peace, causes a ruckus. Likes guns; knows about guns, bullets and bombs; keeps their guns ready. Will punch folk.

Spirituality: Has a big heart, knows how to guard it. Helps others think, feel, and know their own hearts. Knows about gods, religions, and rituals. Knows about spirits, daeva, love, and loss.

Sustenance: Dependable, confident. Grows food, buys food, cooks food. Keeps people healthy. Knows about plants, animals, soil, and seasons.

Responsibility Points

Each responsibility has a number of **responsibility points** associated with it. That number indicates how experienced your character is with the tasks associated with that responsibility. The more points you have, the better you are at performing your duties. Responsibilities can have between zero points, indicating that you've got no clue what you're doing when it comes to those tasks, and five points, at which point you've moved beyond just mastery and become renowned. At five responsibility points, people across all of Zafir have heard of your skills.

Responsibility Skill Levels

None (0): Cannot perform any tasks associated with this responsibility.

Basic (1): Can perform assistant duties and handle basic tasks.

Proficient (2): Can competently perform routine tasks.

Expert (3): Can confidently perform complex and difficult tasks.

Master (4): Can perform any associated task and invent new and improved techniques.

Renowned (5, Max): Can perform tasks better than most masters in the world.

Starting Responsibilities

Every character begins with one responsibility at **Expert** level (three points) and two other responsibilities at **Basic** level (one point). It's okay if some people in the crew have overlaps in responsibility and if not all responsibilities are handled by the crew.

Improving Responsibilities

At 4th level and every other level thereafter your character gains one responsibility point that they may use to increase the skill level of their responsibilities. See Gaining Responsibility Points in Chapter 5 - Classes for more information on leveling up your responsibilities.

Responsibility Descriptions

They are listed here with descriptions about the various ways a character might gain the experience needed to be an expert in the duties of the responsibility.

Acquisition

Those with the Acquisition responsibility might perform duties related to materials and inventory. They sometimes play the role of a quartermaster, keeping track of all the weapons, items, and supplies that the crew owns. Heading into town to purchase supplies or hire an expert would be among their responsibilities.

The Acquisitions specialist might be a trader or merchant. They know all about the current markets, where the bargains are, who has the worst import taxes, and can spot quality goods from among the dross. This is the person you want carrying the crew purse, because they might come back from the market with their whole shopping list plus more money than they started with.

Perhaps the Acquisitions crew member is a smuggler and a thief. They know all about how to keep your valuables safe because they have experience getting their hands on other people's valuables. They've probably shown you a few little smuggling holes on the crew's airship, but you're positive there's a dozen more they've kept secret. They know the value of illicit goods and contraband, how to get it through customs, and how to find a reputable fence.

Acquisitions usually requires a facility in the form of storage and inventory of various kinds: storerooms, warehouses, smuggler's niches, safes, and lockboxes.

Arcana

Mages and arcane specialists, those with the Arcana responsibility advise the crew on all things magical. Whenever the mysterious or the unexplained is encountered, this is the person the team will turn to.

These folks are generally the most studious on the crew. The breadth and depth of their knowledge is unmatched. Those practicing the magical arts have to know, very precisely, how the science of their arcane effects work.

They also know the most about the mythical beasts and monsters of Zafir. Many expeditions into the wilds have been made in recent years. A large amount of information on creatures found there has made its way into volumes of published literature.

An arcana specialist doesn't necessarily need to be a practitioner of magic themselves, they may just be an incredibly well-educated individual who has made themselves familiar with the science of the arcane.

Studying arcana often requires the use of an Arcane Sanctum, a special place dedicated to the study of magic and the cosmos. On land, it may be situated on a confluence of leylines or near a place of power. In a vehicle, it's carefully shielded from external magical forces.

Engineering

Engineers keep the engines running and the lights on, making sure everything that should move does, and everything that shouldn't does not.

An Engineering specialist could certainly be the crew's mechanic, repairing equipment, keeping the engines online, and making sure everyone's weapons and armor are well-maintained. They'll know how every tool works (or doesn't work) and can jury-rig a solution even with limited means . They've probably got experience across a wide variety of systems: mechanical, electrical, techno-magical, and hydraulic.

Alternatively, they may be an armorer or weaponsmith, keeping a well-organized machine shop with countless tools and intricate metal components.

Or perhaps they're a demolitionist with a workshop set up far from everyone and everything important. These folk keep the crew's munitions depot well-stocked with grenades and ammo.

Tyrain in the kitchen practicing the Sustenance responsibility.
Art by Angela O'Hara

An Engineering crew member needs some kind of space to work and to keep their tools, probably a facility like a workshop or even just a toolshed.

Entertainment

Those with the entertainment responsibility have a very important job: to keep up crew morale.

An entertainer might be an accomplished musician and songwriter, with a beautiful voice and well-crafted instrument. They'll lead rowdy songs around the campfire at night or play a bittersweet and mournful tune at the funeral of a fallen crew member.

The crew might have a Game Master as entertainment, always inventing and designing new board games, card games, and roleplaying games for the crew to enjoy in their downtime. They're constantly asking the engineering crew member to machine them new game pieces.

The crew member who has taken on the entertainment responsibility is possibly a jokester and talespinner. Long into the night, the crew listens and laughs uproariously as the entertainer weaves stories, cracks jokes, and shares riddles.

An entertainment crew member might have set aside a dedicated facility for their performances like a huge stage with a complex fly system or just a corner of the cargo hold that's got a microphone and speakers.

Leadership

A leader is critical for every crew. What is a crew without a plan? Just a mob, and a mob can't accomplish anything in the long term.

The leader might be someone with formal military training, having led others in the past. They've got the experience to stay calm under pressure and keep morale up among their comrades. Often surrounded by a hard-nosed exterior, these types of leaders command respect through their voice and demeanor. They have complete focus on and off the battlefield and excel at strategic planning.

Other leaders lead simply because they're the first. They have a vision of success, and they pursue it relentlessly. The rest of the crew is practically swept up in their momentum and carried along for the ride. They're a torchbearer lighting the way forward, full of courage and not afraid to be the first to step into the unknown.

One of the rarest kinds of leader is the beloved leader. This kind of person you naturally follow; you can't seem to help yourself. They exude a quiet confidence that comes from an overwhelming sense of self-worth utterly devoid of arrogance and draw others into it. When they tell you they believe in you, you feel like you can conquer the world. A person of integrity, honesty, and humility, they inspire others to become the best version of themselves. This leader is ready to do what is necessary for those they care about, and the crew knows it.

A leader needs a kind of place to be by themselves, or to plan for the future. They often require a facility like a study or a war-room.

Medicine

The world is a dangerous place, and someone who knows the ins-and-outs of the sapient body is going to be vital for any crew.

This specialist might be a doctor, surgeon, nurse or someone else with dedicated medical training and education. These folks don't often make their way to crews on the fringes of society, they're in too high of demand in the big cities and wealthy hospitals. But sometimes they venture that far, and they're so invaluable that nobody dares ask them too many questions about why.

Some folk gain medical know-how through tradition and ancient knowledge, passed down through

Author's Note: Leadership

Remember, a good leader doesn't just boss everyone around. The leader doesn't need to tell experts how to do their job just because they're in charge. They're someone who always has the bigger picture in mind. A player portraying a good leader always shows respect to the others around the table. If you're being bossy, even if you are the boss, it will be much less fun for everyone else.

generations. Perhaps their mother was a healer, and their mother before them. They know quite a lot about the natural world and the healing (or harmful) properties of plants. They may have had to perform emergency surgery without precise tools or pain medication, and yet they've saved many lives.

Others have gained their knowledge through their compassion for the poor and needy, driven by a spiritual impetus. These benevolent people are naturally drawn to those hurting and invest considerable time and money gaining the skills and equipment they require to help those in need. Many Deacons of the Fivefold Church or Holy Zephyrian Priests have medical training.

A medic is nothing without their facilities: some kind of clinic, medbay, or infirmary fully stocked with medicine, surgical tools, and diagnostic devices.

Navigation

If you want to pull successful jobs with your crew, you're going to need a navigator, and hopefully you've got a good one. You don't want to get turned around while fleeing from a pack of ravenous ghuls, do you?

The navigator on your crew might be a specially trained one. Many pilots coming from flight academies receive extensive navigation and orientation training. In the Merchant Navy, second mates are often skilled navigators and have lots of opportunity to practice their skills.

Perhaps the navigator gained their excellent orientation skills through a profession as a surveyor, map-maker, or cartographer. Many years of reading and creating maps or traveling to locations to record their geography would provide plenty of navigation experience. Charting for the navy or for a private shipping company would do the same.

Maybe the navigation specialist on the crew is actually a guide. They might have grown up near a wilderness area and offered their services to explorers and tourists as a wilderness trail guide. Or maybe they joined the army and operated as a scout for many years.

The navigator's post on an airship will always be the bridge, but they might operate out of a chart room or war room when making plans with the leader. Often, the leader and the navigator will work closely together, as they usually have some skill overlaps in piloting and planning. On large airships, the navigator is usually not the pilot or the captain.

Security

The world isn't a safe place. Monsters roam the wilds and crime is rampant even in civilized areas. You're going to want an observant, intelligent security expert on your team. When violence is inevitable, even the leader relies on their security officer to get them through it.

Your security officer might be someone from a private security force. Organizations all around the world have a need to protect their people and their assets, and security guards, bodyguards, and sentries are common in every nation and every level of society. This person has extensive training in protecting people or guarding locations and knows their way around weaponry, armor, and possibly even armored vehicles as well.

Perhaps the person with the security responsibility is former military, a veteran soldier with combat experience in theaters all over the world. Of course they have weapons and armor training, and tactical combat training as well. They're an excellent addition to a crew.

Maybe your security expert has worked and even lived outside of the law. Maybe the mean streets of a major metropolis helped shape them into the whip-smart, no-nonsense fighting machine they are now. These "fixers" sometimes come from organized crime and often work for the highest bidder. But hey, at least they're on your side. For now.

A security officer often utilizes a facility that helps them keep the crew safe. They might have a well-stocked armory they run with the engineer, full of weapons, armor, ammo, and the equipment needed to maintain all that firepower. Or maybe they're concerned with keeping the crew in fighting shape, so they run a gym or training center to keep everybody fit and trim.

Spirituality

Part counselor, part professional spiritist, the crew member responsible for spirituality helps people recover from the mental and emotional trauma of the battlefield. In addition, they're the crew's foremost authority on issues regarding the spiritual realms, the Ether and the Nether.

The spiritualist might come from a clerical background, serving as a leader in a church or other religious group. These kinds of religious leaders often double as advisors, counselors, and therapists for their congregation and thus bring that experience to the crew. They're usually well-versed in all matters of sapient relationships.

The person with this responsibility might be a literal spiritist with extensive knowledge of the Ether, the world of spirits. Their knowledge of the spirit-realm is unparalleled among the crew.

They might even be a summoner of daeva. A bold and brash violator of the natural order who seeks to control the power of the Nether. A huge portion of their training involves mastering their own emotions and disciplining themselves to protect their mind from corruption. Skills they can teach to the rest of the crew.

The person with this responsibility on the crew will need a facility dedicated to meeting with other crew members and working through emotional and spiritual issues, like a quiet chamber reserved for this purpose.

Sustenance

Everyone's gotta eat. A well fed crew is a happy crew. Your crew might be the fiercest, toughest, meanest guns this side of Delard City, but if they don't get good grub and grog now and again, they won't stay fighting fit for long. Someone's gotta make sure that everyone stays well-fed and watered. A healthy crew starts with the cook.

On your crew, the sustenance responsibility might fall to a farmer or a rancher. They'll have experience, perhaps lifelong, with raising food from the ground or driving it around on legs. On the airship, they're maintaining the hydroponics and katta'ka pods so everyone has fresh veggies and bug meat to eat. On land, their green thumb keeps the garden flourishing and the chickens happy, and everyone loves their tomato and garlic shakshuka in the morning!

Maybe they come from a culinary background. Perhaps they ran the galley on a large naval vessel, churning out heaping piles of grub for thousands of personnel every day. Maybe they left the life of a professional restaurateur under dubious circumstances, but the food tastes far too good for you to ask any probing questions. This person runs a tight kitchen, ropes in other crew members for sous chefs and dishwashers, and commands them like a military general.

Out in the wilds, survival is the highest priority, and that means water and food. The sustenance responsibility on your crew might fall to a mighty hunter or skilled forager. Give them a weekend in the woods and they'll come back and fill your magi-freezer full of enough meat to feed everyone for a season. If lost in the wilds, this is the person you want with you.

Those with the sustenance responsibility absolutely need the use of two facilities: some kind of food storage like a pantry, larder, or freezer; and a working kitchen or galley in which to prepare food. Optionally, they may have some kind of facility that produces food like a garden or chicken coop.

Skill Actions

Sometimes you find yourselves in trouble outside of a mission, in a situation you can't resolve with violence (or don't want to). In those cases, you'll be making **Skill Actions**. Rolling to check if a skill action is successful is similar to making an attack. Create a Skill Dice Pool for the non-combat skill and roll that dice pool with success on 5 or 6.

Be clear with the GM about what you're trying to accomplish and they'll be clear with you about how difficult it will be to succeed and what the consequences will be for failure.

Start with a base pool for the skill action you're trying to accomplish. If the task is Easy, start with 2 Skill Dice. If it's of Average difficulty, start with 1 Skill Die. If accomplishing the task is Difficult, don't start with any dice in the Skill Dice Pool.

Your responsibilities contribute quite a lot to your ability to deal with non-combat situations. If your responsibilities would help you succeed at a skill action, add a number of dice equal to the responsibility points you have in the contributing responsibility to the Skill Dice Pool. You'll need to convince the GM to let you use your responsibility points as a bonus for a skill action.

If there are extra circumstances that contribute to the success of a skill action, talk to the GM about adding dice to the Skill Dice Pool to represent those advantageous circumstances. If there are circumstances or part of the situation that is detrimental to the success of the skill action, the GM will take dice away from the Skill Dice Pool to represent those disadvantages.

Skill Dice Pools are successful if any of the dice rolled show a result of 5 or 6.

> ***Example:*** *Say that Dalinus is negotiating for the pay on a particular job with a scummy and dishonest gang boss. This is a pretty tough task but no more difficult than any other business dealing, so the skill action is an Average difficulty action. Dalinus has a history working security for a wealthy and prosperous merchant, so they gave themselves the Acquisition responsibility as a secondary responsibility. The extra circumstantial modifiers for this negotiation might be something like this: +1 if Dalinus is highly respected in the underworld, +1 if the gang boss finds them intimidating, or -1 if they are unknowledgeable about this kind of thing.*
>
> *Dalinus creates a Skill Dice Pool that starts with 1 die for the Average difficulty, and adds another die because of their Acquisition responsibility. The GM says that the gang boss is particularly scared of jaan, so they give the Skill Dice Pool +1 die because of Dalinus' intimidating nature. Dalinus rolls 3 Skill Dice in the pool and is successful on a 5 or a 6.*

Assists

Sometimes, two heads are better than one. If allowed to do so (see the Skill Action Assist table below), another character can assist your character while they are performing a skill action. If another character is assisting you, you may add +1 Skill Die to the Skill Dice Pool for that Skill Action.

Skill Dice Pool Bonus Dice Table:

SKILL DICE POOL BONUS	REASON
+2 dice	For Easy actions.
+1 die	For Average actions.
+0 dice	For Difficult actions.
+X dice	From Responsibilities that contribute to the success of the action.
+1 die	When being Assisted by another character.
+1 die	When utilizing a useful item or piece of equipment.
+1 die	For each other advantageous circumstance.
-1 die	For each other disadvantageous circumstance.

Dalinus negotiates with the Sky Pirates.
Art by Cat Parra.

The character performing the action is the Acting Character, and the character helping them out is the Assisting Character. The Assisting Character must have at least one point in the same responsibility being used for the skill action by the acting character and must have a number of points equal to or greater than one less than the skill level of the Acting Character. If it's any lower, the assisting character will just be in the way and can't contribute meaningfully to the Skill Action.

Skill Action Assist Requirement Table:

ACTING CHARACTER	ASSISTING CHARACTER
Basic (1)	Basic or higher (1+)
Proficient (2)	Basic or higher (1+)
Expert (3)	Proficient or higher (2+)
Master (4)	Expert or higher (3+)
Renowned (5)	Master or higher (4+)

Equipment Bonus

If you've got a particularly useful tool, item, or piece of equipment that could help with a Skill Action, tell the GM. If they agree that it will help, you get a bonus Skill Die.

> ***Example:*** *Tiz is trying to stop the bleeding of an innocent bystander that was shot during a firefight. She tells the GM that she rips off one of her sleeves and tears it into strips. These makeshift bandages will help the Skill Action of stabilizing the civilian. The GM feels that that's a good and useful item to have in this situation, so Tiz gets an Equipment Bonus of +1 Skill Die on the action.*

Critical Success

If there is a chance that the skill action can succeed beyond your desires and some circumstance gives you a chance to achieve that, ask the GM if you can use a Skill Crit Dice Pool and add dice because of those extraordinary circumstances. The GM will tell you how many dice the pool should have for this particular action. The Skill Crit Dice Pool has a success on 6 (just like the Crit Dice Pool).

Useful Equipment

Other useful equipment can be found in the Useful Inventory Items section of Chapter 6 - Equipment & Items.

Skill List

The following is a list of skills across several broad categories. Use the following skills where you feel appropriate, and discuss with your GM and the other players if you want to use a skill that isn't on this list. The goal of this list isn't to be an exhaustive set of all actions the players can take out of combat, but to inspire you to think about how to solve problems using your character's responsibilities.

The three main categories of skills are Interpersonal Skills, skills that rely on your charisma and ability to communicate with others; Observation Skills, skills related to perceiving, understanding, and gaining information; and Trained Skills, skills that have been honed over time and rely on a strong body, quick hands, or highly specific knowledge.

Interpersonal Skills: Coerce, Deceive, Persuade

Observation Skills: Intuit, Investigate, Notice

Trained Skills: Pilot, Stunts, Tinker

Each skill in the list has a simple description describing the types of outcomes you can hope to achieve, a set of potential consequences that might happen if you fail, and some examples of how you could use your responsibilities to help you succeed in this skill action. It's not comprehensive, so get creative with how you convince your GM to let you use your responsibility bonus.

Coerce

Compel someone to change their mind or follow your orders using fear or the threat of force.

Potential Consequences:

- The person ignores you.
- The person becomes angry with you.
- The person flees from you in fear.

Responsibilities & Possible Situations:

Acquisition: Bribing someone.

Leadership: Giving commanding orders.

Security: Intimidating someone by threatening them with violence.

Deceive

Lie, cheat, steal, hide, disguise, pretend or otherwise fool someone into believing an untruth.

Potential Consequences:

- Your lie is not believed.
- The object you hid is found.
- Your disguise is seen through.
- You are caught cheating.

Responsibilities & Possible Situations:

Acquisition: Lying about the value of an item, cheating at a betting game.

Engineering: Making a sabotage attempt appear harmless.

Entertainment: Spread a malicious story about someone through song.

Leadership: Convince others that you have a plan when you do not.

Persuade

Use charm, reason, or pleading to convince a person to change their mind, become friendlier, or follow your direction.

Potential Consequences:

- The person does not change their mind or follow your orders.
- The person's opinion of you sours.
- The person tries to oppose you.

Responsibilities & Possible Situations:

Acquisition, Engineering, Medicine, Navigation, Sustenance: Convincing someone using your expertise or insider knowledge.

Entertainment: Getting on someone's good side so they cut you a break.

Leadership: Finding someone's motivation and exploiting it.

Spirituality: Appealing to someone's better nature.

Intuit

Gain information or understanding using gut feelings, instinct, and personal experience or wisdom. Instant judgments.

Potential Consequences:

- Your gut instinct is wrong.
- You learn nothing.

Responsibilities & Possible Situations:

Arcana: Determining the abilities of a monster.

Engineering: Judging the source of a mechanical problem.

Leadership, Security: Determining the weakest member of a group of people.

Navigation: Getting a sense of whether you're lost or on the right track.

Spirituality: Judging the emotional state of a friend.

Sustenance: Telling if food is spoiled, poisoned, or skillfully-prepared.

Investigate

Gathering evidence and determining information from that evidence. Using this skill often takes significant amounts of time.

Potential Consequences:

- You fail to find the evidence you were looking for.

Responsibilities & Possible Situations:

Acquisition: Finding a specific type of object.

Arcana: Learning specifically magical or cosmological information.

Engineering: Testing a system to determine the source of a mechanical problem.

Entertainment: Getting people to open up and provide more information because they like you.

Leadership: Access a network of informants to gather information.

Medicine: Diagnosing an illness from symptoms.

Navigation: Using landmarks, charts, or the stars to determine your exact location.

Spirituality: Learning or understanding information specifically regarding spirits or the human soul.

Sustenance: Assessing the ingredients of a dish or the nutritional value of food.

Notice

Notice something out of the ordinary. This is a passive skill that the GM might instruct you to make.

Potential Consequences:

- You don't notice the thing.

Responsibilities & Possible Situations:

Entertainment: Noticing a master musician's telltale signature.

Leadership: Noticing the morale of the enemy beginning to slip.

Navigation: Spotting a well-hidden landmark.

Security: Detecting a concealed weapon.

Pilot

While piloting an airship, driving a vehicle, or riding an animal, perform some specific maneuver, put on a burst of speed, or avoid an obstacle.

Potential Consequences:

- The airship crashes into the obstacle.
- You can't convince the camel to run faster or jump the ditch.
- The autocarriage fails to handbrake turn and slides to a stop instead.

Responsibilities & Possible Situations:

Engineering: Knowing exactly how a particular kind of vehicle handles and can push it to its limits.

Leadership: Overpowering an animal's fear through force of will.

Medicine, Sustenance: Pushing an animal to its limits.

Navigation: Finding shortcuts or using raw skill to lose a pursuer.

Stunts

Perform some feat of acrobatics or agility, like walking across a narrow ledge, catching a small falling object, or diving out a window. It can also mean some time sensitive or dangerous challenge, like stabilizing a bleeding person or pushing someone out of harm's way.

Potential Consequences:

- You lose your balance and fall.
- You don't catch the object.
- You hurt yourself while tumbling.
- You fail to stop the bleeding.
- You are harmed instead.

Responsibilities & Possible Situations:

Acquisitions: Executing feats of nimbleness and agility from their years of experience as a cat burglar.

Entertainment: Performing a complicated series of dance moves.

Leadership: Making a selfless decision to leap for the ladder dangling from an airship.

Medicine: Performing an emergency surgery or diagnosis.

Tinker

Manipulate a mechanical, techno-magical, or biological object to damage, repair, modify, improve, or maintain it

Potential Consequences:

- You fail to make the modification you wanted.
- The object breaks and becomes unusable.
- The object explodes.

Responsibilities & Possible Situations:

Acquisition: Booby-trapping a chest, or disarming a trap.

Engineering: Tinkering with any mechanical object.

Entertainment: Repairing a complex musical instrument or stage fly system.

Medicine: Performing a complex surgery.

Navigation: Tinkering with the controls or engine of a vehicle.

Let's Be Bad Guys

In the world of Zafir, not everything is black and white when it comes to morality. Is it right to steal from the Imperial troops occupying your village? Is it right to murder them in cold blood? When you're caught by the guards stealing from a richly ornamented mansion, how much violence are you willing to unleash to get out of the jam?

Maybe your answer is, "Yeah, let's be bad guys," and that's okay. At the Roleplaying Game table, we get to pretend to be some of our favorite anti-heroes and scoundrels and it can be a lot of fun! Just remember that it's pretend.

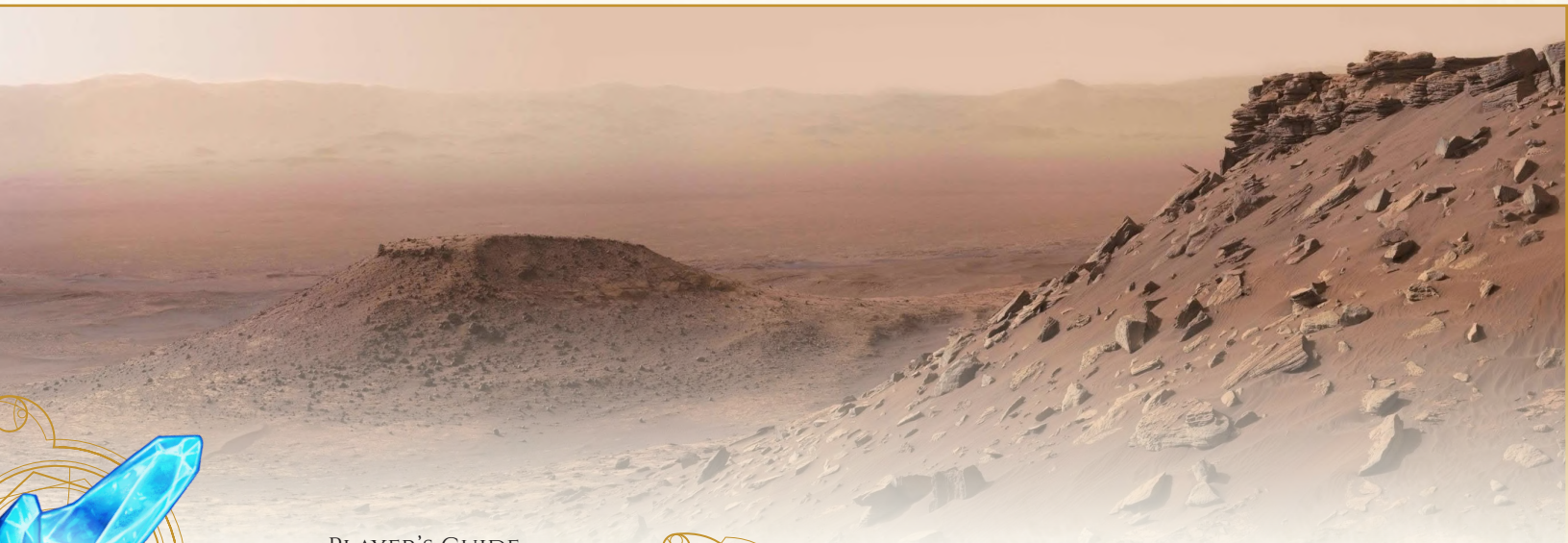
The important thing to note here is that the table should be in agreement about being bad guys. Use this phrase (famously spoken by Jayne Cobb in the film *Serenity*) "Let's be bad guys" to ask the players at the table, before even starting the first mission, if they're fine with roleplaying illegal activity and lethal collateral damage. If everyone is on board, go for it!

...Actually Let's Not

These are questions you'll have to ask yourself both as a player and as your character. If you're not comfortable with being the Bad Guy while playing Zafir, that's okay! As a player, you live in the real world with real problems, and violence isn't the same in reality as it is in games and movies. Motivations are never just "good" versus "evil". You don't always want to bring senseless violence into your game, especially if you consider it a safe space of imagination separate from the real-world. If being the bad guys makes you uncomfortable, that's completely understandable.

However, Zafir is a game of tactical gunfighting. Shots will be fired. People will get hit. Remember that when an enemy unit or one of your player characters is reduced to zero HP, they don't necessarily die, they just go "Out of Action". Out of Action can mean a lot of things: in shock, knocked out cold, too hurt or too injured to fight, playing dead, or surrendering unconditionally. Lean into those meanings of Out of Action if you're uncomfortable with your heroes mowing down security guards and conscripted soldiers who are just doing their jobs. Maybe save death for NPCs that you and your characters believe truly deserve it.

Alternatively, ask your GM and the other players if it's okay to focus on fighting monsters, daeva, undead, and mechanoids instead of people. Maybe it feels better to you if you're fighting magitech robots, wild beasts, and mindless undead. Most importantly, have fun and stay comfortable. If something is making you uncomfortable, notify your GM immediately and they'll try to help you feel more



comfortable with the action. See the following Safety Tools section for more information on how to make your table an awesome and comfortable place to play.

Safety Tools

The author would very much like you to enjoy playing games of Zafir with your friends. To that end, the author has presented or reprinted some common RPG safety tools and their descriptions to help you and your crew have the best time in Zafir, where all players and the GM feel safe and comfortable.

The X-Card

The X-Card is an optional tool, created by John Stavropoulos (@JStav_ on Twitter), that allows anyone in your game (including you) to edit out any content anyone is uncomfortable with as you play. Since most RPGs are improvisational and we won't know what will happen until it happens, it's possible the game will go in a direction people don't want. An X-Card is a simple tool to fix problems as they arise.

To use the X-Card (as a player or as the GM), at the start of your game, simply say:

> *"I'd like your help to make this game fun for everyone. If anything makes anyone uncomfortable in any way... **[draw X on an index card]** ...just lift this card up, or simply tap it **[place card at the center of the table]**. You don't have to explain why. It doesn't matter why. When we lift or tap this card, we simply edit out anything X-Carded. And if there is ever an issue, anyone can call for a break and we can talk privately. I know it sounds funny but it will help us play amazing games together and usually I'm the one who uses the X card to protect myself from all of you! Please help make this game fun for everyone. Thank you!"*

Some Notes on X-Card Use

The X-Card speech above can be more useful than the X-Card itself. It makes it clear that we are all in this together, will help each other, and that the group of people playing are more important than the game.

Use the X-Card early, even on yourself, to lead by example, and model the behavior.

The X-Card does not have to be a tool of last resort. The less special it feels, the more you use it, the more likely someone will use it when it really is badly needed.

The X-Card is not a replacement for conversation. If you prefer to talk about an issue that comes up instead of using the X-Card, please do. Just because the X-Card is available does not mean it has to be used. But when it is used, respect the person who uses it and don't ask why or start a conversation about the issue. The X-Card is optional.

The X-Card is a safety net, but not everyone will feel comfortable using it in all situations. If a player had a problem with the game during the session and wants to talk to you about it afterward, please listen. It is not okay to say "but you didn't use the X-Card" as a defense. Don't use the X-Card offensively. Listen and talk it out.

If you aren't sure what was X-Carded, call for a break and talk with the person in private.

Don't use the X-Card as an excuse to push boundaries. It's not a Safe Word.

Some GMs (usually those who haven't used the X-Card) fear that the X-Card will limit their creativity. Many GMs who use the X-Card find the opposite is true. Since the GM doesn't have to be a magical mind reader, it frees up their energy to focus on other elements of GMing.

The X-Card is not an excuse to try to get back to the game as soon as possible. People matter more than the game. If you need to take a break, take a break.

While we have referenced triggers in the past, we have moved away from using the term. There is a lot of misunderstanding over what a trigger is or isn't. Additionally X-Cards can be useful even in situations unrelated to triggers and PTSD.

Learn more about the X-Card at http://tinyurl.com/x-card-rpg

Lines/Veils

We all have our limits and boundaries. **Lines** and **Veils** are different ways to handle those boundaries in play.

A **Line** is a hard limit and indicates the topics we don't want to explore in our game.

A **Veil** is a "pan away" or "fade to black" moment. When we veil something, we're making it a part of the story, but keeping it out of the spotlight. Think of it as a way to still deal with certain themes while avoiding having to describe them in graphic detail.

Script Change

Often it's good to discuss with your group a "rating" for your game content, however sometimes people don't know their boundaries yet. Maybe they do, and they just aren't expecting to kick down the door and find something that really makes them scared or uncomfortable. This is where Script Change, created by Brie Beau Sheldon (@Brie_Beau on Twitter), comes in.

At any point during the game, if a player or GM finds that they are uncomfortable with the subject matter or actions happening in the game, they can call for a Script Change. To make things easier, the GM should write "Rewind," "Fast Forward," and "Pause" on individual index cards, and place them where it's easy for anyone to reach. Players can tap or hold up the cards to communicate the following:

"Rewind" backs up a scene to revise the content.

"Fast Forward" skips over part of a scene.

"Pause" gives the players a quick breather before continuing the scene without making any changes.

5

Classes

This chapter contains information about your character's progression and descriptions of the various classes they may become throughout their career.

Character Progression

As you play more missions, your character will get stronger, more skilled, and gain new abilities.

Earning XP & Leveling Up

At the end of every mission (successful or unsuccessful) every character who was on the mission earns 1 XP. If the character now has XP equal to or greater than the required XP amount for the next level, they **level up**. Refer to the "XP Needed" column of the XP & Progression Table below to see how much XP is needed to level up.

To level up your character, refer to the row on the XP & Progression Table corresponding to their new level. If the Class Upgrade column lists a class tier, your character becomes a new class of that tier, see Class Upgrade below. If there is a checkmark in the New Ability column, your character gains a new ability, see Gaining New Abilities below. If there is a checkmark in the +1 Attribute column, your character gains an increase to one of their base attributes, see Gaining Attribute Points below. Finally, if there is a checkmark in the +1 Responsibility column, your character gains the option of increasing one of their responsibilities' skill levels, so long as they meet the requirements to do so.

Class Upgrade

At 2nd, 6th, and 11th level, your character upgrades their current class to a new class. Choose a class from the **Class Upgrade** Table below that matches the tier specified. Except for the starting classes, the new class must be a class specialization of the unit's previous class. When the character becomes a new class, they gain all of the proficiencies listed in the Proficiencies section of their new class's section. They also automatically gain all of the abilities listed in the Starting Abilities section. Specific information about each character class is listed later in this chapter.

Gaining New Abilities

Every level, starting at 2nd level, your character gains a new ability. They may choose abilities from the Ability List of their class description or the lists of any of their previous classes. They may not gain an ability more than once. If an ability's description

XP & Progression Table:

LEVEL	XP NEEDED	CLASS UPGRADE	NEW ABILITY	+1 ATTRIBUTE	+1 RESPONSIBILITY
1	0	Starting			
2	1 (+1)	Base	✔		
3	3 (+2)		✔	✔	
4	6 (+3)		✔		✔
5	9 (+3)		✔		
6	12 (+3)	Specialized	✔		✔
7	17 (+5)		✔	✔	
8	22 (+5)		✔		✔
9	27 (+5)		✔		
10	32 (+5)		✔		✔
11	37 (+5)	Advanced	✔	✔	
12	44 (+7)		✔		✔
13	51 (+7)		✔		
14	58 (+7)		✔		✔
15	65 (+7)		✔	✔	

contains "Requires: (other ability)" then your character may not take that ability until they acquire the prerequisite ability.

If the Ability has an activation of *Passive* or Reaction, add it to the "*Passive* Abilities" section of your character sheet. Otherwise, add the new ability to your character sheet under the "Active Abilities" section.

Gaining Attribute Points

At 3rd level and every four levels thereafter, your character permanently increases one of their base attributes. You may choose one of the following base attribute increases and apply it immediately, changing the value on your character sheet.

- +1 Toughness
- +1 Agility
- +1 Accuracy
- +1 Discipline

Ability Activation Symbol

When adding active abilities to your character sheet, there is a light gray activation symbol in each ability box: >|. Use your pencil to fill in the part that matches the ability's activation.

Remember to re-calculate your Combat Attributes and Attacks with the updated value. Reminder: each point of increased Agility adds 2 Speed.

Gaining Responsibility Points

At 4th level and every other level thereafter your character gains one responsibility point that they may use to increase the skill level of their responsibilities. There are limitations and requirements for increasing to certain levels. In order to increase a responsibility to a particular level, your character must meet the requirements for that skill level on the following table.

If your character does not meet the requirements right now, while you are leveling them up, you may save the Responsibility Point and spend it to upgrade one of their responsibilities at a later time, when they do meet the requirements.

Learning New Languages

Learning new languages, just like in real life, takes time and practice. In Zafir, learning a new language isn't connected with your character's level, but instead takes consistent practice over a number of in-world months.

Learning a dialect of a language you already know takes 3 months of practice. Learning a new

Responsibility Level Increase Requirements Table:

POINTS	NEW SKILL LEVEL	REQUIREMENTS
0 → 1	Basic	**None** - Anyone can put the first point in a new responsibility and pick up a basic understanding of the new skills.
1 → 2	Proficient	**Mentor** - There must be a person on the crew with at least Expert level in this responsibility to mentor you while gaining proficiency.
2 → 3	Expert	**Education** - You must learn from several people with Expert skill level or one person with at least Master level for an extended period of time.
3 → 4	Master	**Practice** - You must have been performing the tasks of this responsibility at Expert Level on a daily basis for a significant amount of time (Five Player Levels).
4 → 5	Renowned	**Fame** - You must prove that you are better than other masters by finding them in the world and demonstrating your superior or unique technique.

language, unrelated to any languages you know, takes 9 months. If the language is the common, spoken language of the region in which your character spends that time, reduce the time to learn the language by half.

Learning Daevic or Jaxton requires learning it from an already fluent speaker, who may be difficult to find. For the other languages, any major city will have resources available to learn these languages in public libraries or via Nexus correspondence courses.

Ultra-High-Level Campaigns

If your character wishes to improve beyond level 15, and your GM approves, they may do so. Simply follow the same pattern of advancement: each level you must earn 7 XP to gain the next level. Every time you level up, you gain a new class ability from any of your class lists. Every fourth level, starting at level 3, you gain an attribute point. And every other level starting at level 4 you gain a responsibility point.

Languages & Dialects Table:

LANGUAGE	DIALECTS	SPOKEN IN...
Akkor	Kikkir	Amagar Confederation
Batarak	Gabat'ura	Ath'enki Prelacy
Daevic		
Daulite		Daul
Dynish		Dyn-Essat, Dyn communities
Etherian		Eskandar, Hinn enclaves
Everan	Morrillian, UZS	Delardian Federation, Burvor, Morril, worldwide
Jaxton		
Rhuthari		GTS, CGT
Sultain	Old Sultain	Sultain Imperium

Class Descriptions

The thirty-three classes are each described in this chapter. Each class has several sections detailing information about its place in Zafiri society, its abilities, and its proficiencies.

Upgrade From & To

Each class lists the class it upgrades from, and the list of classes that characters of this class may upgrade to. When choosing the Class Upgrade level up action above, this is the list of classes that your character may choose from when upgrading.

Proficiencies

A list of the proficiencies your characters gains when they become this class.

Starting Abilities

When your character becomes this class, they gain these abilities immediately.

Suggested Builds

Each class has many options for how they will build their set of abilities, as there are far more abilities in the class's ability list than your character will be able to gain. Provided as inspiration, several suggestions for which abilities to choose are listed in the class description, depending on what kind of character they want to be or what role they want to play on the battlefield.

Suggested Builds are not listed for Advanced Classes. By that level the decisions you make are your own.

Ability List

Every ability the character is capable of learning is listed here in alphabetical order. Each ability description may have the following fields.

Requires: If this section is present, the character must have the required ability before gaining this one.

Activation: May be one of: *Passive*, Reaction, Action & End turn (>|), Action (>), Free Action (-).

Cooldown: The number of turns before this ability can be used again.

Charges: The number of times this ability can be used per mission. If marked with a "U", this ability uses an Ultimate charge (see Ultimate Abilities, below).

Range: The range category for this ability.

Type: The type and category of this ability.

Effect: The rules to follow when using this ability.

Kira, Lotoku, Vishtek, and Tyrain working out. Art by Joseph Garcia.

Utility: If this section is present, this ability can be used during the Adventuring phase a limited number of times per day.

Flavor Text: Some extra description of the ability or in-world flavor.

Ultimate Abilities

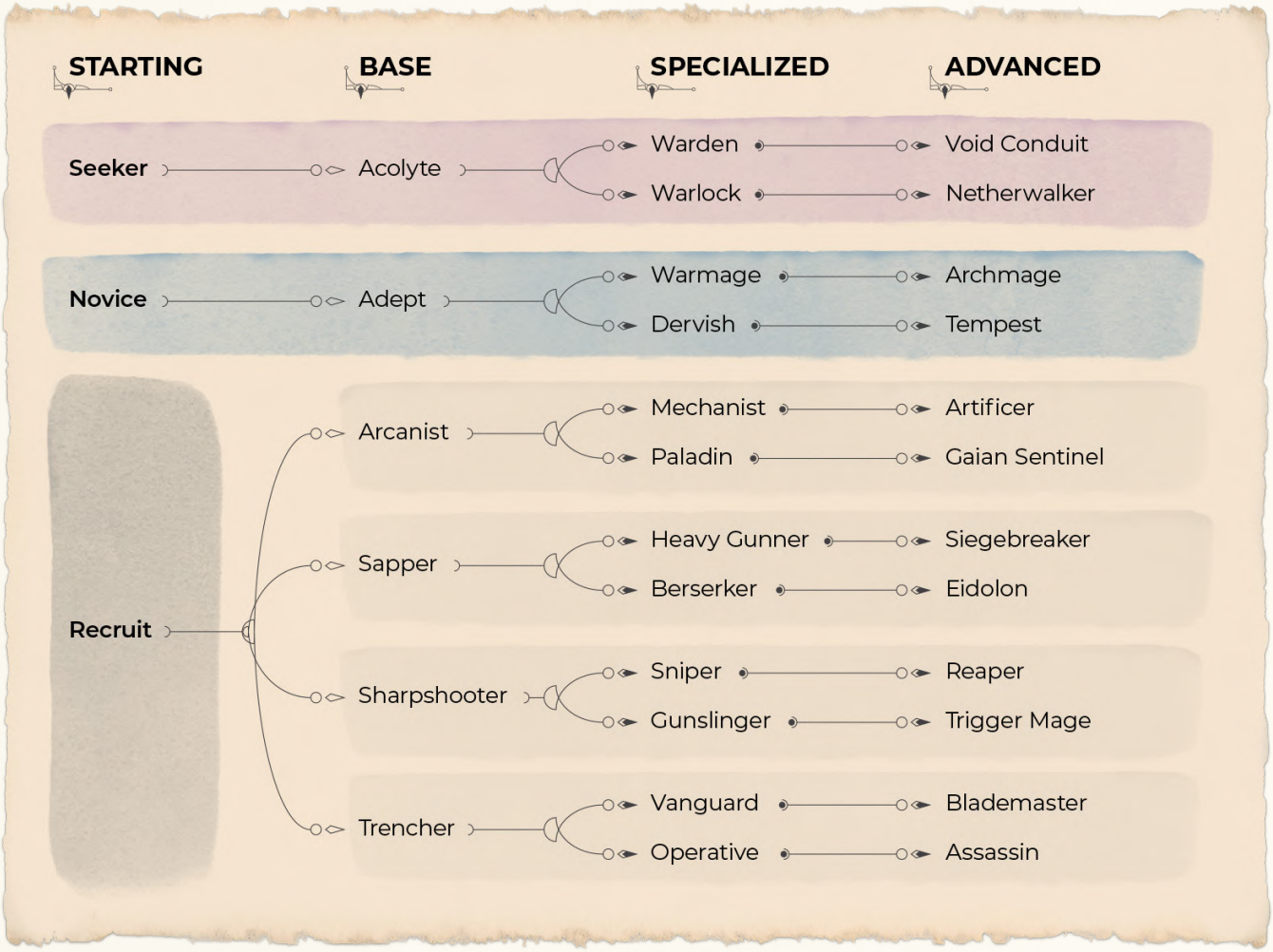
Some abilities effects are marked with the word "*[Ultimate]*" in brackets and have a "U" marked in the Charges section of their description. These abilities are **Ultimate Abilities** and have special rules.

Characters may learn as many ultimate abilities as they wish over the course of their career so long as the abilities are available in their class ability lists. However, all of these abilities share a single Ultimate Charge. This means that if one ultimate ability is used, all abilities marked with a "U" in their charges field have their charges depleted for the mission. This means that for your character, only one ultimate ability can be used per mission.

Abilities or items that restore an ability's charges cannot be used on ultimate abilities. Not all classes have access to ultimate abilities, but usually gain other powerful abilities.

Example: *T'chika the level 13 Gaian Sentinel has both the Earth Mother and Warrior Goddess ultimate abilities. During the mission, she uses Warrior Goddess, granting her immense power for a single turn. This expends her Ultimate Charge. For the rest of the mission, she is unable to use either Earth Mother or Warrior Goddess because her ultimate charge has been used.*

Class Upgrade Table:



Starting Classes

Novice

Novice → Adept

The mage starting class, the Novice is just beginning to understand the depths of power that reside within them. They're learning the most basic of basic spells and must practice every day to maintain their new magical skills.

Mages practice magic and perform it through a technique known as Intent/Trigger casting. They imagine the effect they wish to produce in reality in their mind's eye, focus their will upon their intention, and then trigger the effect with special incantations or gestures. Novices at the mage guilds and colleges are only taught a simple fire spell used to light candles and such. The spell can be altered for the battlefield by changing the magnitude of the flame.

Once the novice gains some experience in the field, they can become an Adept mage, qualified to learn more complex and dangerous magic but still essentially a beginner.

PROFICIENCIES

Autorifles, Sidearms, Arcane Focuses, Medium Armor, Fire Magic

STARTING ABILITIES

Ignite

Activation: >| **Cooldown:** 3 **Charges:** 2
Range: Short

Type: Offensive / Fire Magic

Effect: Target unit in range and in line of sight gains Burning.

Utility: At will, the unit summons a fist-sized ball of flame. It provides bright light like a torch and can be used to ignite objects like a campfire or cigarette.

You focus your will on an enemy, snap your fingers, and set them alight.

Recruit

Recruit → Arcanist, Sapper, Sharpshooter, or Trencher

The soldier starting class, the Recruit has some limited training in combat, either from being part of a professional army, working with a security company or local militia, or some other experience.

Soldiers use their wits, training, and special equipment in battle to gain advantage over their enemies. The recruit starts with training in the use of one special item, either a frag grenade or a medkit.

Recruits just don't have a lot of live combat experience, and aren't trained to deal with the harsh realities of the battlefield. Once they seen some action, they'll be able to specialize into one of several base classes: Arcanist, Sapper, Sharpshooter, or Trencher

PROFICIENCIES

Autorifles, Sidearms, Medium Armor

STARTING ABILITIES

none

Recruit starting items. Art by Biagio D'Alessandro.

Seeker

Seeker → Acolyte

Seekers rarely have any real training. Spiritism and daeva summoning are regarded with suspicion or are outright illegal in most of Zafir. The seeker has only gained their small amount of skill through experimentation of their own volition. Seekers are rare because many do not survive that reckless, unguided experimentation.

Spiritism involves the thinning of the veils between the real world and the two spiritual worlds, the Ether and the Nether. The Ether is the realm of benevolent spirits, a place of mist and uncertainty. The Nether is the realm of the daeva, evil and malevolent intelligences who want nothing more than to corrupt a hapless and inexperienced sapient who dares to bind them.

This thinning of veils and binding of daeva or spirits is accomplished by using a spiritual resonator. The resonator projects a tone, or series of overlapping tones called a chord, that resonates the real world into alignment with a spiritual realm. The seeker has only learned to produce a discordant tone by whistling.

Seekers have only learned the easier of the two types of summoning, daeva summoning. Spirit summoning is harder than daeva summoning so it's not often the first thing that Seeker spiritists learn. The daeva *want* to cross the veil...

Once a seeker has the basics down, they'll be able to become an Acolyte, craft a resonator, and seek out a more experienced spiritist to train them. They'll learn more powerful tones and chords and bind bigger, badder daeva.

PROFICIENCIES

Autorifles, Sidearms, Spiritual Resonators, Medium Armor, Daeva Summoning

STARTING ABILITIES

Terrorize

Activation: › **Cooldown:** 2 **Charges:** 2
Range: Medium

Type: Debuff / Daeva Summoning

Effect: Target a Living unit in range and in line of sight and make a Will Attack against it. *On Success:* target unit gains Panic. *On Resist:* target unit gains Disoriented.

Utility: Once per day, the unit can use this ability on another character. If successful, they experience extreme fear for a few moments.

You subject your enemy's mind to the abject terror of the Nether, destroying their confidence and sending them into a blind panic.

Tyrain, insaan Seeker. Art by Angela O'Hara.

Base Classes

Acolyte - Adept - Arcanist - Sapper - Sharpshooter - Trencher

Acolyte

Seeker → ***Acolyte*** → Warden, Warlock

A powerful beginner spiritist, the acolyte's experience has granted them access to deeper secrets of the Ether and the Nether. The acolyte is a generalist and learns basic summonings of both spirits and daeva.

Acolytes can build or acquire their first resonator device. These devices help them thin the veil between the real world and the spiritual realms by vibrating. For acolytes, their resonators are usually idiophones, a device that produces sound by vibrating the whole object. Bells, singing bowls, and even small xylophones are commonly used as resonators.

Once they've mastered the basics of spiritism and proven themselves on the battlefield, the acolyte can become a Warden and specialize in interacting with the spirits of the Ether, coercing and persuading them to help in battle, or become a Warlock and specialize in binding and enthralling the daeva of the Nether.

PROFICIENCIES

SMGs, Spirit Summoning

SUGGESTED BUILDS

Tormentor: Daevic Claws, Focus, Mind Flay, Soul Rend

Benefactor: Guidance, Encourage, Animate Cover, Ethereal Suspension

Flexible: Encourage, Mind Flay, Curse, Animate Cover

Harasser: Curse, Ethereal Suspension, Discarnate, Mind Flay

ABILITY LIST

- Animate Cover
- Curse
- Daevic Claws
- Discarnate
- Encourage
- Ethereal Suspension
- Focus
- Guidance
- Mind Flay
- Soul Rend

Animate Cover

Activation: › **Cooldown:** 3 **Range:** Short

Type: Support / Spirit Summoning

Effect: Target a radius 2 circular area with a duration of 2 turns. While the area is active, all half cover in the area counts as full cover for allied units and any allied units in cover in the area get +1 Aim when making ranged attacks.

Imbue an area with helpful spirits that both protect your allies and guide their attacks. "Rocks that react to incoming fire? Now I've really seen everything."

Curse

Activation: › **Cooldown:** 2 **Range:** Medium

Type: Debuff / Daeva Summoning

Effect: Target an enemy unit in range and line of sight. The target unit takes a penalty of -2 Aim and -1 Speed until the beginning of this unit's next turn.

Channel the force of the Nether as you denounce your enemy. Afrit's displeasing gaze feels almost tangible, while its consequences are definitely measurable.

Daevic Claws

Activation: >| **Cooldown:** 3 **Range:** Medium

Type: Offensive / Daeva Summoning

Effect: Deal Nether damage equal to this unit's Will + 1 to target unit within line of sight, ignoring cover and armor (Damage is still blocked by shields).

For a moment, reality itself is sliced asunder, as is the unfortunate soul caught in the cut.

Discarnate

Activation: *Passive*

Type: Debuff / Spirit Summoning

Effect: Ethereal Suspension may target enemy units.

Dragged into the Ether and forced into ethereal suspension, invulnerable but harmless. "I'll deal with you later!" - Tyrain

Encourage

Activation: > **Cooldown:** 3 **Range:** Long

Type: Support / Spirit Summoning

Effect: Target ally within range and line of sight gains one action on their turn this round. If their turn is already over, they get to use the additional action at the end of this unit's turn.

Just when you thought you couldn't make it, your ally's voice, powered by a surge of spiritual energy, lifts you up to greater things.

Ethereal Suspension

Activation: >| **Cooldown:** 3 **Range:** Long

Type: Defensive / Spirit Summoning

Effect: Target this unit or an allied unit in range and line of sight. The target gains Ethereal Suspension (cannot take actions, cannot be targeted, immune to damage).

Placed into ethereal suspension, your ally is now only a barely visible shimmer in the air. They're rendered both harmless and safe from harm.

Focus

Activation: *Passive*

Type: Utility / Training

Effect: This unit may now gain Focus Points up to a maximum equal to its Discipline. Each kill this unit makes earns it 1 Focus Point. Each Focus Point adds +1 Damage to any attack that does Arcane, Fire, Lightning, Nether, or Void damage and +1 healing to any Life Magic ability that heals HP.

Utility: Once per day, the unit may add +1 Skill Dice to any Skill Action.

Temporarily drown out the din of battle to connect with your inner energies.

Tyrain, insaan Acolyte. Art by Ringlov.

Guidance

Activation: >| **Cooldown:** 2 **Range:** Medium

Type: Support / Spirit Summoning

Effect: Target this unit or an allied unit in range and line of sight. The spirits guide the weapons of the target unit, conveying a bonus +2 Aim Dice and +1 Crit Dice to attacks until the beginning of this unit's next turn.

Utility: Once per day, the unit may add +1 Skill Dice to any ally's Skill Action.

The spirits of the Ether, drawn from outside of time, help the caster read the movements of battle, whispering advice in the back of their mind.

Mind Flay

Activation: >| **Cooldown:** 3 **Range:** Long

Type: Offensive / Daeva Summoning

Effect: This unit makes a Will Attack with +3 Crit Dice against a Living enemy unit. *On Success:* Target unit gains Disoriented, *On Crit:* Target unit becomes Mind Controlled (remove Disoriented), *On Resist:* No Effect.

A brain-burning mental assault that leaves no scars yet can dismantle the victim's sense of self.

Soul Rend

Activation: >| **Cooldown:** 3 **Range:** Long

Type: Offensive / Daeva Summoning

Effect: This unit makes a Will Attack against a target Living or Animated unit. *On Success:* Target unit takes 2 Nether Damage, gains Disoriented and Panic. *On Resist:* Target unit takes 2 Nether Damage and gains Disoriented.

A terrifying attack that attempts to rip the soul itself asunder.

Adept

Novice → ***Adept*** → Dervish, Warmage

The Adept has earned their place as a true mage. No longer a novice, but a practitioner of the art of magic. They may not be the most skilled mage, and they are still learning, but a true mage, none-the-less.

Adepts have a wide range of magic to choose from when learning new spells. Life magic, for healing; fire and lightning magic, for destruction; and Arcane magic for a variety of purposes. They have access to the basic spells of each of these magic types.

Adepts can augment their abilities by using a Spell Focus in their Primary Weapon equipment slot. These are usually geometrically-symmetrical objects such as spheres or cylindrical rods made from pure, natural materials like hardwood, quartz, obsidian, or glass. They're not too difficult to have made, but can sometimes be expensive if the materials used are rare or of a particularly high quality.

If an Adept proves themselves as a capable mage, they can specialize into warmagic and learn powerful battle spells as a Warmage. However, some adepts find a special spark inside themselves that they would prefer to nurture through meditation and discipline. These adepts can join the Order of Rushing Wind as a Dervish.

PROFICIENCIES

SMGs, Lightning Magic, Arcane Magic, Life Magic

STARTING ABILITIES

Animal Familiar

Activation: *Passive*

Type: Utility / Life Magic

Effect: When the character gains this ability, they find, befriend, and become mentally bonded to a small animal. The animal, through a mental awakening from bonding with the character, gains pseudo-sapience. Non-attack actions and abilities including Use Item and Interact that are normally

performed at Adjacent range can be performed by this unit's familiar at up to Medium range.

Utility: Three times per day, the unit may open a telepathic connection to the familiar and look through the familiar's eyes, hear through its ears, and issue it mental commands, from up to 100 meters away, for up to 10 minutes.

An extra pair of hands, paws or even tentacles are invaluable under fire.

SUGGESTED BUILDS

Healer: Heal Wounds, Healing Fountain, Restoration, Empowered Healing

Fire Mage: Fireball, Focus, Baldyr's Gait, Blinding Sunlight

Battle Mage: Lighting Strike, Focus, Fireball, Foe-shatter

Support Mage: Foe-shatter, Lethargy, Arcane Defenses, Pylon

ABILITY LIST

Arcane Bolt
Arcane Defenses
Baldyr's Gait
Blinding Sunlight
Bolt Splitting
Fireball
Focus
Foe-shatter
Heal Wounds
Healing Fountain
Lethargy
Lightning Strike
Pylon
Restoration

Arcane Bolt

Activation: >| **Cooldown:** 3 **Range:** Medium

Type: Offensive / Arcane Magic

Effect: Target an enemy unit within range and line of sight. Make a ranged attack against the target unit with this unit's Aim + 2 Aim Dice and +1 Crit Dice. On a successful hit, the attack deals d3 Arcane Damage and deals maximum damage (3) on a successful critical hit.

A missile of magical energy flies across the battlefield to strike your enemy. May not be used to attack "the darkness."

Arcane Defenses

Activation: > **Cooldown:** 2 **Range:** Medium

Type: Defensive / Arcane Magic

Effect: Target an allied unit within range and line of sight. Attacks against it to suffer a -2 Aim Dice penalty until the beginning of the next round.

A crackling, semi-transparent energy field envelops the caster or their ally, blurring their position and distorting their shape.

Baldyr's Gait

Activation: > **Charges:** 2 **Range:** Self

Type: Utility / Fire Magic

Effect: Make a move action with double Movement points and +3 Agility Points. Every tile this unit leaves while moving gains the Flames tile feature.

Put on a burst of speed as you channel the energy of the Sun King, leaving a pillar of fire in every footprint.

Blinding Sunlight

Activation: >| **Cooldown:** 3 **Range:** Medium

Type: Debuff / Fire Magic

Effect: Target an enemy unit within range and line of sight. The target unit gains Disoriented.

Utility: Three times per day, the unit may create a beam of light from its palm that is as bright as sunlight. The beam lasts for up to 10 minutes.

The light of Baldyr can penetrate even the very depths of the earth and the very darkest corners of the night.

Bolt Splitting

Requires: *Arcane Bolt*

Activation: *Passive*

Type: Offensive / Arcane Magic

Effect: Arcane Bolt now targets two enemy units simultaneously. Make a separate attack roll for each.

Pew pew.

Fireball

Activation: >| **Charges:** 2 **Range:** Medium

Type: Offensive / Fire Magic

Effect: Target a radius 1.5 circular area. Each unit in the area takes d2 + 2 Fire Damage.

Hurl an orb of fire that explodes on impact, setting everything and everyone ablaze. As the Sultain say, "Give your friends a warm welcome, your enemies a searing salutation."

Focus

Activation: *Passive*

Type: Utility / Training

Effect: This unit may now gain Focus Points up to a maximum equal to its Discipline. Each kill this unit makes earns it 1 Focus Point. Each Focus Point adds +1 Damage to any attack that does Arcane, Fire, Lightning, Nether, or Void damage and +1 healing to any Life Magic ability that heals HP.

Utility: Once per day, the unit may add +1 Skill Dice to any Skill Action.

Temporarily drown out the din of battle to connect with your inner energies.

Foe-shatter

Activation: > **Charges:** 2 **Range:** Medium

Type: Debuff / Arcane Magic

Effect: Target an enemy unit within range and line of sight. The target unit gains Shattered.

A magical assault embrittles your enemy's armor and weakens their body and mind.

Heal Wounds

Activation: > **Charges:** 2 **Range:** Medium

Type: Healing / Life Magic

Effect: Target this unit or an allied unit within range and line of sight. Target unit is healed for 2 HP + 1 HP per this unit's Will. Removes Burning, Poisoned, Acid Burn, Unconscious, and Bleeding Out from the target unit.

Utility: Twice per day, the unit may use this ability on a willing or unconscious character. That character's non-life-threatening wounds are healed, bleeding is staunched, and their pain is reduced.

Channel life energy into your ally's body, willing their lacerations to close and their bruises to heal. Watching wounds stitch themselves back together may be a gruesome sight, but it beats bleeding out.

Healing Fountain

Activation: >| **Charges:** 1 **Range:** Medium

Type: Healing / Life Magic

Effect: Target a radius 2 circular area. Now and at the beginning of this unit's next two turns, any allied unit in the area heals for an amount of HP equal to this unit's Will. Removes Burning, Poisoned, Acid Burn, Unconscious, and Bleeding Out from allied units in the area.

A circle of glowing, green motes of life energy rise from the earth, refreshing, reinvigorating, and restoring your allies within.

Lethargy

Activation: > **Cooldown:** 3 **Range:** Medium

Type: Debuff / Arcane Magic

Effect: Target a radius 2 circular area. Living enemy units in the area gain Exhausted.

When Xi'lat steals the air from their lungs, it drains the vigor of even the hardiest and mightiest of creatures.

Lightning Strike

Activation: >| **Charges:** 4 **Range:** Long

Type: Offensive / Lightning Magic

Effect: Target an enemy unit within range and line of sight. Deal 3 Lightning Damage to the target unit, ignoring cover. Deal double damage to shields.

Utility: Twice per day, the unit may provide power to a device that runs on electricity that they have physical access to.

One of nature's fiercest manifestations takes on an unearthly hue as it streaks through the air, striking with unerring accuracy and staggering speed.

Pylon

Activation: > **Charges:** 3 **Range:** Medium

Type: Defensive / Arcane Magic

Effect: Create a pillar of arcane energy on any unoccupied tile within line of sight that lasts until the end of the encounter. The pillar is 1 tile wide and 2 tiles tall, cannot be destroyed, occupies the tile, and offers full cover. If this ability has no charges remaining, you may use it by spending 1 Focus point. If this unit becomes unconscious, the pylon is destroyed and dissipates into wisps of energy.

A tower of thrumming energy surges out to ground, dense and strong.

Restoration

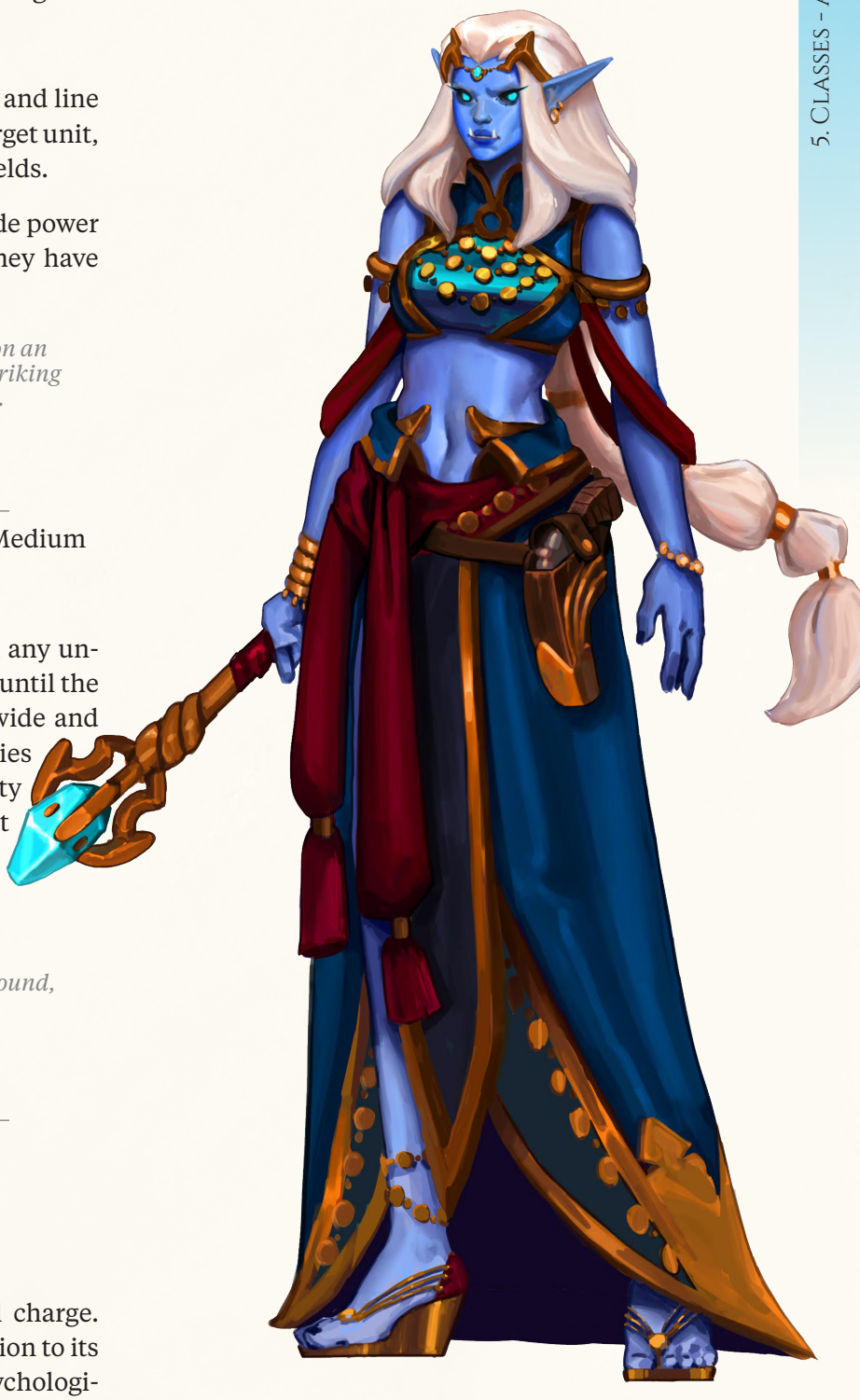
Requires: *Heal Wounds*

Activation: *Passive*

Type: Healing / Life Magic

Effect: Heal Wounds gains an additional charge. Heal Wounds now Restores a unit (in addition to its healing ability), removing all negative psychological effects. (Restoring a unit with Unconscious also removes the resulting Disoriented.)

Both the mind and the body are rejuvenated in a brilliant burst of magical life energy.



Vishtek, ath'enki Adept. Art by Julia Nguyen.

Arcanist

Recruit → ***Arcanist*** → Mechanist, Paladin

Some soldiers have magical ability within them and choose to pursue the role of the Arcanist. They train extensively to augment their battlefield skills with basic combat magic. Arcanists also gain abilities and strategies to deal with a myriad of battle situations, including leadership and field medicine.

Arcanists also gain training in basic artificery and mechanical engineering. They build a small automaton to assist them on the battlefield. When the artifact familiar is deployed, the artificery can look through its magitech eyes and control its limbs using a remote control device. This allows them to perform first aid while out of harm's way, among other beneficial applications.

As an Arcanist improves their skills, they can continue along the path towards full Artificer and become a Mechanist, training in the use of several magitech devices to aid them and their allies on the battlefield. Alternatively, Arcanists with skills in medicine and a powerful desire to do good may be recruited as a Paladin. Once initiated into the secret order, they'll gain access to new skills and magic spells.

PROFICIENCIES

SMGs, Shotguns, Light Armor, Arcane Magic

STARTING ABILITIES

Artifact Familiar

Activation: *Passive*

Type: Utility / Artifact

Effect: When the character gains this ability, they build and imbue a small mechanical automaton with pseudo-sapience. This unit has +2 Will when making Will Attacks against Artifact units. Non-attack actions and abilities including Use Item and Interact that are normally performed at Adjacent range can be performed by this unit's familiar at up to Medium range.

Utility: Three times per day, the unit may use its remote control device to look through the artifact familiar's eyes and control its behavior, from up to 100 meters away, for up to 10 minutes.

It might look a little like a toy, but it's just about as shrewd and smart as the person who animated it.

Disrupt Artifact

Activation: › **Cooldown:** 2 **Range:** Medium

Type: Hacking / Arcane Magic

Effect: Make a Will Attack against an enemy Artifact unit within range and line of sight. *On Success:* Target unit gains Stunned 2, *On Resist:* No effect.

Utility: Twice per day, the unit may use this ability on a non-combat artifact or logical drive that they have physical access to.

Hack into an artifact's logical drive and wreak havoc. Constructive application of magic can create wonderful things. Disruptive application can make a real mess of things.

Hack Logical Drive

Activation: › **Range:** Medium

Type: Hacking / Arcane Magic

Effect: Make a Will Attack against a logical drive's Will attribute, which represents the complexity of the system's security. *On Success:* The system is accessed, *On Resist:* No effect.

Utility: At will, the unit may use this ability on a logical drive that they have physical access to.

Attempt to hack into a logical drive, bypassing its security and overriding its protocols. "If I can't take control of it, you can bet I'm still gonna make sure nobody else gets it!" -Tiz

SUGGESTED BUILDS

Medic: Combat Medic, Deployable Cover, Distraction, Tower Shield

Squad Leader: Arcane Target Marker, Breaker, Charge, High Ground

Tech Soldier: Deployable Cover, Control Artifact, Tower Shield, Blast Training

ABILITY LIST

Arcane Bolt	Control Artifact
Arcane Target Marker	Deployable Cover
Blast Training	Distraction
Breaker	High Ground
Charge	Pick Lock
Combat Medic	Tower Shield

Arcane Bolt

Activation: >| **Cooldown:** 3 **Range:** Medium

Type: Offensive / Arcane Magic

Effect: Target an enemy unit within range and line of sight. Make a ranged attack against the target unit with this unit's Aim + 2 Aim Dice and +1 Crit Dice. On a successful hit, the attack deals d3 Arcane Damage and deals maximum damage (3) on a successful critical hit.

A missile of magical energy flies across the battlefield to strike your enemy. May not be used to attack "the darkness."

Arcane Target Marker

Activation: *Passive*

Type: Support / Arcane Magic

Effect: Attacks made with this unit's primary ranged weapon, hit or miss, apply Marked to the target.

To you and your allies, the enemy is surrounded by a bright outline and becomes clearer, sharper, against the background of battle.

Tiz, dyn-errad Arcanist. Art by Brahn Smith.

Blast Training

Activation: *Passive*

Type: Defensive / Training

Effect: Start each mission with +1 Armor Points and gain Dodge 2 vs attacks that deal Explosive Damage.

This training is as much about knowing how to modify your armor as it is knowing how to duck and cover. Not that the latter ever becomes irrelevant.

Breaker

Activation: *Passive*

Type: Debuff / Training

Effect: Attacks made with this unit's primary ranged weapon have +1 Breaking.

Some attacks not only punch right through, they also leave a gaping hole in their wake.

Charge

Activation: >| **Cooldown:** 3 **Range:** Self

Type: Mobility / Training

Effect: Make a free move action followed by an attack action.

Sometimes bravery and self-confidence are just as important as skill and raw speed.

Combat Medic

Activation: *Passive*

Type: Healing / Training

Effect: Medkits carried by this unit gain +2 charges and when used by this unit heal for +1 HP.

Advanced trauma training allows a combat medic to work both more skillfully and more efficiently.

Control Artifact

Activation: >| **Charges:** 1 **Range:** Long

Type: Hacking / Arcane Magic

Effect: Make a Will Attack against an enemy Artifact unit within range and line of sight. *On Success:* gain control of the Artifact unit for 3 turns, *On Resist:* Target unit gains +1 Will when resisting Control Artifact for the rest of the encounter (cumulative).

Utility: Twice per day, the unit may use this ability on a non-combat artifact that they have physical access to.

Hack into the artifact's logical drive and gain control. Beware: the same magic used to animate and articulate can be used to overpower and manipulate.

Deployable Cover

Activation: > **Charges:** 1 **Range:** Short

Type: Defensive / Artifact

Effect: Place a piece of cover on the battlefield within range. The cover is three tiles long and one tile wide, the first and last tile is half cover, and the center tile is full cover. You may choose the cover's orientation when placing it.

You toss your deployable cover kit, as compact as a tiny suitcase, onto the ground. It springs up, unfolding its artifact mechanisms, into a sturdy wall.

Distraction

Activation: *Reaction*

Type: Defensive / Training

Effect: Once per round as a reaction, the first reaction attack against this unit each turn automatically misses.

Sometimes it's a feint, sometimes it's a handful of sand tossed in an opponent's eye. The unexpected is so often a life-saver.

High Ground

Activation: *Passive*

Type: Support / Training

Effect: Attacks made with a primary ranged weapon from elevation gain +2 Crit Dice.

A little altitude can bring a lot of perspective... which is a deadly blessing to a sniper.

Pick Lock

Activation: › **Range:** Adjacent

Type: Utility / Training

Effect: Make a Will Attack against a locked object's Will attribute, which represents the complexity of the lock. *On Success:* The locked object is unlocked, *On Resist:* No effect.

Utility: At will, the unit may use this ability on a locked object that they have physical access to.

Just the right application of subtlety, dexterity and timing can open just about any lock in the land.

Tower Shield

Activation: › **Range:** Self

Type: Defensive / Artifact

Effect: When used, this ability becomes active; it can be deactivated at any time during this unit's turn as a free action. While active, this unit is considered to be in half cover, cannot use cover, and cannot make attacks with its primary weapon.

Utility: At will, the unit may open or close the shield.

If you can't find cover, making your own miniature, handheld, collapsible equivalent is just about as good.

Sapper

Recruit → ***Sapper*** → Berserker, Heavy Gunner

A significant portion of the battles of the Blue War occurred underground in caves and tunnels. The Sappers of that era had to be brave, precise, and a little reckless to survive pitched battles in darkness and dust.

Lotoku, rhuthari Sapper. Art by Brahn Smith.

Sappers are explosives experts. They supply armor breaking and cover destroying raw power to the crew. They're the only base class that has proficiency with autocannons. Sappers train in a wide variety of abilities that improve their skills with grenades.

As deadly and efficient soldiers, Sappers can eventually become better at fighting with heavy weapons and become a Heavy Gunner. Extremely rarely, the Sapper becomes so close to death and destruction that their minds naturally begin to connect to the spirits of the Ether. These Sappers may embrace this connection and become Berserkers, a rage-fueled heavy fighter powered by their connection with violent and vengeful spirits.

PROFICIENCIES

Autocannons

STARTING ABILITIES

Grenadier

Activation: *Passive*

Type: Explosives / Training

Effect: Gain an additional grenade pocket in any equipped Body Armor. This pocket can only hold Grenade items.

"Look, this one has pockets! Very, very special pockets." -Lotoku

SUGGESTED BUILDS

Anti-Armor: Breaker, Blast Training, Shrapnel, Throwing Arm

Grenadier: Throwing Arm, Bigger Booms, Shrapnel, Explosives Engineer

Heavy: Suppressive Fire, Demolitionist, Blast Training, Breaker

ABILITY LIST

Bigger Booms
Blast Training
Breaker
Demolitionist
Explosives Engineer
Shrapnel
Suppressive Fire
Throwing Arm
Tripmine

Bigger Booms

Activation: *Passive*

Type: Explosives / Equipment

Effect: Grenade attacks made by this unit have their effect radius increased by 1.

Utility: Once per day, the unit may create a Fire Flask, Acid Flask, or Poison Flask for materials costing half the cost to purchase it new. See Chapter 6 - Equipment & Items for the prices of these items.

"I, uh, made a little modification. You may want to stand back..." -Lotoku

Blast Training

Activation: *Passive*

Type: Defensive / Training

Effect: Start each mission with +1 Armor Points and gain Dodge 2 vs attacks that deal Explosive Damage.

This training is as much about knowing how to modify your armor as it is knowing how to duck and cover. Not that the latter ever becomes irrelevant.

Breaker

Activation: *Passive*

Type: Debuff / Training

Effect: Attacks made with this unit's primary ranged weapon have +1 Breaking.

Some attacks not only punch right through, they also leave a gaping hole in their wake.

Demolitionist

Activation: >| **Cooldown:** 2 **Range:** Weapon

Type: Support / Training

Effect: Uses 2 primary weapon ammo. Target a 1.5 radius circular area. Destroy cover in the area of effect.

"This gun fires custom-tooled cartridges at ten thousand rounds per minute. Watch this." -Lotoku

Explosives Engineer

Activation: *Passive*

Type: Explosives / Training

Effect: Grenade attacks made by this unit have +2 Crit Dice and +2 Crit Damage (roll for critical hit and damage individually for each target in the grenade's area of effect).

Utility: Once per day, the unit may create an Improvised Bomb, Frag Grenade, Flashbang Grenade, or Smoke Grenade for materials costing half the cost to purchase it new. See Chapter 6 - Equipment & Items for the prices of these items.

"So this time I've made a whole bunch of modifications and... it's easier if I just show you. Did you bring ear protection?" -Lotoku

Shrapnel

Activation: *Passive*

Type: Explosives / Equipment

Effect: Grenade attacks made by this unit have +1 Piercing.

"Another modification? Actually, yes, I did make one! How did you know? Was it... the spikes?" - Lotoku

Suppressive Fire

Activation: >| **Range:** Weapon

Type: Debuff / Training

Effect: Uses 2 primary weapon ammo. Target an enemy unit within range and line of sight. Until the beginning of this unit's next turn, the target unit has a -3 Aim Dice penalty on attacks. Once per round as a reaction, if the target unit moves, this unit may make a reaction attack with their primary weapon against it. Suppression is removed if this unit takes damage.

If you can't neutralise your enemy, restricting their ability to act is the next best thing.

Throwing Arm

Activation: *Passive*

Type: Explosives / Training

Effect: Grenade attacks made by this unit can be made at up to Medium range.

It takes practice and patience to throw higher and further, but a skilled grenadier can do this with ease.

Tripmine

Activation: >| **Range:** Short

Type: Explosives / Equipment

Effect: Make a grenade attack, but instead of the grenade exploding immediately, the effect radius of the grenade is marked on the battlefield. If any unit (enemy or allied) moves within the area of effect, the grenade is detonated. (This is a grenade attack, other abilities that affect grenade attacks affect this ability.)

The simplest battlefiend boobytrap remains one of the most effective.

Dragon Warrior - Jaan Paladin
Art by Harry Boddice

Sharpshooter

Recruit → ***Sharpshooter*** → Gunslinger, Sniper

Raining invisible death down on the battlefield, Sharpshooters are trained to provide targeted risk elimination and cover fire to allies. Sharpshooters lack mobility but make up for it in high-precision, high-damage attacks.

Trained to fight at long range in a squad-support role, Sharpshooters are the only base class with proficiency in sniper rifles. As an improvement to their mobility, they also train with light armor. Sharpshooters can also gain special training with sidearms, making them deadly when too close to effectively use their sniper rifles. Additionally, sharpshooters can learn basic stealth skills and fire from hidden implacements. Sharpshooters are one of the most straightforward of the base classes to play.

As Sharpshooters gain more skill, they can choose to specialize in long-range combat and stealth and become Snipers. Alternatively, they may forgo the long-range weapons altogether and become a Gunslinger, wielding pistols akimbo and dominating at short-range.

PROFICIENCIES

Sniper Rifles, Light Armor

SUGGESTED BUILDS

Death from Above: High Ground, Grapple, Spotter, Subterfuge

Warfighter: Kill Shot, Suppressive Fire, Clarity in the Chaos, Return Fire

Pistolier: Quickdraw, Return Fire, Kill Shot, Clarity in the Chaos

ABILITY LIST

Clarity in the Chaos
Grapple
High Ground
Kill Shot
Quickdraw
Return Fire
Spotter
Subterfuge
Suppressive Fire

Clarity in the Chaos

Activation: *Reaction* **Charges:** 1

Type: Defensive / Training

Effect: Once per encounter as a reaction, when a ranged attack is made against this unit, it gains a bonus action on its next turn.

Amidst the chaos of battle, experience a sudden moment of clarity. Your next actions are laid before you, your path forward is assured.

Dalinus, jaan Sharpshooter. Art by Alexandre Honore.

Grapple

Activation: - **Cooldown:** 4 **Range:** Short

Type: Mobility / Equipment

Effect: If equipped with a grappling gun, this unit shoots a grappling hook at a tile within range, line of sight, and at a higher elevation and moves to it instantly.

Utility: At will, the grappling hook can be used to scale objects up to a height of 15 meters (approximately the height of a four-story building)

"Climbing is too slow, too hard and so last year."
-Dalinus

High Ground

Activation: *Passive*

Type: Support / Training

Effect: Attacks made with a primary ranged weapon from elevation gain +2 Crit Dice.

A little altitude can bring a lot of perspective... which is a deadly blessing to a sniper.

Kill Shot

Activation: >| **Cooldown:** 3 **Range:** Weapon

Type: Offensive / Training

Effect: Make a ranged attack with a primary weapon with -1 Aim Dice and +3 Damage.

A focused sharpshooter will hold their breath, adjust their stance and, for one brief moment, shut out the rest of the world.

Quickdraw

Activation: - **Cooldown:** 3 **Range:** Weapon

Type: Offensive / Training

Effect: Make a free ranged attack with a secondary weapon.

It's barely out of the holster before it's firing its first shot. Gunplay as impressive as it is dangerous.

Return Fire

Activation: *Reaction*

Type: Offensive / Training

Effect: Once per round as a reaction, after a ranged attack is made against this unit, it may make a free ranged attack against the attacking unit with its equipped secondary weapon.

Guts and discipline suppress the urge to duck and replace it with an immediate, lethal response.

Spotter

Activation: > **Range:** Long

Type: Support / Training

Effect: Target enemy unit in range and in line of sight gains Marked. Only one unit can be Marked by this unit at any one time. If Spotter is used again, the previously Marked unit loses Marked.

A little triangulation goes a long way.

Subterfuge

Activation: *Passive*

Type: Stealth / Training

Effect: When the team is revealed, this unit may remain concealed.

Utility: Twice per day, the unit may add +2 Skill Dice to any Deceive Skill Action used to hide.

Hiding in plain sight is the ultimate test of the covert ops soldier.

Suppressive Fire

Activation: >| **Range:** Weapon

Type: Debuff / Training

Effect: Uses 2 primary weapon ammo. Target an enemy unit within range and line of sight. Until the beginning of this unit's next turn, the target unit has a -3 Aim Dice penalty on attacks. Once per round as a reaction, if the target unit moves, this unit may make a reaction attack with their primary weapon against it. Suppression is removed if this unit takes damage.

Trencher

Recruit → ***Trencher*** → Operative, Vanguard

The overland fighting between the Delardian Federation, who allied itself with the Ath'enki Prelacy during the Blue War, and the Sultain Imperium, their enemy, was fierce and brutal. Trenches proved to be the most effective defensive structure in the early years of the war, and most Delardian Army units spent time stationed in them. Life in the trenches was miserable and warfare between trench-lines was especially violent and dangerous. Some soldiers specialized in dealing with these dangerous conditions by utilizing a hunter's weapon, the shotgun, and various bladed weapons, bayonets or family-heirloom swords.

Specializing in rapid maneuvering and close-quarters-combat, the Trencher provides an aggressive front-line fighter to any crew. They gain some stealth abilities and are the only base class proficient with melee weapons. In addition, they can improve their versatility and mobility by equipping light armor. For some reason, the life of a Trencher invariably draws them to the Void. Trenchers accept the danger of their role by embracing the Void and some find that it lends them power.

After gaining experience as a front-line fighter, the Trencher can become a vastly improved close-quarters combatant, the Vanguard. Alternatively, they can focus on stealth and mobility and become an Operative, a sneaky and deadly secret agent.

PROFICIENCIES

Melee Weapons, Shotguns, SMGs,
Light Armor, Void Magic

STARTING ABILITIES

Pick Lock

Activation: > **Range:** Adjacent

Type: Utility / Training

Effect: Make a Will Attack against a locked object's Will attribute, which represents the complexity of the lock. *On Success:* The locked object is unlocked, *On Resist:* No effect.

Utility: At will, the unit may use this ability on a locked object that they have physical access to.

The right application of subtlety, dexterity and timing can open just about any lock in the land.

SUGGESTED BUILDS

Close Quarters Fighter: Charge, Trench Fighting, Mirage, Dodge

Recon: Premeditated, Subterfuge, Voidwalk, Mirage

Swordfighter: Trench Fighting, Riposte, Clarity in the Chaos, Dodge

High Mobility: Grapple, Trench Fighting, Scorpion Strike, Mirage

ABILITY LIST

Charge
Clarity in the Chaos
Dodge
Fireteam Tactics
Grapple
Mirage
Premeditated
Riposte
Scorpion Strike
Subterfuge
Trench Fighting
Voidwalk

Charge

Activation: >| **Cooldown:** 3 **Range:** Self

Type: Mobility / Training

Effect: Make a free move action followed by an attack action.

Sometimes bravery and self-confidence are just as important as skill and raw speed.

Clarity in the Chaos

Activation: *Reaction* **Charges:** 1

Type: Defensive / Training

Effect: Once per encounter as a reaction, when a ranged attack is made against this unit, it gains a bonus action on its next turn.

Amidst the chaos of battle, experience a sudden moment of clarity. Your next actions are laid before you, your path forward is assured.

Dodge

Activation: *Reaction* **Range:** Self

Type: Defensive / Training

Effect: Once per round as a reaction, when this unit is hit with a successful attack, roll a Dodge Dice Pool with a number of Dodge Dice equal to the unit's Agility attribute with successes on 6. On success, the attack misses completely.

The natural instinct to avoid is improved by extensive training.

Fireteam Tactics

Activation: *Passive*

Type: Support / Training

Effect: Ranged attacks made by this unit against units that have already taken damage this round deal +1 Damage.

When the enemy is on the back foot, a well-trained team knows how to intensify the pressure -- to deadly effect.

Grapple

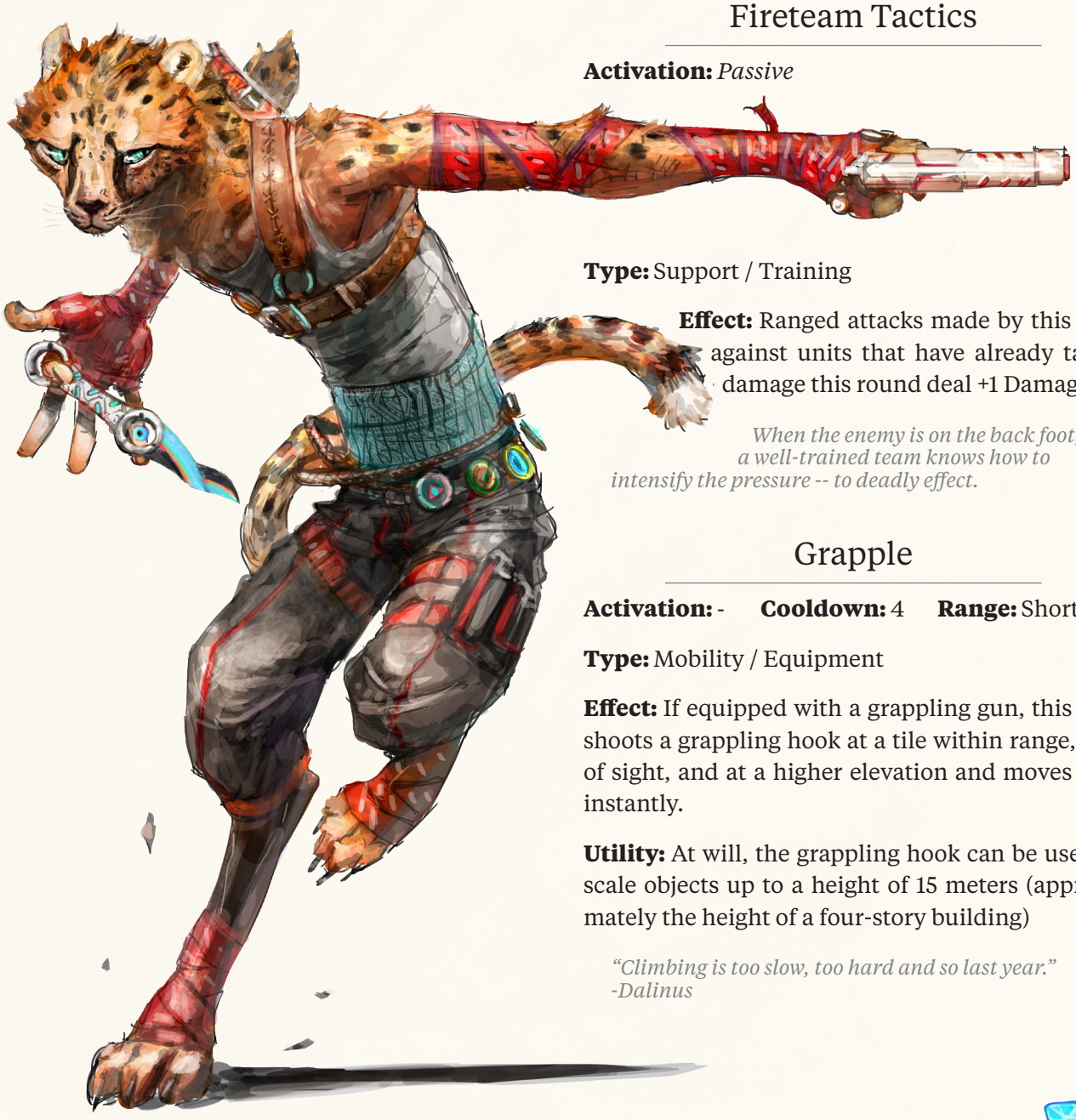
Activation: - **Cooldown:** 4 **Range:** Short

Type: Mobility / Equipment

Effect: If equipped with a grappling gun, this unit shoots a grappling hook at a tile within range, line of sight, and at a higher elevation and moves to it instantly.

Utility: At will, the grappling hook can be used to scale objects up to a height of 15 meters (approximately the height of a four-story building)

"Climbing is too slow, too hard and so last year."
-Dalinus



Tamati, rhuthari Trencher. Art by Kian.

Mirage

Activation: *Passive*

Type: Defensive / Void Magic

Effect: This unit does not trigger reaction attacks (including overwatch or melee reaction attacks).

That shifting, blurry thing can't possibly be a tangible target, right?

Premeditated

Activation: *Passive*

Type: Stealth / Training

Effect: When concealed, melee and ranged attacks made by this unit gain +2 Aim Dice and +2 Crit Dice.

An unexpected attack is always going to be more deadly.

Riposte

Activation: *Reaction*

Type: Melee / Training

Effect: Once per round as a reaction, if this unit is equipped with a melee weapon and a melee attack is made against this unit, prevent that attack and make a melee reaction attack against the attacking unit, but with a -1 Aim Dice penalty.

Almost every block can be turned into a return blow with the right twist, thrust or step.

Scorpion Strike

Requires: *Grapple*

Activation: >| **Cooldown:** 4 **Range:** Medium

Type: Offensive / Training

Effect: This unit uses the Grapple to pull an enemy unit towards it into an adjacent unoccupied tile and makes a free melee attack against the target unit. Cannot target enemy units with the Large passive ability. This unit must have a melee weapon equipped and be adjacent to an unoccupied tile.

Subterfuge

Activation: *Passive*

Type: Stealth / Training

Effect: When the team is revealed, this unit may remain concealed.

Utility: Twice per day, the unit may add +2 Skill Dice to any Deceive Skill Action used to hide.

Hiding in plain sight is the ultimate test of the covert ops soldier.

Trench Fighting

Activation: *Passive*

Type: Melee / Training

Effect: Melee attacks made by this unit deal +1 Damage.

Extensive experience in hand-to-hand combat makes for a deadlier and dirtier fighter.

Voidwalk

Activation: - **Charges:** 1 **Range:** Self

Type: Stealth / Void Magic

Effect: This unit immediately becomes concealed.

Utility: Twice per day, the unit may become nearly invisible so long as they stay in partial shadow. The effect lasts 1 minute.

In the split-second it takes to perform one shimmering sidestep, the caster disappears from view.

Specialized Classes

Berserker - Dervish - Gunslinger - Heavy Gunner - Mechanist - Operative - Paladin
Sniper - Vanguard - Warden - Warlock - Warmage

Berserker

Sapper → ***Berserker*** → Eidolon

A battle-trance falls over the axe-wielding warrior. Their eyes hyper-focus, flitting around, identifying potential targets. Their mouths pull back in a rictus grin over tightly gritted teeth. Their blood visibly pumps through their veins. Destruction is nigh.

The Berserker is a dangerous hybrid melee/spirit class. Their main tactic in battle is moving in and out of the Battle Trance state, with heightened abilities while in the trance and weakened when not. Berserkers are one of the only classes with melee weapon proficiency, and use it brutally and effectively. Their soul and mind naturally resonate with the spiritual world, and they seem to be able to naturally call on the aid of the spirits or the corruption of the daeva without audible resonators.

Once they have mastered the Battle Trance, Berserkers can amplify their connection with the spiritual world to become Eidolons.

PROFICIENCIES

Melee Weapons, Spirit Summoning, Daeva Summoning

STARTING ABILITIES

Battle Trance

Activation: - **Cooldown:** 4 **Charges:** 2
Range: Self

Type: Offensive / Spirit Summoning

Effect: The unit gains Battle Trance for 2 turns (+1 Damage to melee attacks, +3 Shield Points, +3 Speed, immunity to Disoriented, Stunned, and Mind Controlled). When this condition ends, the unit loses the shield points and gains Exhausted for 2 turns (-1 Damage to melee attacks, -3 Speed, -2 Will when resisting Will Attacks).

A spiritual state of violent hyperfocus descends upon the Berserker, bringing brutal clarity to the chaos of battle and brushing distractions aside.

SUGGESTED BUILDS

Brutal Frenzy: Trench Fighting, Brutality, Bladedancer, Rapid Slash, Swordbreaker

Spirit Guide: Guidance, Dodge, Clarity in the Chaos, Curse, Indomitable

Terror of Battle: Terrorize, Curse, Trench Fighting, Dodge, Indomitable

ABILITY LIST

Bladedancer	Guidance
Brutality	Indomitable
Clarity in the Chaos	Rapid Slash
Curse	Swordbreaker
Dodge	Terrorize
Ferocity	Trench Fighting

Bladedancer

Activation: *Reaction*

Type: Defensive / Training

Effect: Once per enemy unit per round as a reaction, if an enemy unit moves or makes an attack from within this unit's melee weapon's range, this unit may make a free melee attack against it.

Split-second reactions have become second nature for this expertly-trained warrior.

Brutality

Requires: *Trench Fighting*

Activation: *Passive*

Type: Offensive / Training

Effect: Melee attacks made by this unit deal +1 Damage.

The most effective combatants are frequently the most merciless and a wounded opponent makes for easy prey.

Ricardo, insaan Berserker. Art by Brahn Smith.

Clarity in the Chaos

Activation: *Reaction* **Charges:** 1

Type: Defensive / Training

Effect: Once per encounter as a reaction, when a ranged attack is made against this unit, it gains a bonus action on its next turn.

Amidst the chaos of battle, experience a sudden moment of clarity. Your next actions are laid before you, your path forward is assured.

Curse

Activation: › **Cooldown:** 2 **Range:** Medium

Type: Debuff / Daeva Summoning

Effect: Target an enemy unit in range and line of sight. The target unit takes a penalty of -2 Aim and -1 Speed until the beginning of this unit's next turn.

Channel the force of the Nether as you denounce your enemy. Afrit's displeasing gaze feels almost tangible, while its consequences are definitely measurable.

Dodge

Activation: *Reaction* **Range:** Self

Type: Defensive / Training

Effect: Once per round as a reaction, when this unit is hit with a successful attack, roll a Dodge Dice Pool with a number of Dodge Dice equal to the unit's Agility attribute with successes on 6. On success, the attack misses completely.

The natural instinct to avoid is improved by extensive training.

Ferocity

Activation: *Passive*

Type: Offensive / Training

Effect: Melee attacks made by this unit have +1 Aim Dice and +1 Crit Dice.

Strike hard, strike quickly! Keep the pressure, never let up!

Guidance

Activation: >| **Cooldown:** 2 **Range:** Medium

Type: Support / Spirit Summoning

Effect: Target this unit or an allied unit in range and line of sight. The spirits guide the weapons of the target unit, conveying a bonus +2 Aim Dice and +1 Crit Dice to attacks until the beginning of this unit's next turn.

Utility: Once per day, the unit may add +1 Skill Dice to any ally's Skill Action.

The spirits of the Ether, drawn from outside of time, help the caster read the movements of battle, whispering advice in the back of their mind.

Indomitable

Activation: *Passive*

Type: Mobility / Training

Effect: Once per round, when this unit kills an enemy unit it gains a free move action it can use at any time during its turn.

Success is motivating.

Rapid Slash

Activation: >| **Cooldown:** 4 **Range:** Melee

Type: Offensive / Training

Effect: Make a melee attack and if it hits, make a second melee attack against the same target.

Once you've opened the defense, a follow-up strike is inevitable.

Swordbreaker

Activation: *Passive*

Type: Support / Training

Effect: Melee attacks made by this unit have +1 Breaking.

While pure strength always helps, it's all about the precise application of leverage at the proper angles.

Terrorize

Activation: > **Cooldown:** 2 **Charges:** 2
Range: Medium

Type: Debuff / Daeva Summoning

Effect: Target a Living unit in range and in line of sight and make a Will Attack against it. *On Success:* target unit gains Panic. *On Resist:* target unit gains Disoriented.

Utility: Once per day, the unit can use this ability on another character. If successful, they experience extreme fear for a few moments.

You subject your enemy's mind to the abject terror of the Nether, destroying their confidence and sending them into a blind panic.

Trench Fighting

Activation: *Passive*

Type: Melee / Training

Effect: Melee attacks made by this unit deal +1 Damage.

Extensive experience in hand-to-hand combat makes for a deadlier and dirtier fighter.

Dervish

Adept → ***Dervish*** → Tempest

The Order of Rushing Wind is technically a highly-specialized Mage College. It only accepts a particular kind of mage adept, one with a spark deep in their being that connects their soul to the power of magic. The Order has a number of monasteries across the world, where adepts enroll as an ascetic monk and practice the disciplines of meditation, martial arts, and magical study. Those that make it through the training become Dervishes, mage-monks with deadly skills on the battlefield.

Dervishes are a primarily melee-focused class, as they must give up their Primary Weapon equipment slot to use their signature Arcane Strike ability. Using and manipulating Focus is also especially important to the Dervish, so they begin their training by learning that ability. Dervishes learn to channel arcane energy through their bodies by making a mental connection to the Sky and Earth, allowing their very breath and bones to transmit magical force. Dervishes gain no active abilities and use their training to make their attacks stronger or to apply incredible effects to their attacks.

If the Dervish did not already have the Focus ability, they gain it as a starting ability when they become a Dervish.

Once a Dervish has mastered their skills and become one with the magical spark in their soul, they can graduate from the Order and become a Tempest.

PROFICIENCIES

Light Armor, Void Magic

STARTING ABILITIES

Arcane Strike

Activation: *Passive*

Type: Offensive / Fire/Lightning/Arcane Magic

Effect: Instead of equipping a primary weapon, the unit starts every encounter by imbuing their fists with magical energy giving them the Arcane Strike attack. This energy manifests in any way the Dervish chooses: claws, blades, glowing fists, or spiked elbows. At the beginning of each encounter, choose Fire, Lightning, or Arcane as the damage type of the unit's arcane strike. Arcane Strike attacks are melee attacks with the following stats (Aim Dice: +2, Crit Dice: +1, Damage: d3 + 2, Crit Damage: +2). On critical hits, Fire strikes apply Burning, Lightning strikes apply Stun 1, and Arcane strikes apply Marked.

Furious magical energy manifests in the caster's hands, solidifies into the appendage they choose and leaves bright, burning and furiously painful traces on everyone it comes into contact with.

SUGGESTED BUILDS

Focused Warrior: Improved Focus, Premonition, Reflection, After Image, Assisted Focus

Powerful Striker: Bladedancer, Astral Impulse, Null Presence, Assisted Focus, Dodge

ABILITY LIST

After Image	Emergency Focus
Assisted Focus	Improved Focus
Astral Impulse	Null Presence
Bladedancer	Premonition
Dodge	Reflection

After Image

Requires: *Focus*

Activation: *Passive*

Type: Support / Arcane Magic

Effect: After dealing damage with an ability or attack that deals magical damage, this unit may spend one Focus point to apply Marked to all units damaged by the attack.

A vibrant arcane outline shimmers around those struck, making their presence even more obvious to their enemies.

Assisted Focus

Requires: *Focus*

Activation: *Passive*

Type: Utility / Training

Effect: Whenever an allied unit kills an enemy unit within line of sight, roll a d6. On a result of 4 or better, this unit gains 1 Focus point.

You feel your senses sharpen and your pulse surge as you feed upon the energy of your ally's success.

Astral Impulse

Requires: *Focus*

Activation: *Passive*

Type: Mobility / Void Magic

Effect: After successfully hitting an enemy unit with a melee attack, the unit may spend a Focus point to make a free move action.

To experience an Astral Impulse is to feel your whole body imbued with a new sense of energy and urgency.

Bladedancer

Activation: *Reaction*

Type: Defensive / Training

Effect: Once per enemy unit per round as a reaction, if an enemy unit moves or makes an attack from within this unit's melee weapon's range, this unit may make a free melee attack against it.

Split-second reactions have become second nature for this expertly-trained warrior.

Dodge

Activation: *Reaction* **Range:** Self

Type: Defensive / Training

Effect: Once per round as a reaction, when this unit is hit with a successful attack, roll a Dodge Dice Pool with a number of Dodge Dice equal to the unit's Agility attribute with successes on 6. On success, the attack misses completely.

The natural instinct to avoid is improved by extensive training.

Eshozi, ath'enki Dervish. Art by Ringlov

Emergency Focus

Requires: *Focus*

Activation: *Reaction*

Type: Defensive / Training

Effect: Once per turn as a reaction, when this unit is hit with an attack that deals damage, but before damage is applied, it may spend all its Focus points and heal itself for the number of Focus points spent, up to its Max HP.

Time slows, danger imminent. With all your willpower and concentration, you prepare for the inevitable, channeling life energy into your body.

Improved Focus

Requires: *Focus*

Activation: *Passive*

Type: Utility / Training

Effect: Increase the unit's maximum Focus points by +2.

Your mind's capacity for peace is greatly expanded, providing calm and granting incredible levels of concentration.

Null Presence

Requires: *Astral Impulse*

Activation: *Passive*

Type: Defensive / Void Magic

Effect: After successfully hitting an enemy unit with a melee attack, instead of using Astral Impulse, they may spend a Focus point to gain 3 shield points until the beginning of their next turn.

A brief and brilliant surge of magical energy leaves the caster surrounded by a faint, protective cocoon.

Premonition

Requires: *Focus*

Activation: *Reaction*

Type: Defensive / Training

Effect: Once per round as a reaction, when this unit is hit with a successful attack, roll a Dodge Dice Pool with a number of Dodge Dice equal to the unit's Focus Points with successes on 6. On success, the attack misses completely.

"The lesson is simple: concentration is anticipation." -Tyrain

Reflection

Requires: *Premonition*

Activation: *Reaction*

Type: Utility / Arcane Magic

Effect: Once per round as a reaction, when this unit takes damage, roll a Reflection Dice Pool, with a number of Reflection Dice equal to the unit's current Focus Points with successes on 5 or 6. On success, the damage is reflected back at the attacking unit and all Focus points are spent. (The unit may choose to activate Premonition or Reflection, but not both.)

Expertly shaped magical energies instantly reflect any form of attack back at the aggressor.

Dyn-errad civilian engineer. Art by Harry Boddice.

Gunslinger

Sharpshooter → ***Gunslinger*** → Trigger Mage

Twin pistols, holstered on either hip, the Gunslinger stares down their enemies with a sharp eye and lightning reflexes. A master of the sidearm, the Gunslinger forgoes a primary weapon and instead equips two secondary ranged weapons. A skilled and versatile close-range shooter, the Gunslinger seems to blur as they bring their twin barrels to bear on their targets with lightning speed.

The core of the Gunslinger's abilities revolves around Akimbo, the ability to use two secondary ranged weapons simultaneously with each attack. Overall, the Gunslinger's range is much shorter than other soldiers on the battlefield, but the damage output can be higher. Almost all of their abilities let them make bonus attacks and can allow the gunslinger to attack many times in one round.

When the Gunslinger moves, they feel the weapons in their hands as if they were a part of themselves. There's a kind of magic in the way they move. This is a spark of arcane magical ability in the soul of the gunslinger, and if they embrace it, they can train to become a Trigger Mage.

PROFICIENCIES

Void Magic

STARTING ABILITIES

Akimbo

Activation: *Passive*

Type: Offensive / Training

Effect: This unit can equip a secondary ranged weapon in its primary weapon slot. If it has the same type of secondary ranged weapons equipped in both weapon slots, when making a ranged attack with one of them the unit may make a bonus second attack with the other. The second attack may target a different unit.

A truly ambidextrous gunfighter is an awesome (and dangerous) sight to behold.

SUGGESTED BUILDS

Quintessential Gunslinger: Panache, Calibration, Showdown, Double Tap, Dodge

Mobility: Terminal Velocity, Mirage, Showdown, Dodge, Double Tap

ABILITY LIST

Calibration
Dodge
Double Tap
Improved Dodge
Mirage
Panache
Showdown
Terminal Velocity

Naima, insaan Gunslinger. Art by Brahn Smith.

Calibration

Activation: *Passive*

Type: Offensive / Equipment

Effect: Second or subsequent ranged attacks this unit makes during the same turn have a +1 Crit Dice bonus. If made against a target unit already targeted this turn, the attacks get a +1 Aim Dice bonus as well.

"Think of your first shot as practice. A very deadly kind of practice." -Dalinus

Dodge

Activation: *Reaction* **Range:** Self

Type: Defensive / Training

Effect: Once per round as a reaction, when this unit is hit with a successful attack, roll a Dodge Dice Pool with a number of Dodge Dice equal to the unit's Agility attribute with successes on 6. On success, the attack misses completely.

The natural instinct to avoid is improved by extensive training.

Double Tap

Activation: >| **Cooldown:** 3 **Range:** Weapon

Type: Offensive / Training

Effect: Uses 2 primary weapon ammo. Make a ranged attack against an enemy unit with a -1 Aim Dice penalty. If the attack hits, immediately make a second attack against the same target with no penalty. (Akimbo activates on both attacks. If either of the first two attacks hit, the Double Tap bonus attack activates.)

A favorite technique of the assassin, who sees a second shot as the ultimate form of insurance.

Improved Dodge

Requires: *Dodge*

Activation: *Passive*

Type: Defensive / Training

Effect: When using the Dodge reaction, gain +2 Dodge Dice.

Your ability to anticipate danger is heightened to a supernatural sixth-sense.

Mirage

Activation: *Passive*

Type: Defensive / Void Magic

Effect: This unit does not trigger reaction attacks (including overwatch or melee reaction attacks).

That shifting, blurry thing can't possibly be a tangible target, right?

Panache

Activation: *Passive*

Type: Offensive / Training

Effect: Attacking with its equipped secondary ranged weapon no longer ends this unit's turn.

Blink and you'll miss it.

Showdown

Activation: >| **Cooldown:** 3 **Range:** Weapon

Type: Offensive / Training

Effect: Make an attack against each enemy unit in range and line of sight with an equipped secondary ranged weapon.

Shooting from the hip is one thing, but this is a whole new level of speed and skill, with every shot being almost an afterthought.

Terminal Velocity

Activation: - **Charges:** 1 **Range:** Self

Type: Mobility / Training

Effect: For each enemy unit killed by this unit until the beginning of its next turn, it gains +1 Speed (up to a maximum of +8) until the end of the mission.

Heavy Gunner

Sapper → ***Heavy Gunner*** → Siegebreaker

A soldier with a single purpose: massive destruction. Enemies and allies alike cower at the thunderous percussion of a heavy machine gun raining fire and death upon the battlefield.

The Heavy Gunner improves on the abilities of the Sapper and adds a variety of abilities centered around attacks made with their autocannon. They still have some abilities that increase the power of their grenade attacks.

Once a Heavy Gunner has earned enough experience, they can amplify their combat abilities by becoming a Siegebreaker, the ultimate anti-armor soldier.

PROFICIENCIES

Heavy Armor

SUGGESTED BUILDS

Quintessential Heavy Gunner: Breaker 2, Double Tap, Spray and Pray, Calibration, Dive for Cover

Improved Grenadier: Breaker 2, Heavy Ordinance, High Explosive, Dive for Cover, Calibration

ABILITY LIST

Breaker 2
Calibration
Dive for Cover
Double Tap
Heavy Ordnance
High Explosive
Spray and Pray

Breaker 2

Requires: *Breaker*

Activation: *Passive*

Type: Support / Training

Effect: Attacks with this unit's primary ranged weapon have additional +1 Breaking.

Well-aimed shots from heavy weaponry can blast armor apart.

Calibration

Activation: *Passive*

Type: Offensive / Equipment

Effect: Second or subsequent ranged attacks this unit makes during the same turn have a +1 Crit Dice bonus. If made against a target unit already targeted this turn, the attacks get a +1 Aim Dice bonus as well.

"Think of your first shot as practice. A very deadly kind of practice." -Dalinus

Dive for Cover

Activation: *Passive*

Type: Mobility / Training

Effect: If this unit did not attack this turn and ended its turn in cover, attacks made against it take a -2 Aim Dice penalty until the beginning of this unit's next turn. (May not be activated at the same time as Vigilance, but the unit may choose which ability to activate.)

Sometimes a little indignity saves a lot of injury.

Double Tap

Activation: >| **Cooldown:** 3 **Range:** Weapon

Type: Offensive / Training

Effect: Uses 2 primary weapon ammo. Make a ranged attack against an enemy unit with a -1 Aim Dice penalty. If the attack hits, immediately make a second attack against the same target with no penalty. (Akimbo activates on both attacks. If either of the first two attacks hit, the Double Tap bonus attack activates.)

A favorite technique of the assassin, who sees a second shot as the ultimate form of insurance.

Heavy Ordnance

Requires: *Grenadier*

Activation: *Passive*

Type: Explosives / Equipment

Effect: The grenade item in this unit's grenade pocket (from Grenadier) has an additional charge.

Sometimes, being better prepared means bringing a little more hardware.

High Explosive

Activation: *Passive*

Type: Explosives / Equipment

Effect: For this unit, grenades do +2 Damage.

"I made a... very large modification. This isn't strictly standard. But it is also very, very fun." -Lotoku

Spray and Pray

Activation: >| **Cooldown:** 4 **Range:** Weapon

Type: Offensive / Training

Effect: Uses 3 primary weapon ammo. Make an attack that is guaranteed to hit the target and deal maximum damage (as if the damage die had rolled the highest value possible).

Guaranteed results are far more important than ammunition reserves.

Mechanist

Arcanist → ***Mechanist*** → Artificer

Well on their way to becoming a full artificer, the mechanist has trained in two fields, enhancing their magical abilities and improving the quality and complexity of their magitech gadgets.

The Mechanist gains proficiency in Lightning magic which gains them some more versatility on the battlefield, as well as new Arcane magic spells. Additionally, they gain new magitech abilities and improve some of the magitech abilities they learned as an Arcanist.

Once the Mechanist has proved themselves in battle and mastered their magitech artificery, they can amplify their skills by becoming an Artificer.

PROFICIENCIES

Lightning Magic

STARTING ABILITIES

Improved Disruption

Activation: *Passive*

Type: Hacking / Training

Effect: When making Will Attacks against Artifact units, gain +2 Will Dice.

Powerful and precise, this hack seeks out the most vulnerable parts of a logic drive, exploiting hidden vulnerabilities.

SUGGESTED BUILDS

Magitech Soldier: Artifact Turret, Improved Tower Shield, Improved Disruption, Vigilance, Improved Overwatch

Hybrid Mage/Soldier: Lightning Strike, Teleport, Arcane Defenses, Improved Overwatch, Vigilance

ABILITY LIST

Arcane Defenses
Artifact Turret
Improved Overwatch
Improved Tower Shield
Lightning Strike
Teleport
Vigilance

Arcane Defenses

Activation: > **Cooldown:** 2 **Range:** Medium

Type: Defensive / Arcane Magic

Effect: Target an allied unit within range and line of sight. Attacks against it to suffer a -2 Aim Dice penalty until the beginning of the next round.

A crackling, semi-transparent energy field envelops the caster or their ally, blurring their position and distorting their shape.

Artifact Turret

Activation: >| **Cooldown:** 4 **Range:** Short

Type: Offensive / Artifact

Effect: Target an unoccupied tile within range. Place a magitech turret on that tile. The turret acts on this unit's turn, targeting enemies in no cover first, then the closest enemies, and making one ranged attack per turn. The turret has 4 HP, 1 Armor Point, 1 Aim, and is equipped with an Autorifle. After 3 turns, the turret deactivates and must be retrieved by the Mechanist before being deployed again. The turret is automatically retrieved when the encounter ends.

This finely-crafted mechanical creation unpacks itself, unfolding into a small, simple, and deadly weapons platform.

Improved Overwatch

Activation: *Passive*

Type: Defensive / Training

Effect: Overwatch attacks are now triggered by enemy attacks and abilities, not just movement.

Even in the midst of battle, the most subtle of motions stand out to an eagle-eyed veteran.

Improved Tower Shield

Activation: *Passive*

Type: Defensive / Artifact

Effect: Tower Shield can now be activated without spending an action and provides full cover.

Someone had the bright idea that an automatically unfolding Tower Shield would be much easier to use.

Lightning Strike

Activation: >| **Charges:** 4
Range: Long

Type: Offensive / Lightning Magic

Effect: Target an enemy unit within range and line of sight. Deal 3 Lightning Damage to the target unit, ignoring cover. Deal double damage to shields.

Utility: Twice per day, the unit may provide power to a device that runs on electricity that they have physical access to.

One of nature's fiercest manifestations takes on an unearthly hue as it streaks through the air, striking with unerring accuracy and staggering speed.

Teleport

Activation: > **Charges:** 2 **Range:** Medium

Type: Mobility / Arcane Magic

Effect: This unit disappears and instantly appears on any tile in range and in line of sight. Does not trigger overwatch fire.

One of the oldest, most difficult, and most revered of enchantments, it never goes out of fashion. A well-timed teleport can change the course of an entire battle.

Vigilance

Activation: *Passive*

Type: Defensive / Training

Effect: If no other actions besides movement were taken this turn, automatically enter Overwatch at the end of the turn. (May not be activated at the same time as Dive for Cover, but the unit may choose which ability to activate.)

At a certain point, every experienced combatant becomes an expert at watching and reading the battlefield.

Tiz, dyn-errad Mechanist. Art by Ringlov.

Operative

Trencher → ***Operative*** → Assassin

The Operative is a stealth-specialized soldier role initially created during the height of the Blue War for espionage, sabotage, and infiltration. Soldiers with a knack for void magic were recruited to the programs and trained to sneak, disguise, and assassinate their way through enemy lines and hostile organizations.

Working best while concealed, the Operative has the most stealth abilities of any class in Zafir. They gain proficiency with sniper rifles for long range assassinations, as well as a highly specialized remote explosive device. Their abilities improve three primary aspects, their mobility, their stealth attacks, and their remote explosive.

When the Operatives have survived their suicide missions and deep, undercover infiltrations, they're ready to amplify their skills by becoming deady Assassins.

PROFICIENCIES

Remote Explosives, Sniper Rifles

STARTING ABILITIES

Remote Explosive

Activation: › **Charges:** 1 **Range:** Short

Type: Stealth / Equipment

Effect: This unit deploys a Remote Explosive to an unoccupied tile within range. The explosive can be detonated by allied units if they make a ranged attack against it (attacks automatically hit). Remote Explosive - Range: Medium, Radius: 1.5, Damage: d2+3, Breaking 1, Destroys Cover.

"Just press this button and- NOT NOW. DON'T PRESS IT NOW. I'm still demonstrating!"

Remote Trigger

Activation: › **Range:** Long

Type: Stealth / Equipment

Effect: If the Remote Explosive is deployed and is in range, this unit detonates the remote explosive. If this unit is concealed, it stays concealed.

"One school of thought says you should detonate as soon as possible, while another argues for waiting for the last possible moment. I say this: detonate frequently. And with enthusiasm."

SUGGESTED BUILDS

Stealth: Shadowstrike, Nightstalker, Elusive, Misdirection, Empowered Voidwalk

Saboteur: Fragmentation, Misdirection, Weak Point Targeting, Improved Overwatch, Vigilance

ABILITY LIST

Calibration
Dive for Cover
Elusive
Empowered Voidwalk
Fragmentation
Improved Dodge
Infiltration
Misdirection
Nightstalker
Shadowstrike
Vigilance
Weak Point Targeting

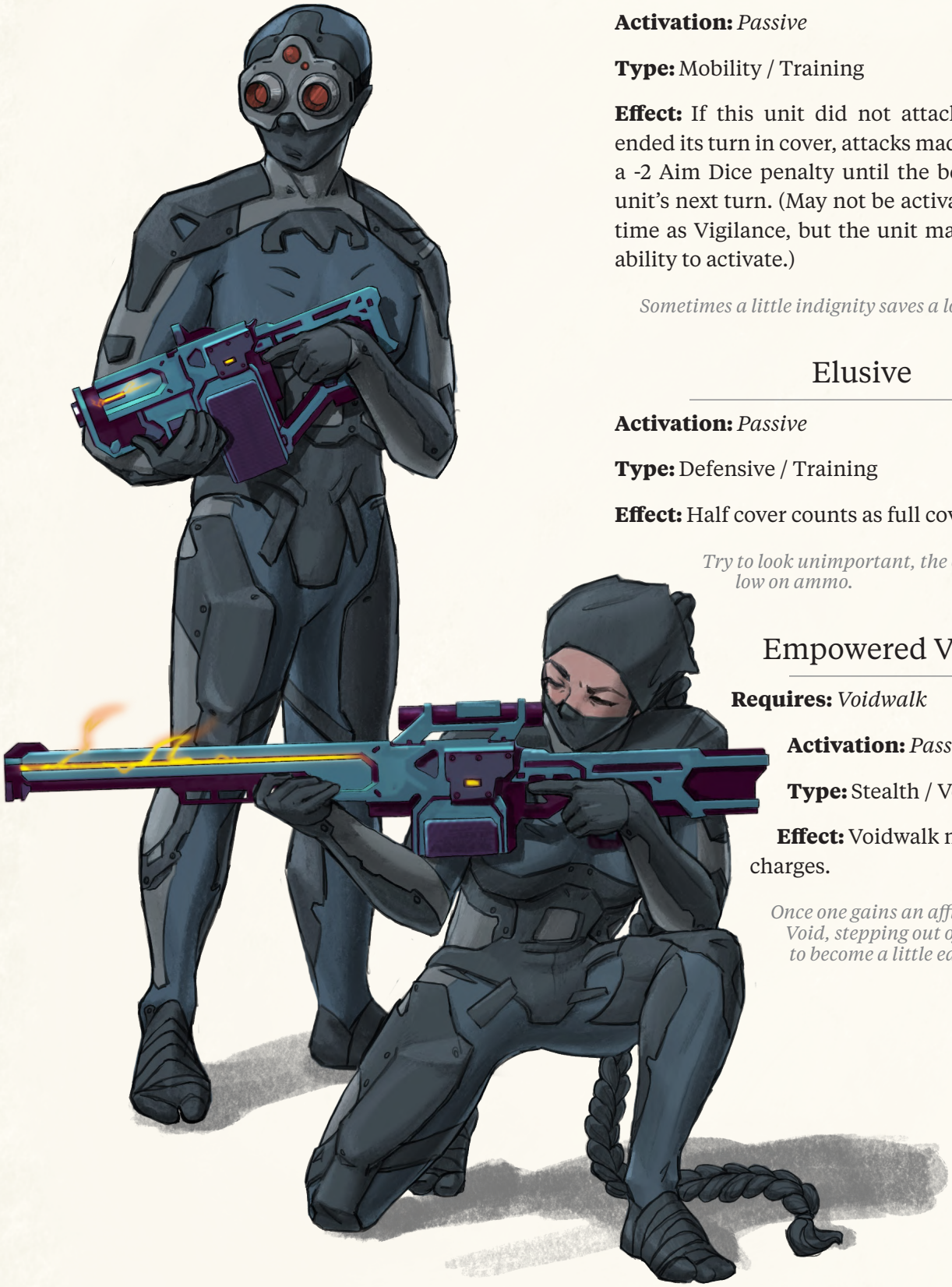
Calibration

Activation: *Passive*

Type: Offensive / Equipment

Effect: Second or subsequent ranged attacks this unit makes during the same turn have a +1 Crit Dice bonus. If made against a target unit already targeted this turn, the attacks get a +1 Aim Dice bonus as well.

"Think of your first shot as practice. A very deadly kind of practice." -Dalinus



Dive for Cover

Activation: *Passive*

Type: Mobility / Training

Effect: If this unit did not attack this turn and ended its turn in cover, attacks made against it take a -2 Aim Dice penalty until the beginning of this unit's next turn. (May not be activated at the same time as Vigilance, but the unit may choose which ability to activate.)

Sometimes a little indignity saves a lot of injury.

Elusive

Activation: *Passive*

Type: Defensive / Training

Effect: Half cover counts as full cover.

Try to look unimportant, the enemy may be low on ammo.

Empowered Voidwalk

Requires: *Voidwalk*

Activation: *Passive*

Type: Stealth / Void Magic

Effect: Voidwalk now has 2 charges.

Once one gains an affinity for the Void, stepping out of reality starts to become a little easier.

Male insaan and female hinn operatives. Identities unknown. Art by Flo Young.

Fragmentation

Requires: *Remote Explosive*

Activation: *Passive*

Type: Explosives / Equipment

Effect: Remote Explosive does +3 damage and has +1.5 blast radius.

"...And so I figured, if something's going to explode and you're nowhere near it, what's the harm in foregoing all restraint?"

Improved Dodge

Requires: *Dodge*

Activation: *Passive*

Type: Defensive / Training

Effect: When using the Dodge reaction, gain +2 Dodge Dice.

Your ability to anticipate danger is heightened to a supernatural sixth-sense.

Misdirection

Requires: *Remote Explosive*

Activation: *Passive*

Type: Stealth / Training

Effect: Killing one or more units with the Remote Explosive immediately conceals this unit.

"It's all about finesse. Demolitions, like dancing, requires perfect timing."

Nightstalker

Requires: *Subterfuge*

Activation: *Passive*

Type: Stealth / Void Magic

Effect: This unit starts every encounter concealed.

Some would say stealth is an art, others a science, but both would agree it's frequently a necessity.

Shadowstrike

Activation: >| **Charges:** 1 **Range:** Weapon

Type: Stealth / Void Magic

Effect: While concealed, make a ranged attack and remain concealed.

The most elite covert warriors pride themselves in striking unseen.

Vigilance

Activation: *Passive*

Type: Defensive / Training

Effect: If no other actions besides movement were taken this turn, automatically enter Overwatch at the end of the turn. (May not be activated at the same time as Dive for Cover, but the unit may choose which ability to activate.)

At a certain point, every experienced combatant becomes an expert at watching and reading the battlefield.

Weak Point Targeting

Activation: *Passive*

Type: Stealth / Training

Effect: Ranged attacks made while concealed have +4 Piercing.

Every sharpshooter worth their salt has spent countless hours practicing how to place shots in armor joints and through visors.

Paladin

Arcanist → ***Paladin*** → Gaian Sentinel

Becoming a Paladin does not happen by choice. When one is worthy, the Paladins seek you out for direct recruitment. The organization has secret ways of acquiring knowledge, and may discover stalwart warriors of good hearts, even those who go to great lengths to hide their activities. Once Paladin initiates have been trained, they are loaned out to various military and security groups around the world.

Paladins train in heavy weapons and armor, and only take those who have the talent for magical ability. Those accepted to the Paladin Order are trained to cast life and fire magic on top of their improved battle tactics.

Once a Paladin has proven themselves as a bastion of power on the battlefield and shown their leadership prowess they may become a Gaian Sentinel.

PROFICIENCIES

Autocannons, Heavy Armor, Fire Magic, Life Magic

STARTING ABILITIES

Heal Wounds

Activation: > **Charges:** 2 **Range:** Medium

Type: Healing / Life Magic

Effect: Target this unit or an allied unit within range and line of sight. Target unit is healed for 2 HP + 1 HP per this unit's Will. Removes Burning, Poisoned, Acid Burn, Unconscious, and Bleeding Out from the target unit.

Utility: Twice per day, the unit may use this ability on a willing or unconscious character. That character's non-life-threatening wounds are healed, bleeding is staunched, and their pain is reduced.

Channel life energy into your ally's body, willing their lacerations to close and their bruises to heal. Watching wounds stitch themselves back together may be a gruesome sight, but it beats bleeding out.

SUGGESTED BUILDS

Holy Warrior: Smite, Rallying Cry, Restoration, Vigilance, Blinding Sunlight

Commander: Rallying Cry, Improved Overwatch, Vigilance, Breaker 2, Restoration

ABILITY LIST

Blinding Sunlight
Breaker 2
Careful Aim
Improved Overwatch
Rallying Cry
Restoration
Smite
Vigilance

Blinding Sunlight

Activation: >| **Cooldown:** 3 **Range:** Medium

Type: Debuff / Fire Magic

Effect: Target an enemy unit within range and line of sight. The target unit gains Disoriented.

Utility: Three times per day, the unit may create a beam of light from its palm that is as bright as sunlight. The beam lasts for up to 10 minutes.

The light of Baldyr can penetrate even the very depths of the earth and the very darkest corners of the night.

Breaker 2

Requires: *Breaker*

Activation: *Passive*

Type: Support / Training

Effect: Attacks with this unit's primary ranged weapon have additional +1 Breaking.

Well-aimed shots from heavy weaponry can blast armor apart.

The Paladins

More information can be found about the Paladins organization in Chapter 9 - Zafiri Society.

Careful Aim

Activation: >| **Range:** Self

Type: Offensive / Training

Effect: Unit must be adjacent to cover. This unit takes careful aim from its position, it receives a +2 Aim Dice bonus to the first attack it makes on its next turn.

Effective use of good cover not only provides protection, it also allows a shooter to ensconce and brace themselves.

Improved Overwatch

Activation: *Passive*

Type: Defensive / Training

Effect: Overwatch attacks are now triggered by enemy attacks and abilities, not just movement.

Even in the midst of battle, the most subtle of motions stand out to an eagle-eyed veteran.

Rallying Cry

Activation: > **Cooldown:** 3 **Range:** Long

Type: Support / Life Magic

Effect: Target ally within range and line of sight gains one action on their turn this round. If their turn is already over, they get to use the additional action at the end of this unit's turn.

There's kind words of support and then there's the divine essence of Gaia surging through your soul. Guess what's more inspiring?

Restoration

Requires: *Heal Wounds*

Activation: *Passive*

Type: Healing / Life Magic

Effect: Heal Wounds gains an additional charge. Heal Wounds now Restores a unit (in addition to its healing ability), removing all negative psychological effects. (Restoring a unit with Unconscious also removes the resulting Disoriented.)

Both the mind and the body are rejuvenated in a brilliant burst of magical life energy.

Smite

Activation: >| **Cooldown:** 3 **Range:** Weapon

Type: Offensive / Life Magic

Effect: Make a ranged attack with a primary weapon against an Undead or Animated enemy unit with a +2 Aim Dice, +2 Crit Dice, and +2 Damage bonus.

"Die, fiend!"

Vigilance

Activation: *Passive*

Type: Defensive / Training

Effect: If no other actions besides movement were taken this turn, automatically enter Overwatch at the end of the turn. (May not be activated at the same time as Dive for Cover, but the unit may choose which ability to activate.)

At a certain point, every experienced combatant becomes an expert at watching and reading the battlefield.

Ka'kamachak, ath'enki Paladin. Art by Cat Parra.

Sniper

Sharpshooter → ***Sniper*** → Reaper

A sharpshooter that's chosen to devote themselves to the art of death at long range, the Sniper is a master of the craft. Setting up a perfect firing position, waiting for the opportune moment, and striking with deadly accuracy is the way of the Sniper.

Snipers are improved Sharpshooters in every way. Their abilities are focused on improving per-shot damage, guaranteeing hits, and improving their reactions to enemy actions. Snipers, like Sharpshooters, are a very straightforward class to play: find an ideal firing position, shoot everything.

Once a sniper has mastered the art of death, they may become a Reaper, an even more deadly version of the Sniper with special chain-kill abilities.

SUGGESTED BUILDS

Quintessential Sniper: Kill Shot 2, Killzone, Careful Aim, Calibration, Weak Point Targeting

Snap Shot: Improved Overwatch, Killzone, Elusive, Kill Shot 2, Careful Aim

ABILITY LIST

- Calibration
- Careful Aim
- Death Rains Down
- Elusive
- Improved Overwatch
- Infiltration
- Kill Shot 2
- Killzone
- Weak Point Targeting

Calibration

Activation: *Passive*

Type: Offensive / Equipment

Effect: Second or subsequent ranged attacks this unit makes during the same turn have a +1 Crit Dice bonus. If made against a target unit already targeted this turn, the attacks get a +1 Aim Dice bonus as well.

"Think of your first shot as practice. A very deadly kind of practice." -Dalinus

Careful Aim

Activation: >| **Range:** Self

Type: Offensive / Training

Effect: Unit must be adjacent to cover. This unit takes careful aim from its position, it receives a +2 Aim Dice bonus to the first attack it makes on its next turn.

Effective use of good cover not only provides protection, it also allows a shooter to ensconce and brace themselves.

Death Rains Down

Activation: *Passive*

Type: Offensive / Training

Effect: Kills made with a primary ranged weapon from elevation refund that attack's actions.

Emboldened by your superior elevation, perfectly set up firing position, and heat of the battle, you quickly select a new target and keep on firing...

Elusive

Activation: *Passive*

Type: Defensive / Training

Effect: Half cover counts as full cover.

Try to look unimportant, the enemy may be low on ammo.

Improved Overwatch

Activation: *Passive*

Type: Defensive / Training

Effect: Overwatch attacks are now triggered by enemy attacks and abilities, not just movement.

Even in the midst of battle, the most subtle of motions stand out to an eagle-eyed veteran.

Infiltration

Requires: *Subterfuge*

Activation: *Passive*

Type: Stealth / Training

Effect: Start each mission concealed, even if the mission does not normally start with concealment.

It is strange how loud little sounds become when you are in the dark and doing something wrong.

Kill Shot 2

Requires: *Kill Shot*

Activation: *Passive*

Type: Offensive / Training

Effect: Kill Shot deals an additional +1 Damage.

Growing ever more deadly, a seasoned sniper knows exactly where to aim.

Killzone

Activation: >| **Cooldown:** 3 **Range:** Weapon

Type: Defensive / Training

Effect: Target a radius 4 circular area. Until the beginning of its next turn as reactions, this unit makes a free ranged attack with its primary weapon against any enemy that moves or attacks in that zone, ammo permitting.

While the breadth of a sniper's scope is narrow, they have total command of the space within it.

Weak Point Targeting

Activation: *Passive*

Type: Stealth / Training

Effect: Ranged attacks made while concealed have +4 Piercing.

Every sharpshooter worth their salt has spent countless hours practicing how to place shots in armor joints and through visors.

Melarieth, hinn Sniper. Art by Ringlov.

Vanguard

Trencher → ***Vanguard*** → Blademaster

A powerful and sturdy front-line fighter, the Vanguard offers enemy units a tempting target. A reckless or cocky enemy attempting to flank a Vanguard will surely find themselves with a blade to the throat.

Relieving pressure from their crew-mates, the Vanguard pushes forward with deadly melee attacks and reactions. Their ability to wear heavy armor and maintain their mobility is a huge boon to their survivability on the front line. Their abilities focus on improving their hand-to-hand fighting capability and mobility through advanced training.

Once a Vanguard has become one with their blade and a deadly combatant on the battlefield, they can hone their focus and become a Blademaster.

PROFICIENCIES

Heavy Armor

SUGGESTED BUILDS

Swordmaster: Bladedancer, Rapid Slash, Brutality, Indomitable, Elusive

Tank: Improved Dodge, Vigilance, Rapid Slash, Bladedancer, Terminal Velocity

ABILITY LIST

Bladedancer
Brutality
Elusive
Ferocity
Improved Dodge
Indomitable
Manticore Strike
Rapid Slash
Terminal Velocity
Vigilance

Bladedancer

Activation: *Reaction*

Type: Defensive / Training

Effect: Once per enemy unit per round as a reaction, if an enemy unit moves or makes an attack from within this unit's melee weapon's range, this unit may make a free melee attack against it.

Split-second reactions have become second nature for this expertly-trained warrior.

Brutality

Requires: *Trench Fighting*

Activation: *Passive*

Type: Offensive / Training

Effect: Melee attacks made by this unit deal +1 Damage.

The most effective combatants are frequently the most merciless and a wounded opponent makes for easy prey.

Elusive

Activation: *Passive*

Type: Defensive / Training

Effect: Half cover counts as full cover.

Try to look unimportant, the enemy may be low on ammo.

Ferocity

Activation: *Passive*

Type: Offensive / Training

Effect: Melee attacks made by this unit have +1 Aim Dice and +1 Crit Dice.

Strike hard, strike quickly! Keep the pressure, never let up!

Improved Dodge

Requires: *Dodge*

Activation: *Passive*

Type: Defensive / Training

Effect: When using the Dodge reaction, gain +2 Dodge Dice.

Your ability to anticipate danger is heightened to a supernatural sixth-sense.

Indomitable

Activation: *Passive*

Type: Mobility / Training

Effect: Once per round, when this unit kills an enemy unit it gains a free move action it can use at any time during its turn, even after an action has ended its turn.

Success is motivating.

Manticore Strike

Requires: *Grapple*

Activation: >| **Cooldown:** 4 **Range:** Medium

Type: Offensive / Training

Effect: Use the Grapple to move to an unoccupied tile adjacent to an enemy unit and make a melee attack with a bonus +2 Crit Dice against that unit.

"Strike fear into their hearts!" -Kira

Rapid Slash

Activation: >| **Cooldown:** 4
Range: Melee

Type: Offensive / Training

Effect: Make a melee attack and if it hits, make a second melee attack against the same target.

Once you've opened the defense, a follow-up strike is inevitable.

Terminal Velocity

Activation: - **Charges:** 1
Range: Self

Type: Mobility / Training

Effect: For each enemy unit killed by this unit until the beginning of its next turn, it gains +1 Speed (up to a maximum of +8) until the end of the mission.

When a warrior finds their rhythm, they also find their momentum.

Vigilance

Activation: *Passive*

Type: Defensive / Training

Effect: If no other actions besides movement were taken this turn, automatically enter Overwatch at the end of the turn. (May not be activated at the same time as Dive for Cover, but the unit may choose which ability to activate.)

At a certain point, every experienced combatant becomes an expert at watching and reading the battlefield.

Kira, hinn Vanguard. Art by Angela O'Hara.

Warden

Acolyte → ***Warden*** → Void Conduit

Some spiritists understand all too well the dangers of the Nether. Once it opens up and one stands on the threshold, the whispers begin. They don't speak in a comprehensible language but it's clear what they offer. Power, prestige, control. It's less clear what they want in return. Wardens know the seductive and corrupting power of the daeva and seal their souls off from the power of the Nether. With that source of summoning refused, they turn to the benevolent (or at least non-malevolent) spirits of the Ether.

Wardens are powerful protectors of their allies. Their entire focus is on spirit summonings that benefit friendly units, protect friendly units, or protect themselves. If they really need to deal some damage, Wardens can still use the minor daeva summonings they learn as Acolytes.

Wardens need more power and precision when practicing their summonings, and must craft or acquire advanced spiritual resonators. At this level of skill, they turn to science and electromagnetism. Resonance Fluctuators are electronic devices powered by auranite cores that project precise and amplified tones according to the settings of a control panel of knobs, tubes, and buttons. An engineer or artificer of some skill is required to build such a complex electronic machine.

Once Wardens have unlocked the full potential of spirit summonings, they can learn one of the final secrets of spiritism and become a Void Conduit.

PROFICIENCIES

Light Armor

SUGGESTED BUILDS

Can't Touch This: Ethereal Mirror Image, Spiritual Redoubt, Salvation, Impersonator, Premonition

Guardian Spirit: Peace of Mind, Improved Guidance, Sanctification, Improved Focus, Ethereal Mirror Image

ABILITY LIST

Emergency Focus
Ethereal Mirror Image
Impersonator
Improved Focus
Improved Guidance
Peace of Mind
Premonition
Salvation
Sanctification
Spiritual Redoubt

Emergency Focus

Requires: *Focus*

Activation: *Reaction*

Type: Defensive / Training

Effect: Once per turn as a reaction, when this unit is hit with an attack that deals damage, but before damage is applied, it may spend all its Focus points and heal itself for the number of Focus points spent, up to its Max HP.

Time slows, danger imminent. With all your willpower and concentration, you prepare for the inevitable, channeling life energy into your body.

Ethereal Mirror Image

Activation: >| **Charges:** 1 **Range:** Short

Type: Defensive / Spirit Summoning

Effect: Create 2 ethereal images of the unit on unoccupied tiles within range and line of sight. The unit may instantly trade places with one of them. Images have 1 HP, are immune to poison and psychological effects, and cannot be healed. On this unit's turn, they act for the mirror images. Mirror images cannot use any abilities the unit has, but can attack. All attacks by mirror images automatically do zero damage. If the unit has Focus, it can spend 1 Focus point when using this ability to produce an additional image.

A pair of exact doubles detach from the target in different directions, making it impossible to tell which of the trio is the original.

Impersonator

Activation: >| **Charges:** 1 **Range:** Medium

Type: Defensive / Spirit Summoning

Effect: Target an unoccupied tile within line of sight and in range. Create an impersonator spirit on that tile. Until the beginning of this unit's next turn, non-artifact enemy units will be compelled to attack the impersonator if they can see it. The impersonator does not use cover and has Max HP equal to this unit's Max HP + 4.

Your enemies eyes squint incredulously. Before them stands the most tantalizing and obvious target, they are drawn to it. They. Must. Attack!

Improved Focus

Requires: *Focus*

Activation: *Passive*

Type: Utility / Training

Effect: Increase the unit's maximum Focus points to 4.

Your mind's capacity for peace is greatly expanded, providing calm and granting incredible levels of concentration.

Improved Guidance

Requires: *Guidance*

Activation: *Passive*

Type: Support / Spirit Summoning

Effect: Guidance now adds +4 Hit Dice and adds +3 Crit Dice. Guidance's cooldown is increased to 3 turns.

It's as if the spirits guiding the caster are able to foresee every choice or divine every movement.

Ana Antoria, insaan Warden. Art by Ringlov.

Peace of Mind

Activation: *Passive*

Type: Support / Spirit Summoning

Effect: The unit is surrounded by an aura (radius 3 circular area of effect) that renders the unit and all allies within the area of effect immune to any negative psychological effects and removes any active negative psychological effects.

Those enveloped within this calming circle can feel a strange sense of peace even in the fiercest firefights.

Premonition

Requires: *Focus*

Activation: *Reaction*

Type: Defensive / Training

Effect: Once per round as a reaction, when this unit is hit with a successful attack, roll a Dodge Dice Pool with a number of Dodge Dice equal to the unit's Focus Points with successes on 6. On success, the attack misses completely.

"The lesson is simple: concentration is anticipation." -Tyrain

Salvation

Activation: *Reaction* **Charges:** 1

Type: Defensive / Spirit Summoning

Effect: Once per mission as a reaction, if this unit has its HP reduced to zero, before rolling on the casualty table, set its HP to 1 instead and gain Ethereal Suspension.

"Seems like a higher power is looking out for you." -Tyrain

Sanctification

Activation: >| **Cooldown:** 4 **Range:** Medium

Type: Defensive / Spirit Summoning

Effect: Target an allied unit within range and in line of sight. For the next 3 turns, if the target unit has its HP reduced to zero, before rolling on the casualty table, set its HP to 1 instead and gain Ethereal Suspension.

While the target can't feel the spiritual protection cast upon them, they certainly notice the first time invisible hands deflect a fatal blow.

Spiritual Redoubt

Activation: *Passive*

Type: Defensive / Spirit Summoning

Effect: This unit is immune to Fire, Poison, and Acid Damage and immune to the Burning, Acid Burn, and Poisoned conditions.

The spirits of the Ether draw elemental energy away from the subject, extinguishing flame and evaporating corrosive fluids.

Kira scowls at the gang
Art by Flo Young

Warlock

Acolyte → ***Warlock*** → Netherwalker

The Warlock has peered into the Nether, listened to the seductive whispers of the daeva, and heard only weakness. Warlocks know that the daeva are conquerable. They see the daeva of the Nether as a great power source to be exploited, and weave discordant melodies and intricate harmonies to enthrall the malevolent beings of the Nether to their will.

Warlocks focus on pain and destruction. They are skilled at both dealing Nether Damage and inflicting psychological conditions, and their abilities enhance both of those effects.

Warlocks need more power and precision when practicing their summonings, and must craft or acquire advanced spiritual resonators. At this level of skill, they turn to science and electromagnetism. Resonance Fluctuators are electronic devices powered by auranite cores that project precise and amplified tones according to the settings of a control panel of knobs, tubes, and buttons. An engineer or artificer of some skill is required to build such a complex electronic machine. The Warlock's life depends on it.

Once a Warlock has gained mastery over the daeva, they can become a Netherwalker.

PROFICIENCIES

Light Armor

SUGGESTED BUILDS

Wreak Havoc: Agony, Annihilator Daeva, Improved Curse, Impersonator, Salvation

Daevic Death Dealer: Nether Mastery, Spirit Drain, Improved Spirit Drain, Agony, Annihilator Daeva

ABILITY LIST

Agony
Animate Ghul
Annihilator Daeva
Impersonator
Improved Curse
Improved Spirit Drain
Legion
Nether Mastery
Salvation
Spirit Drain

Agony

Requires: *Mind Flay*

Activation: *Passive*

Type: Offensive / Daeva Summoning

Effect: Mind Flay now additionally deals d2 Nether damage and applies Shattered to the target.

An even more intense assault on the mind, frying every synapse.

Animate Ghul

Activation: >| **Cooldown:** 3 **Range:** Medium

Type: Offensive / Daeva Summoning

Effect: Target living unit's corpse becomes a Ghul that is Mind Controlled by this unit. The Ghul dies if this unit becomes Out of Action, Unconscious, or Disoriented. The Ghul comes with this unit into subsequent encounters. A maximum of 2 Ghuls may be controlled by this unit.

A minor daeva is summoned from the Nether to animate a corpse. It's disgusting, but effective.

Annihilator Daeva

Activation: >| **Cooldown:** 5 **Range:** Short

Type: Offensive / Daeva Summoning

Effect: Summon an Annihilator Daeva with 5 HP and 8 Speed to an unoccupied tile within range and line of sight. The Daeva acts immediately and gets one free move action with no Agility Points. At the beginning of the next round, or if it dies, the Annihilator Daeva explodes, dealing d3 + 3

Nether Damage to all units within a radius 2 circular area of effect centered on itself.

A doomed daeva ripples into existence, seething with fury and ready to unleash its rage.

Impersonator

Activation: >| **Charges:** 1
Range: Medium

Type: Defensive / Spirit Summoning

Effect: Target an unoccupied tile within line of sight and in range. Create an impersonator spirit on that tile. Until the beginning of this unit's next turn, non-artifact enemy units will be compelled to attack the impersonator if they can see it. The impersonator does not use cover and has Max HP equal to this unit's Max HP + 4.

Your enemies eyes squint incredulously. Before them stands the most tantalizing and obvious target, they are drawn to it. They. Must. Attack!

Improved Curse

Requires: *Curse*

Activation: *Passive*

Type: Debuff / Daeva Summoning

Effect: Curse now has a cooldown of 1 turn.

"You get a curse, and YOU get a curse! You ALL get cursed!"

Improved Spirit Drain

Requires: *Spirit Drain*

Activation: *Passive* **Range:** Short

Type: Offensive / Daeva Summoning

Effect: Spirit Drain deals +2 damage, and the healing effect may be distributed among this unit and any allied units within line of sight and Short Range.

Tearing into the very fabric of your enemy's being, wrench their essence away in an act of hedonistic hunger.

Legion

Requires: *Animate Ghul*

Activation: *Passive*

Type: Offensive / Daeva Summoning

Effect: Animate Ghul may target up to three living unit's corpses, which become Legion Ghuls instead of Ghuls. Roll for each Legion Ghul's HP separately. A maximum of 6 Legion Ghuls may be controlled by this unit.

A daeva's consciousness can be distributed among many corpses. They're weaker, but still deadly.

Nether Mastery

Activation: *Passive*

Type: Offensive / Daeva Summoning

Effect: Nether damage done by this unit is increased by +2.

It's inevitable that any spiritist who repeatedly draws on the Nether will gradually become more attuned to it, though they may sleep a little less soundly.

Salvation

Activation: *Reaction* **Charges:** 1

Type: Defensive / Spirit Summoning

Effect: Once per mission as a reaction, if this unit has its HP reduced to zero, before rolling on the casualty table, set its HP to 1 instead and gain Ethereal Suspension.

"Seems like a higher power is looking out for you."
-Tyrain

Spirit Drain

Activation: >| **Cooldown:** 3 **Range:** Long

Type: Offensive / Daeva Summoning

Effect: Target Living or Animated enemy unit within range and line of sight takes d2 + 3 Nether Damage. This unit is healed for the same amount.

With a flick of the wrist and a clench of the fist, you drag the very life force from your enemies.

Warmage

Adept → ***Warmage*** → Archmage

A paragon of battlefield versatility, the Warmage is good to have on any crew. Warmages are skilled spellcasters and dependable even under heavy fire or other hostile battlefield situations. Military units and elite squads have included Warmages since the Blue War, when mages first began to train in the art of warfare.

Warmages, like Adepts, have a wide variety of abilities to choose from and several areas of expertise to focus on. Improvements to their Focus ability will help any mage. Fire and Lightning mages can improve those spells, life mages can return their allies to fighting fit from the brink of death, and support casters can gain a variety of new and improved abilities.

Warmages can craft or acquire an advanced magical focusing object known as an Arcane Sigil. This, like the spell focus, is an object made of a pure natural material, but carved, cast, or wrought into a complex magical symbol. This sigil acts as a more powerful conduit of magical ability for the Warmage.

Once a Warmage has mastered the spells of battle, they can graduate to the highest level of magical learning and ability, the Archmage.

PROFICIENCIES

Light Armor

SUGGESTED BUILDS

Battlecaster: Empowered Fireball, Empowered Lightning Strike, Improved Focus, Chain Lighting, Teleport

Enhanced Healer: Empowered Healing, Resurrect, Premonition, Improved Focus, Emergency Focus

Support Mage: Combat Clairvoyance, After Image, Empowered Foe-shatter, Reflection, Improved Focus

ABILITY LIST

- After Image
- Arcane Mirror Image
- Assisted Focus
- Chain Lightning
- Combat Clairvoyance
- Emergency Focus
- Empowered Arcane Bolt
- Empowered Fireball
- Empowered Foe-shatter
- Empowered Healing
- Empowered Lightning Strike
- Improved Focus
- Premonition
- Reflection
- Resurrect
- Teleport

After Image

Requires: *Focus*

Activation: *Passive*

Type: Support / Arcane Magic

Effect: After dealing damage with an ability or attack that deals magical damage, this unit may spend one Focus point to apply Marked to all units damaged by the attack.

A vibrant arcane outline shimmers around those struck, making their presence even more obvious to their enemies.

Arcane Mirror Image

Activation: >| **Charges:** 1 **Range:** Short

Type: Defensive / Arcane Magic

Effect: Create 2 arcane images of the unit on unoccupied tiles within range and line of sight. The unit may instantly trade places with one of them. Images have 1 HP, are immune to poison and psychological effects, and cannot be healed. On this unit's turn, they act for their unit and the mirror images. Mirror images cannot use any abilities the unit has, but can attack. All attacks by mirror images automatically do zero damage. If the unit has Focus, it can spend 1 Focus point when using this ability to produce an additional image.

A pair of exact doubles detach from the target in different directions, making it impossible to tell which of the trio is the original.

Assisted Focus

Requires: *Focus*

Activation: *Passive*

Type: Utility / Training

Effect: Whenever an allied unit kills an enemy unit within line of sight, roll a d6. On a result of 4 or better, this unit gains 1 Focus point.

You feel your senses sharpen and your pulse surge as you feed upon the energy of your ally's success.

Chain Lightning

Requires: *Lightning Strike*

Activation: *Passive*

Type: Offensive / Lightning Magic

Effect: Lightning Strike now jumps to 2 additional targets, player's choice, so long as the next target is within 4 tiles. Each target takes a cumulative -2 Damage from Lightning Strike.

This fiercer, more furious combination of electricity and magic leaps from target to target as if it had some predatory instinct of its own.

Combat Clairvoyance

Requires: *Arcane Defenses*

Activation: *Passive*

Type: Support / Arcane Magic

Effect: Arcane Defenses now confers a free Improved Overwatch reaction attack to the target unit (make a reaction attack against a unit that moves or attacks in range and line of sight).

The energy field that surrounds you whispers subtle and prescient warnings of incoming dangers.

Emergency Focus

Requires: *Focus*

Activation: *Reaction*

Type: Defensive / Training

Effect: Once per turn as a reaction, when this unit is hit with an attack that deals damage, but before damage is applied, it may spend all its Focus points and heal itself for the number of Focus points spent, up to its Max HP.

Time slows, danger imminent. With all your willpower and concentration, you prepare for the inevitable, channeling life energy into your body.

Empowered Arcane Bolt

Requires: *Arcane Bolt*

Activation: *Passive*

Type: Offensive / Arcane Magic

Effect: Arcane Bolt now has a cooldown of 2 turns and deals d6 Arcane Damage.

If this spell is on cooldown, you can just write "Arcane Bolt" on a rock and throw it really hard.

Empowered Fireball

Requires: *Fireball*

Activation: *Passive*

Type: Offensive / Fire Magic

Effect: Fireball does +3 Damage and gets +3 Crit Dice. On critical hits, Fireball applies Burning.

As horrific as it is deadly, the unearthly fury that rages in this spinning orb of flame is unlike anything seen in the natural world.

Empowered Foe-shatter

Requires: *Foe-shatter*

Activation: *Passive*

Type: Support / Arcane Magic

Effect: Foe-shatter gains +2 charges.

The fierce energies behind this magic refresh themselves with what feels like palpable, pernicious enthusiasm.

Empowered Healing

Requires: *Heal Wounds*

Activation: *Passive*

Type: Healing / Life Magic

Effect: Heal Wounds gains +2 charges and its healing is increased to 5 HP + 1 HP per this unit's Will.

That same magic that closes wounds and clears concussion now extracts bullets and bonds shattered bones.

Empowered Lightning Strike

Requires: *Lighting Strike*

Activation: *Passive*

Type: Offensive / Lightning Magic

Effect: Lightning Strike does +2 damage and gets +2 Crit Dice. *On Crit:* target unit gains Stunned 2.

The energy and lethality are terrifying, the sound truly deafening, and the smell utterly unmistakable.

Vishtek, ath'enki Warmage. Art by Ringlov.

Improved Focus

Requires: *Focus*

Activation: *Passive*

Type: Utility / Training

Effect: Increase the unit's maximum Focus points by +2.

Your mind's capacity for peace is greatly expanded, providing calm and granting incredible levels of concentration.

Premonition

Requires: *Focus*

Activation: *Reaction*

Type: Defensive / Training

Effect: Once per round as a reaction, when this unit is hit with a successful attack, roll a Dodge Dice Pool with a number of Dodge Dice equal to the unit's Focus Points with successes on 6. On success, the attack misses completely.

"The lesson is simple: concentration is anticipation." -Tyrain

Reflection

Requires: *Premonition*

Activation: *Reaction*

Type: Utility / Arcane Magic

Effect: Once per round as a reaction, when this unit takes damage, roll a Reflection Dice Pool, with a number of Reflection Dice equal to the unit's current Focus Points with successes on 5 or 6. On success, the damage is reflected back at the attacking unit and all Focus points are spent. (The unit may choose to activate Premonition or Reflection, but not both.)

Expertly shaped magical energies instantly reflect any form of attack back at the aggressor.

Resurrect

Activation: > **Charges:** 1 **Range:** Long

Type: Healing / Life Magic

Effect: Target allied unit gains 4 HP. Remove Out of Action, Bleeding Out, and Unconscious.

A wash of gentle blue light flows over the target, healing even life-threatening injuries and alleviating the worst of the pain.

Teleport

Activation: > **Charges:** 2 **Range:** Medium

Type: Mobility / Arcane Magic

Effect: This unit disappears and instantly appears on any tile in range and in line of sight. Does not trigger overwatch fire.

One of the oldest, most difficult, and most revered of enchantments, it never goes out of fashion. A well-timed teleport can change the course of an entire battle.

Advanced Classes

Archmage - Artificer - Assassin - Blademaster - Eidolon - Gaian Sentinel - Netherwalker
Reaper - Siegebreaker - Tempest - Trigger Mage - Void Conduit

Archmage

Warmage → ***Archmage***

Only the most powerful mages earn the title of Archmage. Mage Guilds grant the rank to only the few mages who have the power, finesse, and focus to control the mightiest forces of nature. Archmages are so powerful and command such respect that they are often treated as royalty, acting as diplomats and mediators between the superpower nations of the world. (Player characters do not need to be affiliated with a Mage Guild to become this class.)

At this power level, Archmages are capable of constructing the most powerful type of arcane focus currently known: the divine source. All magic is a gift to sapients from the gods themselves and it pours out from the spheres of reality. Mages channel this energy to cast spells, but a mage with a divine source focuses the magical energy with more control, precision, and power than any other.

An archmage has access to three ultimate spells: Inferno, Panacea, and Stormburst. Create the largest and most powerful fire-tornado ever witnessed with Inferno. The ultimate Life Mage ability, Panacea heals every one of your allies simultaneously. With Stormburst, unleash the raw natural power of a thunderstorm upon your enemies.

ABILITY LIST

Channelled Focus
Empowered Resurrection
Energy Reserves
Inferno
Panacea
Resplendence
Stormburst
Total Concentration

Channelled Focus

Requires: *Focus*

Activation: › **Range:** Self

Type: Utility / Arcane Magic

Effect: This unit may spend any number of Focus points to reduce the cooldown of one of its abilities that is on cooldown by a number of turns equal to the Focus points spent.

Past a certain point, so many critical exercises become nothing more than muscle memory.

Empowered Resurrection

Requires: *Resurrect*

Activation: *Passive*

Type: Healing / Life Magic

Effect: Resurrect removes all negative conditions and heals the target unit to Max HP.

With nothing more than a gesture, this astonishing example of magic bathes the target in a warm, green glow and that quickly channels away all pain and discomfort.

Energy Reserves

Requires: *Improved Focus*

Activation: *Passive*

Type: Utility / Arcane Magic

Effect: On its turn as a free action, this unit can spend 4 Focus points to add 1 charge to any of its non-Ultimate magical abilities.

Dig deep and find inner strength.

Inferno

Requires: *Empowered Fireball*

Activation: >| **Charges:** U **Range:** Medium

Type: Offensive / Fire Magic

Effect: *[Ultimate]* Cast an Empowered Fireball that has +4 Crit Damage, destroys cover, applies Burning to all targets (instead of only on critical hits), and adds the Flames tile feature to every tile in the area of effect.

Conjure a massive tornado of flame, obliterating your enemies in a blazing inferno.

Panacea

Requires: *Heal Wounds*

Activation: >| **Charges:** U

Type: Healing / Life Magic

Effect: *[Ultimate]* Use Heal Wounds, without spending its charges, on each allied unit on the battlefield.

The healer feels pure life energy pouring out of them and it's all they can do to send it surging toward their comrades and friends.

Resplendence

Activation: *Passive*

Type: Utility / Training

Effect: Gain one additional Ultimate Charge per mission.

Become one with the spheres of reality.

Stormburst

Requires: *Lightning Strike*

Activation: >| **Charges:** U

Type: Offensive / Lightning Magic

Effect: *[Ultimate]* Cast Lightning Strike, without spending its charges, on each enemy unit on the battlefield.

A localised storm of intense magical energy forms within seconds, unleashing tremendous wrath upon all those caught within.

Total Concentration

Requires: *Focus*

Activation: *Passive*

Type: Utility / Training

Effect: Instead of earning Focus points for kills, this unit gains one Focus point each time they deal damage to an enemy unit. (If multiple units are damaged by a single attack or ability, the unit gains a number of Focus points equal to the number of units that took damage.)

Reach an unparalleled state of complete focus.

Artificer

Mechanist → ***Artificer***

The final culmination of technomagical abilities, the Artificer is a master of creation, blending magic and machine in perfect harmony. A skilled artificer will never want for work, as the demand for magi-tech know-how is very high across all of Zafir. Every nation, corporation, and crew wants to keep pushing the boundaries of technology and magic, and artificers are at the center of it all.

Artificers gain one ultimate ability, Unsafe Operating Parameters, which allows them to override all their safety protocols and activate their other gadgets in rapid succession.

PROFICIENCIES

Heavy Armor

ABILITY LIST

Adrenaline Rush
Advanced Shield Training
Hoverturret
Improved Artifact Turret
Reactive Armor Plate
Unsafe Operating Parameters
Watchful Guardian

Adrenaline Rush

Activation: *Passive*

Type: Defensive / Training

Effect: If this unit killed an enemy unit this turn, the next attack made against it before the beginning of its next turn will automatically miss.

Nothing quite matches the terror of combat and, for the rare few who find it thrilling, every kill is emboldening.

Advanced Shield Training

Requires: *Tower Shield*

Activation: *Passive*

Type: Utility / Training

Effect: This unit may now use SMGs while Tower Shield is active.

Working with a bulky Tower Shield is never easy, but the most experienced users gradually gain more dexterity.

Hoverturret

Requires: *Artifact Turret*

Activation: *Passive*

Type: Offensive / Equipment

Effect: The Artifact Turret now hovers on the battlefield and gets a free move action on each of this unit's turns. It can hover between 2 and 8 tiles above the battlefield, which may confer elevation bonuses on attacks.

"Oh gods, it flies?!"

Improved Artifact Turret

Requires: *Artifact Turret*

Activation: *Passive*

Type: Offensive / Equipment

Effect: The deployed Artifact Turret now has 8 HP, 2 Armor Points, 4 Shield Points, 2 Aim and is equipped with an Arcanite Autorifle.

"Hey you put a bigger gun on it! It looks kind of cute, actually."

Reactive Armor Plate

Activation: *Passive*

Type: Defensive / Artifact

Effect: If an enemy unit within 6 tiles attempts to make an attack against this unit, the attacking unit makes the attack with a -2 Aim penalty.

It's large and it's a little clumsy, but this specially-crafted armour can deflect or absorb almost any projectile.

Unsafe Operating Parameters

Activation: - **Charges:** U **Range:** Self

Type: Utility / Training

Effect: *[Ultimate]* Immediately reduce the cooldown counter of all abilities to zero.

Every modification is justified when the urgency of combat demands it.

Watchful Guardian

Activation: *Passive*

Type: Defensive / Training

Effect: If this unit hits with an Overwatch attack, roll a d6. On a result of 3+, they immediately gain another Overwatch shot.

The sharpest eyes inspire the speediest hands.

Assassin

Operative → ***Assassin***

The ultimate silent killing machines, assassins operate undetected and dispatch their enemies with unerring precision. Assassins are employed by just about every government and organization in Zafir, albeit secretly, to take out the heads of dangerous enemy organizations.

Assassins focus on stealth and high damage output. Their ability to stay concealed for huge portions of any battle makes them incredibly deadly.

ABILITY LIST

Adrenaline Rush	Killing Spree
Bandolier	Rapid Fire
Execution	Silence of the Void
Head Shot	Sticky Bomb
High Ground	Thrill of the Hunt

Adrenaline Rush

Activation: *Passive*

Type: Defensive / Training

Effect: If this unit killed an enemy unit this turn, the next attack made against it before the beginning of its next turn will automatically miss.

Nothing quite matches the terror of combat and, for the rare few who find it thrilling, every kill is emboldening.

Bandolier

Requires: *Remote Explosive*

Activation: *Passive*

Type: Stealth / Equipment

Effect: Remote Explosive has +1 charge.

While it's not always a good idea to keep your explosives in your pockets, having them close to hand is vital.

Execution

Activation: *Reaction*

Type: Offensive / Training

Effect: Once per round as a reaction when this unit gets a critical hit with their primary weapon, roll a d6. On a 6, the target of that attack dies instantly. (Reduce the target's HP to zero.)

Target eliminated.

Head Shot

Activation: *Passive*

Type: Stealth / Training

Effect: While concealed, any ranged attacks that successfully hit will automatically get a critical hit as well.

"Boom, headshot."

High Ground

Activation: *Passive*

Type: Support / Training

Effect: Attacks made with a primary ranged weapon from elevation gain +2 Crit Dice.

A little altitude can bring a lot of perspective... which is a deadly blessing to a sniper.

Killing Spree

Activation: - **Cooldown:** 4 **Range:** Self

Type: Offensive / Training

Effect: Until the end of this unit's turn, each kill the unit makes with their primary weapon refunds all the actions for that attack. Each kill imposes a cumulative -1 Crit Dice penalty on subsequent attacks.

Whether it's blind rage or a fugue state of cold calculation, the results are the same: you have become a ruthless killer with almost unstoppable momentum.

Rapid Fire

Activation: >| **Cooldown:** 3 **Range:** Weapon

Type: Offensive / Training

Effect: Uses 2 primary weapon ammo. Make two ranged attacks against an enemy in range and line of sight with a -1 Aim Dice penalty for both attacks.

Sometimes volume of fire is far more important than accuracy, though this is so nearly the mastery of both.

Silence of the Void

Activation: *Reaction*

Type: Stealth / Training

Effect: Once per round as a reaction, when this unit kills an enemy unit it may become concealed.

Leave no witnesses.

Sticky Bomb

Requires: *Remote Explosive*

Activation: *Passive*

Type: Stealth / Equipment

Effect: The Remote Explosive may target an enemy unit within range and line of sight instead of a tile. The Remote Explosive attaches itself to that enemy unit without alerting them or revealing this unit. If that enemy unit takes damage, the Remote Explosive is detonated. (It can still be detonated manually.)

This devious modification might well be the ultimate act of battlefield sabotage.

Thrill of the Hunt

Activation: *Passive*

Type: Utility / Training

Effect: Kills made with a ranged weapon add a cumulative +1 Crit Die to all ranged attacks up to a maximum of +3 until the end of the mission.

Take pleasure in a job well executed.

Blademaster

Vanguard → ***Blademaster***

A front-line and melee powerhouse, the Blademaster decimates any entrenched enemy position. Rarely found in Zafir, blademasters have trained for decades, honing their skills to a fine edge. A blademaster in motion is a mesmerizing sight, full of beauty, grace, and blood.

Blademaster is not an official military title or rank, but simply the recognition of complete mastery in close-quarters fighting.

High level Blademasters get access to some of the most brutal and effective combat abilities in the game: Killing Spree, Slayer, and Rapid Fire.

ABILITY LIST

Adrenaline Rush
Disarm
Killing Spree
Leaf on the Wind
Lights Out
Rapid Fire
Slayer
Swordbreaker

Adrenaline Rush

Activation: *Passive*

Type: Defensive / Training

Effect: If this unit killed an enemy unit this turn, the next attack made against it before the beginning of its next turn will automatically miss.

Nothing quite matches the terror of combat and, for the rare few who find it thrilling, every kill is emboldening.

Disarm

Activation: >| **Cooldown:** 3 **Range:** Melee

Type: Melee / Training

Effect: Make a melee attack against a target unit equipped with a primary weapon. If the attack hits, the target unit has its primary weapon removed for the rest of the encounter.

According to the old Sultai saying, the ultimate act of martial prowess is not robbing an enemy of their life, but instead robbing them of their weapon.

Killing Spree

Activation: - **Cooldown:** 4 **Range:** Self

Type: Offensive / Training

Effect: Until the end of this unit's turn, each kill the unit makes with their primary weapon refunds all the actions for that attack. Each kill imposes a cumulative -1 Crit Dice penalty on subsequent attacks.

Whether it's blind rage or a fugue state of cold calculation, the results are the same: you have become a ruthless killer with almost unstoppable momentum.

Leaf on the Wind

Activation: *Passive*

Type: Mobility / Training

Effect: After successfully hitting an enemy unit with a melee attack, the unit may make a free move action.

"Watch how I soar."

Lights Out

Activation: >| **Cooldown:** 3 **Range:** Melee

Type: Melee / Training

Effect: Make a melee attack against a target Living enemy unit. If the attack hits, the target takes no damage but gains Stunned 3 and Disoriented. On a critical hit, the target gains Unconscious.

Winning doesn't always mean killing.

Rapid Fire

Activation: >| **Cooldown:** 3 **Range:** Weapon

Type: Offensive / Training

Effect: Uses 2 primary weapon ammo. Make two ranged attacks against an enemy in range and line of sight with a -1 Aim Dice penalty for both attacks.

Sometimes volume of fire is far more important than accuracy, though this is so nearly the mastery of both.

Slayer

Activation: - **Cooldown:** 4 **Range:** Self

Type: Melee / Training

Effect: The next melee attack this unit makes automatically hits. Until the end of this unit's turn, for each kill made with a melee weapon the unit gains one free melee attack action. Each subsequent melee attack deals a cumulative -2 Damage.

You become a veritable whirlwind of steel with uncanny accuracy.

Swordbreaker

Activation: *Passive*

Type: Support / Training

Effect: Melee attacks made by this unit have +1 Breaking.

While pure strength always helps, it's all about the precise application of leverage at the proper angles.

Eidolon

Berserker → ***Eidolon***

A calmer but no less deadly version of the berserker, the Eidolon has learned to channel the power of their spiritual connection in a more constructive manner. Their battle trance becomes an efficient and clairvoyant dance of death rather than a rage-fueled onslaught. Eidolons often recuse themselves from society, seeking peace far away from busy cities and hubs of civilization, and spend their days communing with the spirits of the past and the future.

Eidolons have access to two ultimate abilities: Avatar and Battlemaster. Avatar allows them to channel a powerful spirit from the depths of the Ether unseen on Zafir for ages, turning them into an incredibly powerful melee fighter for a short time. Battlemaster gives them the opportunity to respond to every enemy attack with an action of their own.

PROFICIENCIES

Heavy Armor

ABILITY LIST

Adrenaline Rush	Improved Dodge
Avatar	Slayer
Battlemaster	Soulbound
Dire Visage	Thrill of the Hunt
Etherwalk	Unbridled Fury

Adrenaline Rush

Activation: *Passive*

Type: Defensive / Training

Effect: If this unit killed an enemy unit this turn, the next attack made against it before the beginning of its next turn will automatically miss.

Nothing quite matches the terror of combat and, for the rare few who find it thrilling, every kill is emboldening.

Avatar

Activation: - **Charges:** U **Range:** Self

Type: Offensive / Spirit Summoning

Effect: *[Ultimate]* Until the beginning of its next turn, this unit gains +5 Speed, +2 Aim, +3 Armor Points, +5 Shield Points, can't use its regular abilities or weapons, and is immune to psychological conditions. It becomes equipped with a Divine Spear (Divine Spear: Range: Adj, Aim Dice: +2, Crit Dice: +1, Damage: d2 + 7, Crit Damage: +3, Special: Holy Weapon) and gains the following bonus abilities: Bladedancer, Dire Visage, Slayer, and Nether Lance.

Overwhelming, all-encompassing and unbelievably empowering, you become a vessel for a pari, a holy spirit from the depths of the Ether thought to be extinct.

Battlemaster

Activation: - **Charges:** U **Range:** Self

Type: Offensive / Training

Effect: *[Ultimate]* Until the beginning of this unit's next turn, every time an enemy unit makes an attack or uses an ability within line of sight, this unit takes a single free action immediately after the enemy unit's action.

"They say that acting is reacting. They're wrong. That's skirmish combat!"

Dire Visage

Activation: *Passive*

Type: Offensive / Training

Effect: Whenever this unit makes an attack against a single Living enemy unit, this unit makes a free Will Attack against that target. *On Success:* Target unit gains Panic. *On Resist:* Target unit becomes immune to further Dire Visage Will Attacks.

You have become utterly terrifying in battle, a single glance in their direction instills fear in the heart of any enemy.

Etherwalk

Activation: - **Cooldown:** 3 **Range:** Self

Type: Mobility / Spirit Summoning

Effect: Until the end of the unit's turn, it may move through solid walls, units, cover, and other battlefield obstacles as if they did not exist. The unit can move vertically for the same movement cost as moving on the ground. The unit must end its turn on an unoccupied tile.

For a few moments, you phase entirely out of reality, shimmering and translucent, as substantial as fog.

Improved Dodge

Requires: *Dodge*

Activation: *Passive*

Type: Defensive / Training

Effect: When using the Dodge reaction, gain +2 Dodge Dice.

Your ability to anticipate danger is heightened to a supernatural sixth-sense.

Slayer

Activation: - **Cooldown:** 4 **Range:** Self

Type: Melee / Training

Effect: The next melee attack this unit makes automatically hits. Until the end of this unit's turn, for each kill made with a melee weapon the unit gains one free melee attack action. Each subsequent melee attack deals a cumulative -2 Damage.

You become a veritable whirlwind of steel with uncanny accuracy.

Soulbound

Requires: *Battle Trance*

Activation: *Passive*

Type: Offensive / Training

Effect: Battle Trance lasts 1 additional turn and its cooldown is increased to 5. This unit is immune to Exhausted.

The battle trance intensifies to a point that would exhaust any normal person, but instead leaves the subject rejuvenated and refreshed.

Thrill of the Hunt

Activation: *Passive*

Type: Utility / Training

Effect: Kills made with a ranged weapon add a cumulative +1 Crit Die to all ranged attacks up to a maximum of +3 until the end of the mission.

Those who take satisfaction from doing a good job and then those who take pure pleasure from the work that they do.

Unbridled Fury

Activation: >| **Cooldown:** 5 **Range:** Adjacent

Type: Melee / Training

Effect: Make a melee attack against each enemy unit within Adjacent range. (Do not make a free move action as part of these attacks.)

A sudden outburst of furious, violent energy, it's hard to tell if this is the result of extensive training or pure, pent-up rage.

Gaian Sentinel

Paladin → ***Gaian Sentinel***

A specially trained elite branch of the Paladins, Gaian Sentinels are master life mages in addition to heavy weapons experts. Through millennia of secret teachings passed down through generations of paladins, the Gaian Sentinels have access to life magic beyond the ken of even the most powerful archmages of Zafir. The Sentinels, through secret rituals and practices, have an intimate, personal relationship with the Earth Goddess Gaia herself.

Gaian Sentinels may gain up to three, unique Ultimate Abilities relating to their close relationship with Gaia. Earth Mother allows the Sentinel to massively improve the fighting capabilities of their allies through an ultra-pure outpouring of love and devotion. Warrior Goddess transforms the Gaian Sentinel into a perfect protector, capable of destroying all threats. Finally, Terror Eater brings forth the cosmic, visceral, hungry, and destructive aspects of Gaia in the form of utter fear.

ABILITY LIST

- Adrenaline Rush
- **Earth Mother**
- Empowered Healing
- Empowered Resurrection
- Resurrect
- **Terror-Eater**
- **Warrior Goddess**
- Watchful Guardian

Adrenaline Rush

Activation: *Passive*

Type: Defensive / Training

Effect: If this unit killed an enemy unit this turn, the next attack made against it before the beginning of its next turn will automatically miss.

Nothing quite matches the terror of combat and, for the rare few who find it thrilling, every kill is emboldening.

Earth Mother

Activation: >| **Charges:** U **Range:** Long

Type: Support / Life Magic

Effect: *[Ultimate]* All allied units in range gain the A Mother's Love condition for 3 turns. [A Mother's Love] The affected unit is immune to psychological effects, has +3 Aim, has +3 Will when resisting Will Attacks, and heals +1 HP every turn.

To feel A Mother's Love is to feel an almost overwhelming surge of mental and physical energy, banishing all fear and numbing every wound.

Empowered Healing

Requires: *Heal Wounds*

Activation: *Passive*

Type: Healing / Life Magic

Effect: Heal Wounds gains +2 charges and its healing is increased to 5 HP + 1 HP per this unit's Will.

That same magic that closes wounds and clears concussion now extracts bullets and bonds shattered bones.

Empowered Resurrection

Requires: *Resurrect*

Activation: *Passive*

Type: Healing / Life Magic

Effect: Resurrect removes all negative conditions and heals the target unit to Max HP.

With nothing more than a gesture, this astonishing example of magic bathes the target in a warm, blue glow and that quickly channels away all pain and discomfort.

Resurrect

Activation: > **Charges:** 1 **Range:** Long

Type: Healing / Life Magic

Effect: Target allied unit gains 4 HP. Remove Out of Action, Bleeding Out, and Unconscious.

A wash of gentle blue light flows over the target, healing even life-threatening injuries and alleviating the worst of the pain.

Terror-Eater

Activation: >| **Charges:** U **Range:** Medium

Type: Offensive / Earth Magic

Effect: *[Ultimate]* This unit makes a will attack against every Living or Animated enemy unit in range. *On Success:* target unit becomes mind controlled until the end of this unit's next turn, *On Resist:* target unit gains Panic. This unit heals +1 HP for each unit targeted by this ability and gains Exhausted.

One of the most powerful examples of divine magic ever unleashed, this horrifying assault has turned whole armies on their heels. Inspired by Terror of the Stratosfiend by Sean Richer and included in Zafir as a collaboration between the authors. Thanks Sean!

Warrior Goddess

Activation: > **Charges:** U **Range:** Self

Type: Offensive / Earth Magic

Effect: *[Ultimate]* Until the end of its turn, this unit's attacks have +3 Aim Dice, +3 Crit Dice, +5 Piercing, and apply Shattered on hit. Addtionally, each kill the unit makes refunds all the actions for that attack, but each kill imposes a cumulative -1 Crit Dice penalty on subsequent attacks.

This truly astounding enchantment transforms the unit into a single-minded avatar of destruction.

Watchful Guardian

Activation: *Passive*

Type: Defensive / Training

Effect: If this unit hits with an Overwatch attack, roll a d6. On a result of 3+, they immediately gain another Overwatch shot.

The sharpest eyes inspire the speediest hands.

Netherwalker

Warlock → ***Netherwalker***

So attuned the spiritist has become to the shifting chaos of the Nether that they may walk into it freely, fearing no daeva. The Netherwalker is among the most powerful daeva-summoners on Zafir, and only a handful exist at this power-level.

Netherwalkers and Void Conduits have attuned themselves so well to the vibrations of the universe that they may now use a Magitech Theremin to resonate the Spheres into alignment. A Magitech Theremin requires the user to precisely manipulate the tone with their hands and body but allows a much greater variety and power of tones.

Netherwalkers are masters of mind control. They have access to two Ultimate Abilities, Shackle and Unleashed. Shackle allows them to permanently mind control a unit for the remainder of the mission. Unleashed is the most powerful corpse-raising ability in the game and allows them to mind control every corpse on the battlefield.

ABILITY LIST

- Improved Impersonator
- Improved Legion
- Nether Lance
- Nether Mastery 2
- Nether Rift
- **Shackle**
- **Unleashed**
- Veil Prison

Improved Impersonator

Requires: *Impersonator*

Activation: *Passive*

Type: Defensive / Spirit Summoning

Effect: When this unit uses Impersonator, it immediately becomes concealed.

And in a flash, you're gone.

Improved Legion

Requires: *Legion*

Activation: *Passive*

Type: Offensive / Spirit Summoning

Effect: Animate Ghuls now creates up to three Ghuls instead of Legion Ghuls, and the maximum number of Ghuls this unit may control is increased to 6.

You delve deeper into the Nether to drag stronger daeva into the real world.

Nether Lance

Activation: >| **Cooldown:** 5 **Range:** Long

Type: Offensive / Daeva Summoning

Effect: Target all enemy units in a line 1 tile wide and 24 tiles long. Deal 8 Nether damage to all targets.

A purple-black tear in reality slices through everything in its path, before vanishing as if it never was.

Nether Mastery 2

Activation: *Passive*

Type: Offensive / Daeva Summoning

Effect: Nether damage done by this unit is further increased by +2.

You become like a conduit for the power of the Nether. The whispers never stop, you always hear them.

Nether Rift

Requires: *Mind Flay*

Activation: >| **Cooldown:** 5 **Range:** Long

Type: Offensive / Daeva Summoning

Effect: Target a radius 4 circular area. All enemy units in the zone take 6 Nether damage. For each Living enemy unit in the zone, roll a d6. On a 4+, use Mind Flay on that unit.

A mental assault from outside of this realm, this rips open minds in the same way that it rips the fabric between realities.

Shackle

Activation: >| **Cooldown:** 4 **Charges:** U
Range: Long

Type: Offensive / Daeva Summoning

Effect: *[Ultimate]* Make a will attack against a Living or Animated enemy unit. *On Success:* target unit becomes Mind Controlled. *On Resist:* no effect, the ability charge is refunded.

A powerful and devious act of control executed with a cold, even cruel efficiency.

Unleashed

Requires: *Animate Ghul*

Activation: >| **Charges:** U

Type: Offensive / Daeva Summoning

Effect: *[Ultimate]* Use Animate Ghul on every living enemy unit's corpse on the battlefield. Until the end of the mission, there is no limit to the number of Ghuls or Legion Ghuls this unit may control.

You can't help but laugh maniacally as your discordant tones shriek through the air, ripping daeva from the Nether and forcing them into dead bodies all around you.

Veil Prison

Activation: >| **Cooldown:** 4 **Range:** Medium

Type: Debuff / Daeva Summoning

Effect: Traps target enemy unit in the space between worlds for 2 turns, immobilizing it (may not make move actions) and dealing 2 Nether damage per turn, healing this unit for the same amount. Spending Focus when using this ability increases the duration by 1 turn per Focus spent.

This horrible banishment drags your enemy outside of reality and into a painful, torturous nothingness.

Reaper

Sniper → ***Reaper***

Like swaths of grain do the enemies of the Reaper fall before them. They wield their long-rifles as a scythe, cutting down all foes as easily as chaff blown on the wind. They are never seen and only heard as the crack of a bullet from nowhere. Reapers are the ultimate long-range snipers.

Reapers can get two Ultimate Abilities, Battlemaster and Eradicate. Battlemaster allows the Reaper to respond instantly to any enemy threat. Eradicate allows them to remove one threat from existence, no matter how powerful.

ABILITY LIST

Battlemaster
Eradicate
Exterminate
Kill Shot 3
Killing Spree
Trophy Hunting
Unwavering

Battlemaster

Activation: - **Charges:** U **Range:** Self

Type: Offensive / Training

Effect: *[Ultimate]* Until the beginning of this unit's next turn, every time an enemy unit makes an attack or uses an ability within line of sight, this unit takes a single free action immediately after the enemy unit's action.

"They say that acting is reacting. They're wrong. That's skirmish combat!"

Eradicate

Activation: >| **Charges:** U **Range:** Weapon

Type: Offensive / Training

Effect: *[Ultimate]* Target an enemy unit within range and line of sight. Make ranged attacks with a primary weapon against the target unit until it is dead or the weapon is out of ammo (free reloads permitted).

Utterly destroyed.

Exterminate

Requires: *Eradicate*

Activation: *Passive*

Type: Offensive / Training

Effect: When using Eradicate, if the target unit dies and this unit's primary weapon still has ammo or free reloads remaining, it may target a new enemy unit within range and line of sight and continue attacking.

"Who's next?"

Kill Shot 3

Requires: *Kill Shot 2*

Activation: *Passive*

Type: Offensive / Training

Effect: Kill Shot now has no Aim Dice penalty.

Nothing distracts the most practised sharpshooter, even deep in the midst of intense battle.

Killing Spree

Activation: - **Cooldown:** 4 **Range:** Self

Type: Offensive / Training

Effect: Until the end of this unit's turn, each kill the unit makes with their primary weapon refunds all the actions for that attack. Each kill imposes a cumulative -1 Crit Dice penalty on subsequent attacks.

Whether it's blind rage or a fugue state of cold calculation, the results are the same: you have become a ruthless killer with almost unstoppable momentum.

Trophy Hunting

Activation: *Passive*

Type: Offensive / Training

Effect: Each kill made by the unit gives +1 Crit Dice to all attacks, up to a maximum of +5.

One, two, shoot a few. Three, four, hunt some more.

Unwavering

Activation: *Passive*

Type: Offensive / Training

Effect: At the beginning of this unit's turn, if it did not move last turn, gain a cumulative +1 Aim Dice and +1 Crit Dice bonus, up to a maximum of +3. Lose this bonus if the unit moves.

The best things come to those who wait. That includes sniping opportunities.

Siegebreaker

Heavy Gunner → ***Siegebreaker***

When the enemy's defenses seem insurmountable, when all fear to attack a fortification, or when the strongest bulwark needs pulling down, that's when you call in a Siegebreaker. Formalized as a military role towards the end of the Blue War, Siegebreakers are masters of destruction.

The Siegebreaker has access to only one Ultimate Ability, Battlemaster, which allows them to respond instantly to any threat. Despite their limited options for Ultimate Abilities, they can use several of the most destructive and damaging abilities in the game, unique to the Siegebreaker.

ABILITY LIST

Artillery Strike	Dire Visage
Battlemaster	Full Auto
Breaker 3	Volley

Artillery Strike

Activation: >| **Cooldown:** 5 **Range:** Weapon

Type: Offensive / Training

Effect: Uses 3 primary weapon ammo. Target a radius 4 circular area. Make an attack against each enemy unit in the zone (without requiring additional ammo), and destroy all cover in the zone if possible.

Indirect fire with extremely direct results.

Battlemaster

Activation: - **Charges:** U **Range:** Self

Type: Offensive / Training

Effect: *[Ultimate]* Until the beginning of this unit's next turn, every time an enemy unit makes an attack or uses an ability within line of sight, this unit takes a single free action immediately after the enemy unit's action.

"They say that acting is reacting. They're wrong. That's skirmish combat!"

Breaker 3

Requires: *Breaker 2*

Activation: *Passive*

Type: Support / Training

Effect: Attacks with this unit's primary ranged weapon have additional +1 Breaking.

A punishingly powerful projectile. Specially-crafted ammunition like this could tear through anything.

Dire Visage

Activation: *Passive*

Type: Offensive / Training

Effect: Whenever this unit makes an attack against a single Living enemy unit, this unit makes a free Will Attack against that target. *On Success:* Target unit gains Panic. *On Resist:* Target unit becomes immune to further Dire Visage Will Attacks.

You have become utterly terrifying in battle, a single glance in their direction instills fear in the heart of any enemy.

Full Auto

Activation: >| **Cooldown:** 3 **Range:** Weapon

Type: Offensive / Training

Effect: Uses 3 primary weapon ammo. Make an attack that, if it hits, is guaranteed a critical hit. If the attack hits, target unit gains Shattered.

"Sometimes you just have to let it rip."

Volley

Activation: *Passive*

Type: Explosives / Training

Effect: Using a Grenade or Heavy Weapon as this unit's first action does not end its turn.

"GET DOWN. OH, AND COVER YOUR EARS TOO."

Tempest

Dervish → ***Tempest***

Still of mind and perfectly connected to the power of the Sky, the Tempest is a mighty storm upon the battlefield. Their focus is unparalleled and their strikes are legendary. Only the greatest, wisest, and most-disciplined Dervishes ascend to the rank of Tempest.

The Tempest may gain their unique Ultimate Ability: Triumvirate, which allows them to split into three powerful arcane warriors.

ABILITY LIST

- Adrenaline Rush
- Channelled Focus
- Improved Assisted Focus
- Improved Dodge
- Slayer
- Total Concentration
- Transpose
- **Triumvirate**

Adrenaline Rush

Activation: *Passive*

Type: Defensive / Training

Effect: If this unit killed an enemy unit this turn, the next attack made against it before the beginning of its next turn will automatically miss.

Nothing quite matches the terror of combat and, for the rare few who find it thrilling, every kill is emboldening.

Channelled Focus

Requires: *Focus*

Activation: › **Range:** Self

Type: Utility / Arcane Magic

Effect: This unit may spend any number of Focus points to reduce the cooldown of one of its abilities that is on cooldown by a number of turns equal to the Focus points spent.

Past a certain point, so many critical exercises become nothing more than muscle memory.

Improved Assisted Focus

Requires: *Assisted Focus*

Activation: *Passive*

Type: Utility / Training

Effect: Assisted Focus now provides a bonus Focus point each time an allied unit kills an enemy unit, without rolling a d6.

Strengthened by your allies' brutality!

Improved Dodge

Requires: *Dodge*

Activation: *Passive*

Type: Defensive / Training

Effect: When using the Dodge reaction, gain +2 Dodge Dice.

Your ability to anticipate danger is heightened to a supernatural sixth-sense.

Slayer

Activation: - **Cooldown:** 4 **Range:** Self

Type: Melee / Training

Effect: The next melee attack this unit makes automatically hits. Until the end of this unit's turn, for each kill made with a melee weapon the unit gains one free melee attack action. Each subsequent melee attack deals a cumulative -2 Damage.

You become a veritable whirlwind of steel with uncanny accuracy.

Total Concentration

Requires: *Focus*

Activation: *Passive*

Type: Utility / Training

Effect: Instead of earning Focus points for kills, this unit gains one Focus point each time they deal damage to an enemy unit. (If multiple units are damaged by a single attack or ability, the unit gains a number of Focus points equal to the number of units that took damage.)

Reach an unparalleled state of complete focus.

Transpose

Activation: - **Cooldown:** 3 **Range:** Medium

Type: Mobility / Arcane Magic

Effect: This unit and any other unit (ally or enemy) exchange places. May not target units with the Large ability.

An advanced interpretation of teleportation, this is as ingenious as it is disorienting.

Triumvirate

Activation: > **Charges:** U **Range:** Short

Type: Offensive / Arcane Magic

Effect: *[Ultimate]* Create two clones of this unit on unoccupied tiles within range that last for 3 turns. The clones have HP, Armor Points, and Shield Points equal to this unit. The clones each have Arcane Strike active, but of the two other damage types this unit did not choose at the start of this encounter (e.g. if this unit chose Fire, the two clones would have Lightning and Arcane, respectively). Focus points and any Psychological conditions are shared among this unit and both clones. The clones cannot use any active abilities, but they may use reactions and this unit's passive abilities affect their attacks. This unit controls the clones on their turn. If this unit has their hit points reduced to zero while the clones are active, they immediately become one of the other clones that they choose (their Arcane Strike damage type changes, they take on the HP, Armor Points, and Shield Points of the clone, and they are still able to use their own abilities).

Inside each of us are three forms of power. You have learned to unleash them all.

Trigger Mage

Gunslinger → ***Trigger Mage***

Already a skilled pistolier, the Trigger Mage has discovered within themselves a natural capacity for arcane magic. Trigger Magic is a very new school of magic practiced by only a few dozen mages and gunslingers across Zafir. Using their innate talent for manipulating magical energy, the Trigger Mage imbues every shot with arcane power and can learn to use their pistols to deliver deadly elemental magic along with the bullet.

Trigger Mages do not gain Ultimate Abilities, but have access to a wide range of magic damage types and powerful multi-attack abilities.

PROFICIENCIES

Arcane Magic, Fire Magic, Lightning Magic, Void Magic

STARTING ABILITIES

Trigger Magic

Activation: *Passive*

Type: Support / Arcane Magic

Effect: Ranged attacks made by this unit do Arcane damage. All attacks that deal damage made with secondary ranged weapons apply Marked (note this is different from Arcane Target Marker).

Every single round is transformed before it leaves the barrel of the weapon, infused with luminous magical energy.

ABILITY LIST

Adrenaline Rush
Channelled Focus
Desperado
Dire Visage
Fire Blast
Focus
Improved Trigger Magic
Killing Spree
Shock Blast
Vitality Blast
Void Blast

Adrenaline Rush

Activation: *Passive*

Type: Defensive / Training

Effect: If this unit killed an enemy unit this turn, the next attack made against it before the beginning of its next turn will automatically miss.

Nothing quite matches the terror of combat and, for the rare few who find it thrilling, every kill is emboldening.

Channelled Focus

Requires: *Focus*

Activation: > **Range:** Self

Type: Utility / Arcane Magic

Effect: This unit may spend any number of Focus points to reduce the cooldown of one of its abilities that is on cooldown by a number of turns equal to the Focus points spent.

Past a certain point, so many critical exercises become nothing more than muscle memory.

Desperado

Activation: >| **Cooldown:** 3 **Range:** Weapon

Type: Offensive / Training

Effect: The unit fires their equipped secondary ranged weapon 5 times at the same target enemy unit. (Akimbo does not activate when this ability is used.)

"Just!" BANG "die!" BANG "already!" BANG BANG BANG

Dire Visage

Activation: *Passive*

Type: Offensive / Training

Effect: Whenever this unit makes an attack against a single Living enemy unit, this unit makes a free Will Attack against that target. *On Success:* Target unit gains Panic. *On Resist:* Target unit becomes immune to further Dire Visage Will Attacks.

You have become utterly terrifying in battle, a single glance in their direction instills fear in the heart of any enemy.

Fire Blast

Requires: *Trigger Magic*

Activation: > **Cooldown:** 1 **Range:** Self

Type: Offensive / Fire Magic

Effect: The unit may deactivate this ability as a free action. While this ability is active, Trigger Magic's damage type changes to Fire and successful hits with secondary ranged weapons apply Burning to the target instead of Marked.

Ensorceled with magic directly from the sun god, a piercing beam of bright light erupts from the end of the barrel, followed by a firebolt so fast and so bright it leaves dim traces across your vision when you close your eyes.

Focus

Activation: *Passive*

Type: Utility / Training

Effect: This unit may now gain Focus points up to a maximum of 2 points. Each kill this unit makes earns it 1 Focus Point. Focus points add +1 damage to any attack that does Arcane, Fire, Lightning, Nether, or Void damage and +1 healing to any Life Magic ability that heals HP.

Utility: Once per day, the unit may add +1 Skill Dice to any Skill Action.

Temporarily drown out the din of battle to connect with your inner energies.

Improved Trigger Magic

Requires: *Trigger Magic*

Activation: *Passive*

Type: Offensive / Arcane Magic

Effect: Ranged attacks made with secondary weapons while Trigger Magic is active can be made at Medium range.

Bullets propelled by magic go further and faster.

Killing Spree

Activation: - **Cooldown:** 4 **Range:** Self

Type: Offensive / Training

Effect: Until the end of this unit's turn, each kill the unit makes with their primary weapon refunds all the actions for that attack. Each kill imposes a cumulative -1 Crit Dice penalty on subsequent attacks.

Whether it's blind rage or a fugue state of cold calculation, the results are the same: you have become a ruthless killer with almost unstoppable momentum.

Shock Blast

Requires: *Trigger Magic*

Activation: > **Cooldown:** 1 **Range:** Self

Type: Offensive / Lightning Magic

Effect: The unit may deactivate this ability as a free action. While this ability is active, Trigger Magic's damage type changes to Lightning and successful critical hits with secondary ranged weapons apply Stunned 2 instead of Marked on regular hits.

The awesome power of the sky, manifested in white-blue arcs of energy, spit from the end of the gun, arcing across the space from shooter to target in a deadly instant.

Vitality Blast

Requires: *Trigger Magic*

Activation: › **Cooldown:** 1 **Range:** Self

Type: Healing / Life Magic

Effect: The unit may deactivate this ability as a free action. While this ability is active, Trigger Magic does not deal damage but instead heals the target unit for half the damage rounded down, and on critical hits Restores the target (remove all negative psychological effects).

"Ah don't shoot, what are you--?! Oh that feels nice, thank you."

Void Blast

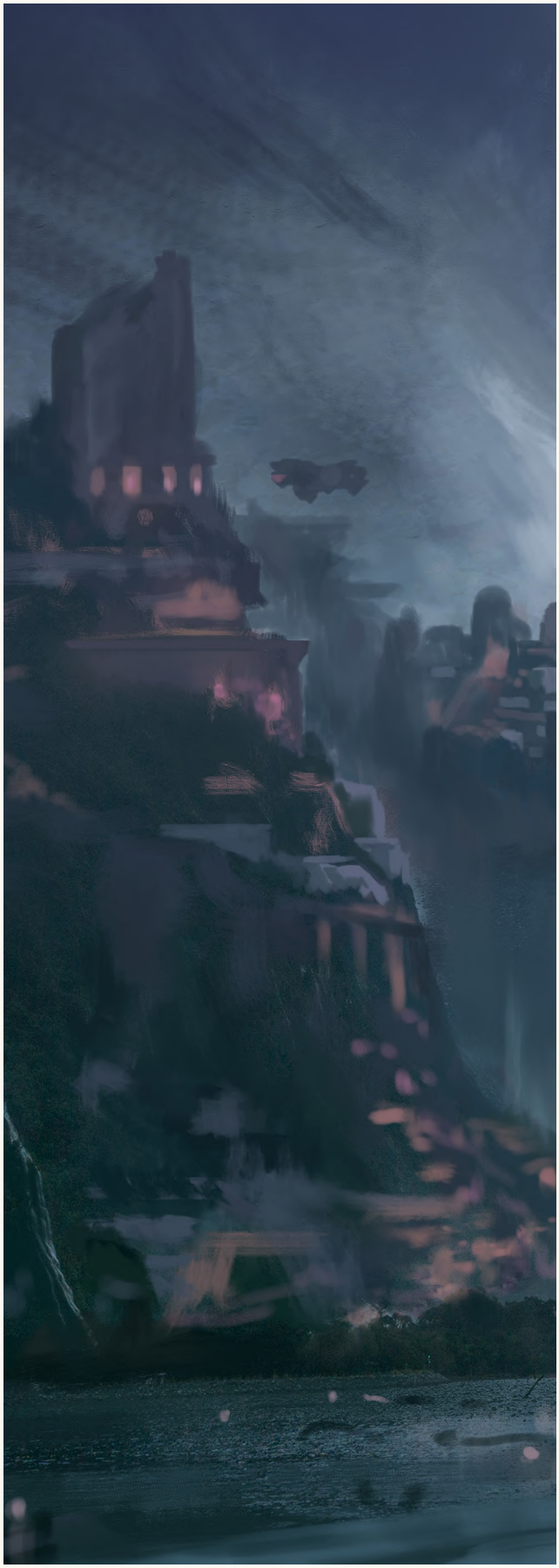
Requires: *Trigger Magic*

Activation: › **Cooldown:** 1 **Range:** Self

Type: Offensive / Void Magic

Effect: The unit may deactivate this ability as a free action. While this ability is active, Trigger Magic's damage type changes to Void, successful hits with secondary ranged weapons apply Disoriented instead of Marked, and successful critical hits with secondary ranged weapons apply Shattered.

The shooter aims, pulls the trigger. Time slows. Everything seems to just... stop. Only the bullet moves, leaving a trail of blackness glittering with stars. It is inevitable. First everything goes gray, then black. Then nothing.



Void Conduit

Warden → ***Void Conduit***

Only a few short years ago, a small, exclusive group of powerful spiritists met to discuss the perfection of their art. Over months of methodical testing and experimentation, they discovered that the secret to unlocking the full potential of the Ether was to channel the energy of the Void through the spiritist's soul while resonating with the spiritual realm. Thus, the Void Conduit was born. Only the most powerful spiritists with command of the Ether can become a Void Conduit, and then only with special training to channel the Void.

Netherwalkers and Void Conduits have attuned themselves so well to the vibrations of the universe that they may now use a Magitech Theremin to resonate the Spheres into alignment. A Magitech Theremin requires the user to precisely manipulate the tone with their hands and body but allows a much greater variety and power of tones.

The Void Conduit has access to two Ultimate Abilities, Avatar and Mass Guidance. Avatar allows them to channel a powerful spirit from the depths of the Ether unseen on Zafir for ages, turning them into an incredibly powerful melee fighter for a short time. Mass Guidance, unique to the Void Conduit, allows them to imbue all of their allies with perfect knowledge of the next few seconds, massively boosting their combat skills for a vital moment.

ABILITY LIST

Avatar
Etherwalk
Improved Impersonator
Improved Premonition

Mass Guidance
Phantom Grasp
Phase Shift
Veil Prison

Avatar

Activation: - **Charges:** U **Range:** Self

Type: Offensive / Spirit Summoning

Effect: *[Ultimate]* Until the beginning of its next turn, this unit gains +5 Speed, +2 Aim, +3 Armor Points, +5 Shield Points, can't use its regular abilities or weapons, and is immune to psychological conditions. It becomes equipped with a Divine Spear (Divine Spear: Range: Adj, Aim Dice: +2, Crit Dice: +1, Damage: d2 + 7, Crit Damage: +3, Special: Holy Weapon) and gains the following bonus abilities: Bladedancer, Dire Visage, Slayer, and Nether Lance.

Overwhelming, all-encompassing and unbelievably empowering, you become a vessel for a pari, a holy spirit from the depths of the Ether thought to be extinct.

Etherwalk

Activation: - **Cooldown:** 3 **Range:** Self

Type: Mobility / Spirit Summoning

Effect: Until the end of the unit's turn, it may move through solid walls, units, cover, and other battlefield obstacles as if they did not exist. The unit can move vertically for the same movement cost as moving on the ground. The unit must end its turn on an unoccupied tile.

For a few moments, you phase entirely out of reality, shimmering and translucent, as substantial as fog.

Improved Impersonator

Requires: *Impersonator*

Activation: *Passive*

Type: Defensive / Spirit Summoning

Effect: When this unit uses Impersonator, it immediately becomes concealed.

And in a flash, you're gone.

Improved Premonition

Activation: *Passive*

Type: Defensive / Spirit Summoning

Effect: Premonition's Dodge Dice Pool is now equal to the number of this unit's Focus Points plus 3.

But when will "now", be "then"? Soon!

Mass Guidance

Requires: *Guidance*

Activation: >| **Charges:** U **Range:** Medium

Type: Support / Spirit Summoning

Effect: *[Ultimate]* All allied units within range gain +5 Aim Dice and +4 Crit Dice until the end of the round.

Every ally hears gentle whispers from the Ether, guiding their thoughts, and feels subtle tugs of assistance pulling upon their weapons and even their person.

Phantom Grasp

Activation: >| **Cooldown:** 3 **Range:** Medium

Type: Support / Spirit Summoning

Effect: Target a radius 4 circular area. Every enemy unit within the area of effect has Overwatch removed and becomes immobilized (may not make move actions) until the end of its next turn.

The invisible, chilling, and unyielding grasp of the Ether stretches out to hold firm everything within its reach.

Phase Shift

Activation: *Reaction*

Type: Defensive / Spirit Summoning

Effect: Once per round as a reaction, when this unit takes damage it may immediately make a single Etherwalk move action.

Spirits from the Ether immediately respond to pull the injured out of danger, even out of our reality.

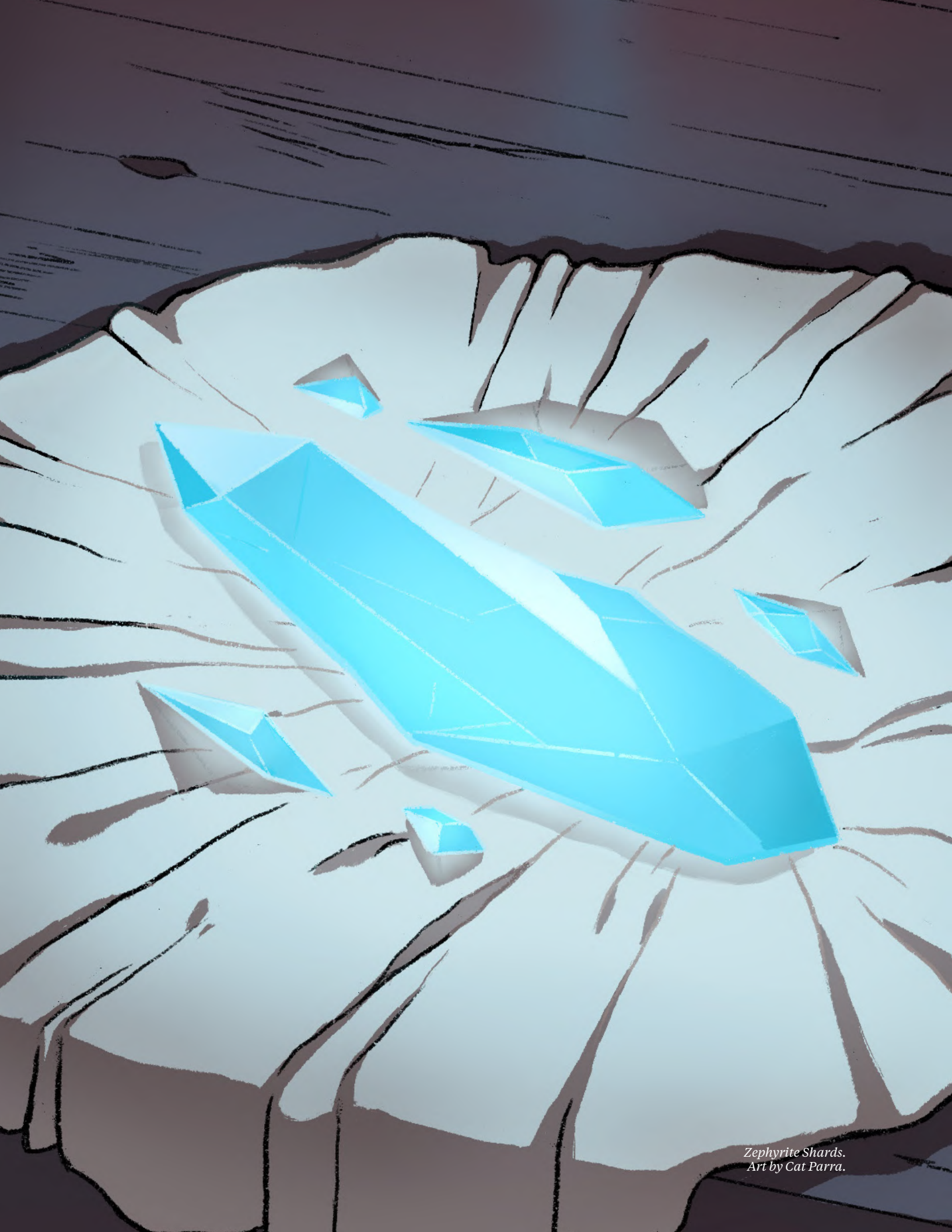
Veil Prison

Activation: >| **Cooldown:** 4 **Range:** Medium

Type: Debuff / Daeva Summoning

Effect: Traps target enemy unit in the space between worlds for 2 turns, immobilizing it (may not make move actions) and dealing 2 Nether damage per turn, healing this unit for the same amount. Spending Focus when using this ability increases the duration by 1 turn per Focus spent.

This horrible banishment drags your enemy outside of reality and into a painful, torturous nothingness.



Zephyrite Shards.
Art by Cat Parra.

6

Equipment & Items

Equipment Slots

Characters can equip weapons, armor, and items to help them survive and succeed on the battlefield. Each character has four types of equipment they can equip: a primary weapon, a secondary weapon, a suit of body armor, and a piece of headgear. Only equipment of that type can be equipped in the equipment slot, so a character isn't allowed to equip two primary weapons or two different pieces of headgear. They also can't equip a primary weapon in a secondary weapon slot and vice versa.

Primary Weapon: The primary weapon or special equipment used by this unit.

Secondary Weapon: A smaller sidearm or melee weapon.

Body Armor: The clothing and armor worn by the unit. The unit's equipped body armor adds a number of pockets that can be equipped with items.

Headgear: An additional item worn on the unit's head or face.

Primary weapons are the character's main tool for dealing damage. When the primary weapon is equipped, it's assumed that the character is carrying enough ammo for the whole mission with them as well. The mage's and the spiritist's special equipment, the arcane focus and the spiritual resonator, count as primary weapons and must be equipped in the primary weapon slot, despite not actually being weapons.

A character can also equip a secondary weapon, like a sidearm or melee weapon. Secondary weapons are equipped in a sheath or holster and accessible at a moment's notice.

To protect themselves, each character can equip a suit of body armor. Body armor comes in a variety of styles, but any body armor entry in the table below counts as one piece of equipment and is equipped in the body armor slot. The character can wear whatever clothes they like under their equipped body armor.

Headgear can provide a range of benefits for the wearer: simple protection, built-in optics, or other magical powers.

Proficiency

Not all characters are able to use every weapon or type of body armor. Your character will have a set of proficiencies granted to them by their class and

experience level. To equip a weapon or body armor the character must have the required proficiency listed in item entry in the item tables.

Pockets & Hardpoints

Body Armor also provides pockets for items and some suits of heavy armor provide a hardpoint to which the character can mount a heavy weapon. The types of pockets are restricted to different kinds of items and the hardpoint can only mount heavy weapons.

Utility Pockets: Utility item pockets can hold utility items or grenades. All suits of body armor have at least one utility pocket.

Ammo Pocket: The ammo pocket can only hold Special Ammo up to a maximum of 5 reloads worth.

Hardpoint: This hardpoint can hold a Heavy Weapon so long as it is not higher tier than the armor.

Grenade Pocket: The Sapper class has a special ability that allows them to carry an additional grenade item in a special grenade pocket.

Items

In battle, having the right item can turn the tide in your favor. Characters can bring a number of items with them on the mission so long as they fit in the pockets of their body armor or attach to their heavy armor's hardpoint.

Utility Items: Utility items serve many purposes and have a variety of uses. This is the catch-all term for any item that doesn't fall into the other categories.

Grenades: Any thrown, area effect weapon with a single use is considered a grenade.

Special Ammo: Special Ammo can be equipped in the Ammo Pocket. This represents the extra space needed to store all the primary weapon's ammo in the special version. Up to five reloads worth of Special Ammo can be stored in the Ammo pocket and taken on a mission.

Heavy Weapons: Heavy Weapons are powerful but single use items that can have a devastating impact on the battlefield. They're too big and cumbersome to be carried by hand and must be attached to heavy armor.

Item Charges

During a mission, an item has a number of charges. This represents the number of times it can be used before it's depleted. For grenades, this represents the number of that type of grenade the unit is carrying. For medkits, it indicates how many times the medkit can be used until it's not useful anymore. For a magic crystal, it represents the number of times its magical energy can be used before it becomes depleted. For electrical devices, it represents how many times they can be activated before their power runs out, and must be recharged between missions.

Mods

Most equipment can be modified with add-ons, attachments, or accessories.

Adding a mod takes up a mod slot on the piece of equipment. The equipment's entry in the item table shows how many mod slots it has. Mods also have a Slot Type. This is the area or part of the equipment where the mod is placed or installed. Equipment with multiple mod slots cannot have two mods with the same slot type.

Mods may be removed to make room for other mods.

> ***Example:*** *Kira's Stormblade has two mod slots. She can't put both a Serrated Blade and Vibroblade mod on the sword at the same time, because those mods' slot type are both "blade". Instead of the Vibroblade, she could add a Parrying Hilt, which occupies the "hilt" slot and doesn't conflict with the blade mod. Tiz wants to put both an autoloader and an extended magazine on her Arcanite Autorifle. This works fine because the mods use different mod slots, "accessory" and "magazine".*

Equipment Tiers

The equipment and items lists are separated into three distinct tiers of equipment. Tier 1 gear is appropriate for character levels 1-5, Tier 2 for levels 6-10, and Tier 3 for levels 11 and higher.

The GM may award items that are in a higher tier than your character level, and your character can equip those items so long as they have the required proficiency, but in general you will not be allowed to purchase items at a higher tier than your character's level permits.

Legendary Tier weapons and mods may only be given or found at the GM's discretion. They are among the most powerful weapons and equipment in the history of Zafir.

Equipment List

Weapons

The weapon tables below for primary weapons, secondary weapons, and legendary weapons all use the same format.

Weapon Entry Fields

Name: The name of the weapon.

Range: Range category for this weapon.

Aim Dice: How many aim dice are added to the attack roll when using this weapon.

Crit Dice: How many crit dice are added to the attack roll when using this weapon.

Damage: How many points of damage this weapon deals when it makes a successful attack.

Crit Damage: How many bonus points of damage this weapon deals when it makes a successful critical hit.

Ammo: The amount of ammo this weapon holds in its magazine. The value represents the number of times the unit can attack with this weapon before they need to reload, not the actual number of bullets in the magazine.

Mod Slots: The number of mods that can be attached to this weapon.

Special: Unique properties or rules for this weapon.

Proficiency: The proficiency required to equip this weapon.

Price: The average cost of this weapon when buying it new from a vendor. Weapons marked with an asterisk (*) are rare, experimental, or otherwise hard to obtain. They cannot be purchased from a vendor and must be acquired by other means.

Weapon Special Properties

Blunt: No Blade slot mods allowed: This melee weapon doesn't have a blade, so no melee weapon mods with the slot type of "Blade" are allowed to be put on this weapon.

Breaking X: Attacks gain Breaking X: This weapon is specially designed to destroy armor. Attacks made with this weapon get Breaking X, where X is specified in the special field of the weapon's entry.

Fire Damage: Instead of ballistic or slashing damage, this weapon does Fire damage.

Flaming Weapon: On Crit, target gains Burning: This weapon is constantly aflame and can set targets on fire. On successful critical hits, the target unit gains Burning.

Lightning Damage: Instead of ballistic or slashing damage, this weapon does Lightning damage.

Lightweight X: +X Speed: The weapon is designed to be lightweight and easy to carry. While the weapon is equipped, the unit has +X Speed, where X is specified in the special field of the weapon's entry.

Move or Fire: Takes 2 actions to Attack or Overwatch: This weapon is heavy, cumbersome, and requires time to set up before it can be fired accurately. The unit must use both of its actions to make Attacks with this weapon or go into Overwatch.

Single-shot: No Magazine slot mods allowed: This weapon doesn't use a magazine to hold

Left to right, from top: Autorifle, SMG, Shotgun, Autocannon, Sniper Rifle, Sword. Art by Biagio D'Alessandro.

its ammunition. No ranged weapon mods with the slot type of "Magazine" are allowed to be put on this weapon.

Point Blank: +1 Aim at Adjacent range: This weapon is deadly at very short ranges. Attacks made within 1.5 tiles get a bonus +1 Aim Die.

Seeking: Prevent enemy reactions (including Dodge or Overwatch): This weapon uses magitech or spirits to actively seek targets. When being attacked by a unit with this weapon, the target unit may not use any Reactions.

Silent: While concealed, Attacks do not reveal this unit: This weapon is inherently silent when firing. Attacks made with this weapon while the attacking unit is concealed do not reveal the unit or their allies.

Stun Weapon X: On Crit, target gains Stunned X: On a successful critical hit with this weapon, the target unit gains Stunned X, where X is specified in the special field of the weapon's entry.

Versatile: Attack action does not end turn: This weapon is highly versatile and easy to use. When the unit attacks with this weapon, it does not automatically end their turn.

Legendary Weapon Special Properties

Holy Weapon: Guaranteed critical hits on Animated and Undead units: This weapon is blessed by the gods themselves to wreak their vengeance upon the world. Attacks against units of the Animated or Undead types roll no Crit Dice, but always get critical hits and add the Crit Damage of the weapon.

Piercing X: Attacks gain Piercing X: This weapon is specially designed to pierce through enemy unit's armor. Attacks made with this weapon get Piercing X, where X is specified in the special field of the weapon's entry.

Mindshield: Immune to Psychological Effects: This weapon magically grants its user immunity from negative psychological effects.

Nethershield: Immune to Nether Damage: This weapon is blessed by the gods to be a protection against the forces of the Nether. The equipped unit is immune to Nether damage.

Shattering: On Hit, target gains Shattered: This weapon is devastatingly effective and vicious. On successful hits, the target unit gains Shattered.

Primary Weapons

The following lists the primary weapons available to characters in Zafir and their properties. Primary weapons can be equipped in a character's primary weapon equipment slot, and only one can be taken on a mission.

Light Carbine: A lightweight semi-automatic rifle with carrying strap and folding stock to reduce weight.

Autorifle: Standard issue for soldiers in the field, a fully-automatic assault rifle with wooden stock, box magazine, and iron sights.

SMG: A submachine gun. A small-frame automatic weapon that fires pistol caliber rounds. Compact and portable.

Shotgun: A large bore pump-action firearm that fires shot, a handful of small metal balls. Originally a hunter's weapon, shotguns were first used for combat in the trenches and tunnels of the Blue War.

Primary Weapon Table:

NAME	RANGE	AIM DICE	CRIT DICE	DAMAGE	CRIT DAMAGE	AMMO	MOD SLOTS	SPECIAL	PROFICIENCY	PRICE
TIER 1										
Light Carbine	Med	0	0	d2 + 2	+1	4	1	Lightweight 2	Autorifles	₹45
Autorifle	Med	0	0	d3 + 2	+2	4	1	-	Autorifles	₹85
SMG	Short	0	0	d2 + 2	+2	3	1	Versatile	SMGs	₹70
Shotgun	Short	0	+1	d3 + 3	+3	4	1	Point Blank	Shotguns	₹50
Autocannon	Med	0	0	d3 + 3	+2	3	1	-	Autocannons	₹300
Scout Rifle	Long	0	0	d3 + 2	+2	3	1	-	Sniper Rifles	₹80
Sniper Rifle	Long	+1	+1	d3 + 3	+2	3	1	Move or Fire	Sniper Rifles	₹90
Crossbow	Med	+1	0	d3 + 1	+2	1	1	Move or Fire, Silent, Single-shot	Sniper Rifles	₹81
TIER 2										
Arcanite Autorifle	Med	0	0	d3 + 4	+2	4	2	-	Autorifles	₹425
Arcanite SMG	Short	0	0	d2 + 3	+2	3	2	Versatile	SMGs	₹350
Arcanite Shotgun	Short	0	+1	d3 + 5	+3	4	2	Point Blank	Shotguns	₹310
Arcanite Autocannon	Med	0	0	d3 + 5	+2	3	2	-	Autocannons	₹1,000
Arcanite Scout Rifle	Long	0	0	d3 + 4	+2	3	1	-	Sniper Rifles	₹400
Arcanite Sniper Rifle	Long	+1	+1	d3 + 5	+2	3	2	Move or Fire	Sniper Rifles	₹490
Arcanite Bowcaster	Med	+1	0	d3 + 3	+2	1	2	Move or Fire, Silent, Single-shot	Sniper Rifles	₹365
TIER 3										
Z-Tech Autorifle	Med	0	0	d3 + 6	+2	4	3	-	Autorifles	*
Z-Tech SMG	Short	0	0	d2 + 5	+2	3	3	Versatile	SMGs	*
Z-Tech Shotgun	Short	0	+1	d3 + 7	+3	4	3	Point Blank	Shotguns	*
Z-Tech Autocannon	Med	0	0	d3 + 7	+2	3	2	-	Autocannons	*
Z-Tech Scout Rifle	Long	0	0	d3 + 6	+2	3	1	-	Sniper Rifles	*
Z-Tech Sniper Rifle	Long	+1	+1	d3 + 7	+2	3	3	Move or Fire	Sniper Rifles	*
Z-Tech Bolter	Med	+1	0	d3 + 5	+2	1	3	Move or Fire, Silent, Single-shot	Sniper Rifles	*

Autocannon: Intended for use as a vehicle mounted machine gun, the autocannon is modified to allow a soldier to carry it in the field by hand. Belt-fed by an ammunition canister held on the waist or back.

Scout Rifle: Designed to excel at long-range combat without sacrificing mobility, the scout rifle is a semi-automatic rifle chambered with full size rifle rounds in a small box magazine.

Sniper Rifle: A sharpshooter's weapon, the sniper rifle is a large-caliber, bolt-action rifle equipped with a long-range scope and bipod.

Crossbow: An archaic weapon upgraded for modern hunting, the crossbow fires a steel-tipped bolt at high velocity and operates almost silently.

Arcanite Weapons: Arcanite weapons use an electrified rail system to accelerate a tiny metal projectile to extreme speeds. The rails glow yellow and the weapon's magazine holds a powered auranite shard and the projectiles.

Z-Tech Weapons: Developed by experimental weapons development firm Z-Tech, these weapons fire pulses or a beam of pure intensified magical energy. They use magazines of zephyrite and auranite shards in a baldyr lattice.

Left to right, from top: Arcanite Autorifle, Arcanite SMG, Arcanite Pistol, Arcanite Sniper Rifle, Z-Tech Autorifle, Z-Tech Autocannon. Art by Biagio D'Alessandro.

Spiritual Resonators & Arcane Focuses (Primary Weapon Slot)

The mage and spiritist's special equipment, the arcane focus and spiritual resonator respectively, use the same equipment slot as the primary weapon. A mage or spiritist that wants to equip one of these tools will not be able to take a primary weapon on the mission.

Idiophone: The simplest of any spiritual resonator, an idiophone is any musical or tone-producing device that resonates by vibrating the entire object. Tuning forks, bells, and singing bowls are all examples of idiophones used by spiritists as spiritual resonators.

Spell Focus: A solid piece of material conducive to focusing magical energy. Spell focuses come in a variety of shapes, usually with some kind of rotational symmetry: spheres, cylindrical rods, extruded polygonal rods, and toruses, among other shapes. They are constructed of materials like glass, crystal, obsidian, or hardwood.

Resonance Fluctuator: A magitech device powered by electromagnetism, the resonance fluctuator produces a variety of tones and vibrations using magnetic speakers and a tuning mechanism. These devices are powered by auranite cores and often worn on the spiritists body on a bandolier, belt, or backpack.

Arcane Sigil: A more powerful focus, the arcane sigil is a spell focus carved or formed into the shape of a powerful magic sign. Inscribed with magic words in secret languages, the sigil forms a stronger bond between the mage and the underlying magical power of the earth and sky.

Magitech Theremin: A brand new and highly experimental device, the magitech theremin is a modification of the resonance fluctuator that can provide a staggering number of unique tones, chords, and resonances. Built onto a backpack power source with powerful magnetic speakers, two rods extend over the spiritist's right shoulder and around their left side. They control the various tones by moving their hands in intricate gestures near the rods.

Divine Source: Hewn from a legendary holy place, the bloody stone of an ancient altar, or the bone of a powerful magical creature, these objects connect the mage to the divine, the source of all magic. Often etched, carved, or stained in intricate arcane patterns, the divine source gives supreme magical focus to the mage who wields it.

Spiritual Resonator & Arcane Focus Fields

Name: The name of the focus or resonator.

Mod Slots: The number of mods that can be attached to this focus or resonator.

Special: Unique properties or rules for this focus or resonator.

Spiritual Resonators & Arcane Focuses Table:

NAME	MOD SLOTS	SPECIAL	PROFICIENCY	PRICE
		TIER 1		
Idiophone	1	Improved Resonator 1	Spiritual Resonators	₹9
Spell Focus	1	Channel Energy 1	Arcane Focuses	₹54
		TIER 2		
Resonance Fluctuator	1	Improved Resonator 2	Spiritual Resonators	₹160
Arcane Sigil	2	Channel Energy 2	Arcane Focuses	₹180
		TIER 3		
Magitech Theremin	2	Improved Resonator 2	Spiritual Resonators	*
Divine Source	3	Channel Energy 3	Arcane Focuses	*

Proficiency: The proficiency required to equip this focus or resonator.

Price: The average cost of this focus or resonator when buying it new from a vendor. Focuses or resonators marked with an asterisk (*) are rare, experimental, or otherwise hard to obtain. They cannot be purchased from a vendor and must be acquired by other means.

Spiritual Resonator & Arcane Focus Special Properties

Channel Energy X: Reduce Cooldown by X: Once per mission, the unit equipped with this focus may reduce the cooldown of one of their magic abilities by X.

Improved Resonator X: +X Will when making Will Attacks: This resonator is improved with engineering or artificery. When making Will Attacks, this unit gets X bonus Will Attack Dice, where X is specified in the special field of the weapon's entry.

Secondary Weapons

The following section lists the secondary weapons available to characters in Zafir and their properties. Secondary weapons can be equipped in a character's secondary weapon equipment slot, and only one can be taken on a mission. (Unless you are a Gunslinger)

Combat Knife: A simple steel knife kept in a sheath on the belt or in a boot.

Pistol: Semi-automatic magazine fed pistols are fairly cheap and easy to come by. They're reliable for self-defense and often the standard equipment of security guards and police.

Heavy Pistol: A heavy-frame semi-automatic pistol or large-bore revolver, these pistols pack a punch.

Autopistol: A fully-automatic pistol variant, often with some kind of small fore-grip to keep recoil in check.

Sword: A melee weapon of an ancient era, still valuable today. A meter of sharp steel and a hilt.

Waraxe: Both a tool and a weapon, the modern waraxe was favored by jaan soldiers who often operated in dense jungle. It has been adopted by various militaries around the world.

Stun Baton: A minor artifact weapon, this blunt rod has an electrical discharger at the end, stunning living beings when they are struck.

Stormblade: A sword wreathed in crackling lightning, forged by Burvish smiths.

Flameblade: A sword perpetually on fire, setting those it touches ablaze.

Warbreaker: A three-bladed kpinga forged by master smiths of Daul, this weapon is specially designed to rip away pieces of armor.

Animated Sword: This blade is imbued with a spirit that protects whoever owns the sword.

Resonance Fluctuator. Art by Biagio D'Alessandro.

Secondary Weapon Table:

NAME	RANGE	AIM DICE	CRIT DICE	DAMAGE	CRIT DAMAGE	AMMO	MOD SLOTS	SPECIAL	PROFICIENCY	PRICE
TIER 1										
Combat Knife	Adj	+2	0	d3	+1	-	0	-	*none*	₹8
Pistol	Short	+1	0	2	+1	∞	1	-	Sidearms	₹15
Heavy Pistol	Short	0	0	3	+1	∞	1	-	Sidearms	₹51
Autopistol	Short	0	+1	d3	+1	∞	1	Versatile	Sidearms	₹79
Sword	Adj	+1	+1	d3 + 2	+2	-	1	-	Melee Weap.	₹25
Waraxe	Adj	0	+2	d3 + 2	+2	-	1	-	Melee Weap.	₹17
Stun Baton	Adj	0	+2	d3 + 1	+1	-	1	Stun Weapon 1, Blunt, Lightning Dmg	Melee Weap.	₹20
TIER 2										
Arcanite Pistol	Short	+1	0	3	+1	∞	2	-	Sidearms	₹65
Arcanite Heavy Pistol	Short	0	0	4	+1	∞	2	-	Sidearms	₹120
Arcanite Autopistol	Short	0	+1	d3 + 1	+1	∞	2	Versatile	Sidearms	₹145
Baldyrsteel Sword	Adj	+1	+1	d3 + 3	+2	-	2	-	Melee Weap.	₹75
Baldyrsteel Waraxe	Adj	0	+2	d3 + 3	+2	-	2	-	Melee Weap.	₹90
Improved Stun Baton	Adj	0	+2	d3 + 2	+1	-	2	Stun Weapon 2, Blunt, Lightning Dmg	Melee Weap.	₹115
TIER 3										
Z-Tech Pistol	Short	+1	0	5	+1	∞	2	-	Sidearms	*
Z-Tech Heavy Pistol	Short	0	0	6	+1	∞	2	-	Sidearms	*
Z-Tech Autopistol	Short	0	+1	d3 + 3	+1	∞	2	Versatile	Sidearms	*
Stormblade	Adj	+1	+2	d3 + 4	+2	-	2	Stun Weapon 2, Lightning Dmg	Melee Weap.	*
Flameblade	Adj	+1	+2	d3 + 4	+2	-	2	Flaming Weapon, Fire Dmg	Melee Weap.	*
Warbreaker	Adj	+1	+2	d3 + 4	+2	-	2	Breaking 2	Melee Weap.	*
Animated Sword	Adj	+4	+2	d3 + 4	+2	-	2	Seeking	Melee Weap.	*

Legendary Weapons

These weapons are the stuff of legend. Some were forged in ancient times, others are infamous for the blood they've spilled.

Righteous Nomad (Legendary Autorifle): An older style flintlock rifle that has been retrofitted with a modern automatic receiver and box magazine, this rifle was originally the prized possession of Aj'jonn e-Marrad, famous disciple of Jack executed for heresy and religious terrorism by the Fivefold Church's inquisition over a century ago. The rifle was supposedly recovered by disciples and has been in the service of the King of Thieves ever since.

Zaul (Legendary Shotgun): This archaic hunting shotgun was rumored to have been used by Chief Allulani to kill the dreaded Zaul, shah-manticore of the savanna. The rhuthari chief tracked the manticore over fourteen days, eating only the blood of gazelles he killed with his claws and sleeping only one hour a day. When he finally cornered Zaul in the rocky hills on the southern edge of the great savanna, their battle lasted for an hour, with Allulani victorious, but mortally

wounded. His blood stains the wooden stock of his legendary shotgun.

Eskandar Rifle (Legendary Scout Rifle): During the original conquest of Eskandar by the legionnaires of the Sultain Imperium, the infamous freedom fighter Helonia Merisheth killed six-hundred and one invading soldiers with this rifle. Also known as "Thunderbolt" for her ability to kill dozens in one blast of swift violence and disappear without a trace, Helonia was the most feared Eskandarian soldier and reached mythical status among the Sultain soldiers. It is said that her spirit of freedom and love for her country were imbued into the rifle giving it magical powers. Her whereabouts are currently unknown.

Three Kings (Legendary Pistol): An ultra-experimental prototype pistol from jaan weapons firm Akkak-Helbor Industries, the Three Kings is an automatic pistol designed to fire needles of hardened baldyrsteel at extremely high velocities in complete silence.

Netherscythe (Legendary Waraxe): With curved, razor-sharp blade of pure daevacite and haft of ebony, the Netherscythe is a terrifying weapon. It is said that the souls of ten ancient shahdaeva are shackled within the blade, and anyone struck by it has their mind destroyed.

Shamshir-e Zomorrodnegar (Legendary Sword): An ancient sword of a legendary king, the Shamshir-e Zomorrodnegar is forged of pure baldyrsteel and studded with gaianite gemstones. It was thought that the ancients lacked the ability to forge baldyrsteel, but this blade is testament to the skill of the legendary smith Kaveh, who forged this blade to fight the Azi-Zahhak.

Body Armor

Body armor is worn by characters on the battlefield to provide extra protection. In general, body armor provides more hit points for a unit. Some types of body armor provide armor points or shield points as well. If a suit of body armor has an ability listed in its Abilities field, then the character has that ability so long as they are wearing the armor.

Body armor is divided into three types: light, medium, and heavy. Light armor has bonuses to mobility at the cost of less durability. Medium armor is standard for soldiers and offers decent protection without any additional bonuses. Heavy armor has special reinforcement and provides a lot of protection, and includes hardpoints on which to mount heavy weapons, but requires special training to use. Characters can only use body armor types with which they are proficient.

Ballistic Vest: Standard issue armor for security guards, soldiers, and mercenaries the world

Legendary Weapon Table:

NAME	RANGE	AIM DICE	CRIT DICE	DAMAGE	CRIT DAMAGE	AMMO	MOD SLOTS	SPECIAL	PROFICIENCY
LEGENDARY									
Righteous Nomad	Med	+1	0	d3 + 7	+3	4	4	Holy Weapon	Autorifles
Zaul	Med	0	+1	d3 + 8	+4	4	4	Point Blank	Shotguns
Eskandar Rifle	Long	+1	+1	d3 + 7	+3	3	4	Versatile, Lightning Dmg, Stun Weapon 2	Sniper Rifles
Three Kings	Short	+1	+1	d2 + 5	+1	4	3	Piercing 10, Silent	Sidearms
Netherscythe	Adj	+7	+1	d2 + 7	+3	-	3	Lightweight 2, Shattering, Seeking	Melee Weap.
Shamshir-e Zomorrodnegar	Adj	+2	+1	d2 + 6	+4	-	3	Holy Weapon, Mindshield, Nethershield	Melee Weap.

over. Ballistic weave vest with metal plates front and back and pouches to hold ammo.

Tactical Harness: A lightweight version of the ballistic vest, this harness has no plate protectors, providing less defense but more pouches and straps to hold equipment and is generally easier to move in.

Mage Armor: Highly specialized and expensive armor, this framework of steel and baldyr encloses the wearer in a network of arcane shields. The framework provides no physical protection by itself. It requires magical energy to function.

Spider Suit: Designed for covert infiltration and beloved by stealth operatives, the spider suit features an integrated grappling gun and composite plate ballistic protection, yet is lightweight and flexible enough to provide excellent mobility and range-of-motion.

Advanced Mage Armor: An improved version of basic mage armor, this suit is often highly ornamental, constructed of baldyrsteel and precious metals, and worn by powerful mages. It provides more arcane shield protection than any other armor.

Composite Armor: Standard high-tech armor available to high-end security firms and elite soldiers, this armor features full-coverage magitech composite plates.

Animated Armor: Rare and unique, these suits of armor are crafted for high-ranking and irreplaceable leaders and officers. A spirit imbued within the suit of armor, which is often an archaic plate-metal design, can cause the suit to dodge incoming attacks that the wearer is completely unaware of.

Exosuit: A powerful new artifact technology invented near the end of the Blue War, these suits of heavy armor have magitech-powered limbs and ultra-heavy composite plates.

Blink Suit: The latest in magitech stealth technology, this suit's built in artifact allows the wearer to teleport short distances.

Spectre Suit: A dangerous and experimental suit of armor, the spectre suit features arcane shield protection and an enthralled daeva that allows the user to temporarily step into the Ether.

Z-Tech Armor: The latest in protection from Z-Tech, this suit of armor designed for operators in highly-dangerous situations has the best protection one can get from a non-powered exosuit.

Battleframe: An upgrade from the exosuit, this bipedal machine is essentially a wearable battlemech, allowing the user unprecedented protection and destruction on the battlefield.

Aegis Mechsuit: A combination of exosuit and mage armor, the Aegis Mechsuit's shield generator allows the user to provide spheres of arcane shielding to their allies while remaining highly effective protection for themselves.

Baldyr Golem Armor: A fully enclosing suit of archaic style baldyrsteel, the baldyr golem is a sentient suit of armor. The wearer

Composite Armor. Art by Biagio D'Alessandro.

mentally bonds with the hundreds of spirits enthralled to the suit and they act as one on the battlefield.

Body Armor Entry Fields

Name: The name of the suit of body armor.

Type: Light, Medium, or Heavy; the general build and toughness of this kind of body armor.

Max HP: The number of hit points to increase the character's Max HP by when wearing this body armor.

Armor Points: The number of armor points provided by this body armor.

Shield Points: The number of shield points provided by this body armor.

Mod Slots: The number of mods that can be installed on this body armor.

Utility Pockets: The number of pockets for items on this body armor.

Ammo Pockets: The number of pockets for special ammo on this body armor.

Hardpoints: The number of hardpoints for mounting heavy weapons on this body armor.

Abilities: Abilities granted while wearing this body armor.

Special: Unique properties or rules for this body armor.

Price: The average cost of this body armor when buying it new from a vendor. Suits of body armor marked with an asterisk (*) are rare, experimental, or otherwise hard to obtain. They cannot be purchased from a vendor and must be acquired by other means.

Abilities Granted by Body Armor

Arcane Shields

Activation: > **Charges:** 1 **Range:** Short

Effect: All allied units in range gain +5 Shield Points.

Activating the specialized shield projector mounted on the Aegis Mechsuit, brilliant spheres of blue force surround your allies.

Blink

Activation: - **Cooldown:** 3 **Range:** Medium

Effect: The unit disappears and instantly reappears on any tile in range and in line of sight. Does not trigger overwatch or reaction attacks.

If you can't master teleport yourself, store-bought is fine.

Dodge 2

Activation: *Reaction*

Effect: Once per round as a reaction, when this unit is hit with a successful attack, roll a Dodge Dice Pool of 2 Dodge Dice with successes on 6. On success, the attack misses completely. If the unit already has the Dodge ability, they instead add +2 Dodge Dice when using that ability.

A spiritual intelligence enthralled to this suit of armor reacts to incoming fire without your input. It doesn't want to die either.

Etherwalk

Activation: - **Cooldown:** 3 **Range:** Self

Effect: Until the end of the unit's turn, it may move through solid walls, other units, cover, and other battlefield obstacles as if they did not exist. The unit must end its turn on an unoccupied tile.

The Spectre Suit forces the wearer into the Ether, ripping a ragged hole in the veil between worlds, and dumps them back into the real world a few moments later.

Grapple

Activation: - **Cooldown:** 4 **Range:** Short

Effect: This unit shoots a grappling hook at a tile within range, line of sight, and at a higher elevation, moving to it instantly.

This armor's integrated, wrist-mounted grappling hook launcher conveniently leaves the wearer with their hands free for more important things, like shooting bad guys.

Body Armor Table:

NAME	TYPE	MAX HP	ARMOR POINTS	SHIELD POINTS	MOD SLOTS	UTILITY POCKETS	AMMO POCKETS	HARDPOINTS	ABILITIES	SPECIAL	PRICE
TIER 1											
Ballistic Vest	Med	+2	0	0	1	1	-	-	-	-	₹90
Tactical Harness	Light	+1	0	0	1	2	-	-	-	Lightweight 1	₹55
Mage Armor	Med	0	0	+3	1	1	-	-	-	Powered: 1 Zephyrite Shard	₹190
TIER 2											
Spider Suit	Light	+4	0	0	1	2	1	-	Grapple	Lightweight 1, Immune to Falling	₹295
Advanced Mage Armor	Med	+1	0	+6	1	2	1	-	-	Powered: 1 Zephyrite Shard	₹400
Composite Armor	Med	+6	0	0	1	2	1	-	-	-	₹580
Animated Armor	Med	+5	0	0	1	2	1	-	Dodge 2	-	₹950
Exosuit	Heavy	+6	+1	0	1	1	1	1	-	Immune to Falling	₹1,500
TIER 3											
Blink Suit	Light	+6	+1	0	2	2	1	-	Blink	Lightweight 2, Immune to Falling	*
Spectre Suit	Light	+5	0	+4	2	2	1	-	Etherwalk	Lightweight 2	*
Z-Tech Armor	Med	+8	+1	0	2	2	1	-	-	-	*
Battleframe	Heavy	+9	+2	0	2	1	1	1	-	Immune to Falling	*
Aegis Mechsuit	Heavy	+8	0	+5	2	1	1	1	Arcane Shields	Immune to Falling	*
Baldyr Golem Armor	Heavy	+8	+2	0	2	1	1	1	Dodge 2	Immune to Falling	*

Ballistic Vest, Tactical Harness, and Mage Armor. Art by Biagio D'Alessandro.

Body Armor Special Properties

Lightweight X: The body armor is designed to be lightweight and does not restrict the movement of its wearer. While the body armor is equipped, the unit has +X Speed, where X is specified in the special field of the body armor's entry

Powered: 1 Zephyrite Shard: This body armor is a complex object of advanced artificery and requires magical energy to function. In order to use this armor on a mission, the character must expend the energy of one zephyrite shard or spend two of their magical abilities' charges.

Exosuit. Art by Biagio D'Alessandro.

Immune to Falling: Free Safe Drop: The body armor has integrated supports and a substructure that is resilient to impact. This unit is immune to fall damage, i.e. they may always take the Safe Drop agility move without spending Agility Points.

Headgear

Headgear can be worn by characters to give them extra protection or other effects during battle. Only one piece of headgear can be worn at once. The headgear effect is a passive effect that is always active during a mission.

Ballistic Helmet: A helmet made of metal or composites that covers the wearer's cranium and is held in place by straps. Excellent protection against blunt trauma.

Ballistic Mask: A full-face mask made of metal or composites designed to protect the user's brain from damage from the front.

Farsight Monocle: A magical artifact worn over the user's eye that allows telescopic vision further than normally possible for sapients. It makes seeing things up close more difficult, however.

Puremind Coronet: This silver band encircles the wearer's head and is often set with zephyrite gems. It provides a constant soothing mental benefit, protecting the wearer's psyche from external attack and the reducing inherent stress of the battlefield.

Oxygen Mask: A cloth and composite mask that covers the user's nose and mouth connected to a bottle of clean, pressurized air. Must be custom fit for optimal use and accounting for different species' mouth and nasal configurations.

Reactive Visor: A shield worn over the eyes and ears that provides normal vision under most circumstances, but reacts instantly to blasts of intense light or sound, blocking vision and hearing momentarily to protect the wearer's senses.

Soulsight Goggles: A magnificent and powerful magical artifact, these metal and crystal goggles are worn over the eyes. When looking

Ballistic Helmet, Puremind Coronet. Art by Biagio D'Alessandro.

through the lenses, the wearer perceives living animals (including sapients) as outlines of energy, undead as blobs of pulsating color, and spirits as faint, transparent images, even through solid objects. Effective out to Long range (approximately 54 meters).

Headgear Entry Fields

Name: The name of the piece of headgear.

Effect: The constant passive effect given to the wearer of the headgear during a mission.

Price: The price of the piece of headgear when bought new at a vendor.

Item List

Items can be equipped for a mission in pockets or on hardpoints of your body armor. Each one has a number of charges that denotes how many times it may be used during the mission.

Utility Items

Utility items are any object or hand-held piece of equipment that you can use on a mission. You may equip one utility item per Utility Item Pocket on your equipped body armor.

Headgear Table:

NAME	EFFECT	PRICE
	TIER 1	
Ballistic Helmet	When rolling on the Casualty Table, treat Stunned results as Knocked Down instead.	₹29
Ballistic Mask	The first time the unit would take damage that reduces its HP to zero, destroy the Ballistic Mask and roll a d6. On a 4+, reduce the damage dealt by the attack to zero, otherwise, take damage as normal.	₹58
Farsight Monocle	For Ranged Attacks, increase the Minimum Optimal Range by 6 and the Maximum Optimal Range by 8.	₹48
Oxygen Mask	This unit is immune to the effects of Poison Cloud.	₹20
Reactive Visor	This unit is immune to becoming Disoriented from attacks or abilities.	₹55
	TIER 2	
Puremind Coronet	This unit is immune to psychological effects.	₹242
Soulsight Goggles	This unit has line of sight to all units on the battlefield at all times.	₹430

Medkit: A satchel or bag filled with medical and first-aid supplies. Restocking a medkit after use costs half the total cost of buying a new one.

Magitech Medkit: These automatic first-aid kits use artificery to apply the correct medication, stitch up wounds, and stop bleeding just by holding the kit to the affected area. Restocking a magitech medkit costs half the total cost of buying a new one.

Shield Charger: When powered, this oblong metal and glass object can be discharged into a shield generator or suit of mage armor to recharge the shields. To use on a mission, it requires the power of one Zephyrite Shard or for a spellcaster to charge it with two charges of their magical abilities.

Grappling Gun: Required for a character to use the Grapple ability, this is an aerium-powered artifact gun that fires a grappling hook attached to a composite fiber line. An automatic reel can pull up to 300 kg straight up and is activated with a button on the grip.

Salvation Charm: This charm, usually a piece of jewelry about the size of a palm, is created by an artificer, blessed by a priest, and enchanted by a mage. When attuned to a character's life force, the charm detects major harm to the bearer and shunts them into a state of ethereal suspension if they get too hurt. A salvation charm is destroyed by its use.

Manticore Detector: Prospectors for zephyrite out in the desert steppe and badlands soon found that manticores were a huge problem. These artifacts are powered by regular auranite power and detect underground disturbances caused by burrowing manticores. The power runs out after continuous use but can be recharged by any source of electricity for an hour or so.

Undead Detector: Like the manticore problem, those trying to salvage technology and scrap from past battlefields and airship wrecks often encountered violent undead. This detector provides a last-second defense against ghuls and other undead by beeping loudly when one gets too close. The power runs out after continuous use but can be recharged by any source of electricity for an hour or so.

Utility Items Table:

NAME	CHARGES	EFFECT	PRICE
		TIER 1	
Medkit	1	Target self or adjacent allied unit. Heal target unit for 4 HP.	₹10
Magitech Medkit	2	Target self or adjacent allied unit. Heal target unit for 7 HP.	₹125
Shield Charger	1	Recharge this unit's currently equipped body armor's shield points to full. Powered: 1 Zephyrite Shard.	₹160
Grappling Gun	-	Required for Grapple ability.	₹40
Salvation Charm	1	If a unit has its HP reduced to zero, set its HP to 1 instead and gain Holy Shield.	₹200
Manticore Detector	3	Target a radius 4 circular area in Medium range. Any units currently Burrowed in the area are revealed.	₹15
Undead Detector	3	When targeted by an attack made by an Undead unit, automatically spend one charge and reduce that attack's Aim Dice by -2.	₹25
Zephyrite Shard	1	This unit gains 1 charge of one of its magical abilities, or the cooldown of one of its magical abilities is reset.	₹200
Daevacite Shard	1	This unit gains 1 charge of one of its spiritual abilities, or the cooldown of one of its spiritual abilities is reset.	₹210
Gaianite Shard	1	Target self or adjacent allied unit. Heal target unit for 8 HP.	₹100
Voidstone Shard	1	Expend the energy in this shard to change the result of one die that has just been rolled, before the effects of the roll are resolved.	*

Zephyrite Shard: A shard of pure charged zephyrite about the length of an outstretched hand and as big around as a drinking glass, this crystal glows bright blue with magical energy. It has a variety of uses. A depleted zephyrite charge can be recharged by a mage by focusing their own magical energy on it for a sustained amount of time. A mage can spend two charges of their magical abilities over twenty-four hours to charge a depleted zephyrite shard.

Daevacite Shard: Like a zephyrite shard, this shard holds energy, but instead of magical energy it holds pure nether energy. In the hands of a skilled spiritist it can be used to control daeva or rip open the veil between our world and the Nether. Depleted daevacite can only be recharged by ensnaring a minor daeva and extracting their essence into the shard.

Gaianite Shard: Gaianite is a form of zephyrite charged with pure life energy. It can be discharged directly into a wound to provide a massive surge of natural healing. Gaianite shards can be recharged by a lifemage focusing their magical energy into it and spending two charges of their Life Magic abilities over twenty-four hours.

Voidstone Shard: An incredibly rare form of zephyrite that contains the power of the void. It can be discharged to change the very fabric of time and space. Voidstone is recharged as a special reward given by the GM for exceptional play: an excellent role-play scene, a clever battle tactic, or altruistic self-sacrifice.

Utility Item Entry Fields

Name: The name of the item.

Charges: How many times the item can be used on a mission before it needs to be restocked or recharged. See the item description for

The Operative's Remote Explosive, Grappling Gun, Medkit, and Shield Charger. Art by Biagio D'Alessandro.

Grenade Table:

NAME	RANGE	RADIUS	DAMAGE	CRIT DICE	CRIT DAMAGE	BREAKING	DAMAGE TYPE	EFFECT	PRICE
TIER 1									
Improvised Bomb	Short	1.5	d2 + 1	0	0	1	Explosive	Destroys cover.	₹2
Frag Grenade	Short	1.5	d2 + 2	0	0	1	Explosive	Destroys cover.	₹5
Flashbang Grenade	Short	3	-	-	-	-	-	Applies Disoriented to all targets, removes Overwatch, removes Mind Control.	₹6
Smoke Grenade	Short	3	-	-	-	-	-	Applies a smoke screen to the area of effect, duration: 3 turns. Attacks made against units inside the area of effect take a -1 Aim Dice penalty.	₹4
Nethane Flask	Short	1.5	1	0	0	0	Fire	Applies Burning to all targets, adds Fire tile feature to 3 random tiles in area of effect.	₹11
Acid Flask	Short	1.5	2	0	0	0	Acid	Applied Acid Burn to all target units, adds Acid Pool tile feature to target tile (center tile of area of effect).	₹15
Poison Flask	Short	1.5	1	0	0	0	Poison	Ignores Armor. Applies Poisoned to all targets, adds Poison Cloud tile feature to all tiles in area of effect for 3 rounds.	₹27
TIER 2									
Z-Tech Grenade	Short	1.5	d2 + 3	0	0	2	Explosive	Destroys cover.	*
Caustic Grenade	Short	1.5	d2 + 2	0	0	1	Acid	Applied Acid Burn to all targets, adds Acid Pool tile feature to all tiles in area of effect.	*
Venom Grenade	Short	3	d2 + 2	0	0	1	Poison	Ignores Armor. Applies Poisoned to all targets, adds Poison Cloud tile feature to all tiles in area of effect for 3 rounds.	*
Flame Seal	Short	1.5	d2 + 3	0	0	1	Fire	Applies Burning to all targets, adds Fire tile feature to 3 random tiles within area of effect.	*
Storm Seal	Short	1.5	d2 + 2	0	0	1	Lightning	For each Living and Artifact target in area of effect roll a d6. On 3-4, target unit gains Stunned 1, on 5-6, target unit gains Stunned 2. Artifact units in area of effect gain a -1 Will penalty when resisting disruption until the end of the encounter.	*
Heavy Smoke Screen	Short	5	-	-	-	-	-	Applies a heavy smoke screen to the area of effect, duration: 3 turns. Attacks made against units inside the area of effect take a -3 Aim Dice penalty. Attacks made by units inside the area of effect take a -1 Aim Dice penalty	*
TIER 3									
Elder Flame Seal	Short	2	d2 + 4	+1	+1	1	Fire	Applies Burning to all targets, adds Fire tile feature to all tiles in area of effect.	*
Elder Storm Seal	Short	2	d2 + 4	+1	+1	1	Lightning	For each target in radius roll a d6. On 1-2, target unit gains Stunned 1, on 3-4, target unit gains Stunned 2, on 5-6 target unit gains Stunned 3. Artifact units in area of effect gain a -2 Will penalty when resisting disruption until the end of the encounter.	*

how its charges can be restored, some items are destroyed when they are used up.

Effect: Follow these instructions when using this item.

Price: The cost of this item when buying it new from a vendor.

Grenades

Grenades are thrown explosives that target an area of effect. Using a Grenade is an attack action. Grenade charges represent how many of that type of grenade you have (but they still all fit in one pocket).

Improvised Bomb: Any improvised explosive: gunpowder packed in a pipe, fireworks wrapped in tape, or some homemade concoction.

Frag Grenade: Standard issue military grade hand-thrown explosive device.

Flashbang Grenade: A non-lethal device designed to blind and disorient targets with a loud bang and bright flash of light.

Smoke Grenade: A non-lethal device that provides a dense smoke screen, limiting visibility.

Nethane Flask: A fragile, air-tight container filled with flammable jet fuel. Once thrown, the flask breaks and the liquid ignites, covering the area in flames.

Acid Flask: A breakable container filled with a caustic and corrosive green sludge.

Poison Flask: A breakable container filled with a compressed toxic gas that is released into an area on impact.

Z-Tech Grenade: A high-tech explosive powered by magical energy from Z-Tech.

Caustic Grenade: An advanced explosive filled with armor-melting acid.

Venom Grenade: A more potent and lethal form of the poison flask, this canister explodes into a vast cloud of noxious gasses.

Flame Seal: A specially prepared magical tube enclosing fire energy and sealed with a rune. When thrown, the seal breaks and releases its energy in a burst of flame.

Storm Seal: Like the Flame Seal, except filled with lightning.

Heavy Smoke Screen: An advanced grenade that provides a massive smoke screen.

Elder Flame Seal: An ancient version of the Flame Seal, created by desert mages.

Elder Storm Seal: An ancient version of the Storm Seal, created by mountain mages.

Grenade Entry Fields

Name: The name of the grenade.

Range: How far the character can throw the grenade.

Radius: The blast radius of the grenade, see Chapter 3 - Missions for rules on measuring a circular area of effect.

Damage: How much damage the grenade does. Remember to roll damage for each target unit separately.

Crit Dice: The number of Crit Dice to roll for each target.

Crit Damage: If the grenade has Crit Dice, the amount of extra damage it does on a critical hit.

Frag Grenade, Poison Flask, Z-Tech Grenade, Flame Seal. Art by Biagio D'Alessandro.

Breaking: The amount of Breaking this grenade attack has.

Damage Type: The type of damage dealt by this grenade.

Effect: Any additional effects that happen when making an attack with this grenade.

Price: The cost of the grenade when buying new from a vendor. Grenades marked with an asterisk (*) are rare, experimental, or otherwise hard to obtain. They cannot be purchased from a vendor and must be acquired by other means.

Special Ammo

Special ammo modifies the character's attacks with their ranged weapons. When characters purchase special ammo from a vendor, they purchase a number of reloads worth, i.e how many times they can reload before the special ammo runs out.

Players should keep a counter of how many reloads of the special ammo they have. Once it reaches zero, they're no longer using the special ammo and revert to using standard ammo. At the start of the mission, players should choose which weapons will use the special ammo. They can have one or both of their character's weapons use the special ammo, so they could choose to only use it on their primary weapon and not have their secondary weapon use it, or vice versa.

Special Ammo has a valuable synergy with Extended Magazine Mods!

Special Ammo Reloads

Example: *Kira buys three reloads worth of baldyrsteel rounds for her shotgun for the next mission. She starts the mission with her special ammo counter at 3 and its effects active: she gets +1 Damage on all attacks with her shotgun. After her first reload, she decrements it to 2 and she still has +1 Damage on attacks. After her second reload, she decrements the counter to 1. She still has the effect of the ammo. After her third reload, she decrements the counter to zero and she's exhausted all her baldyrsteel special ammo. She's now using standard ammo and does not get the +1 Damage bonus.*

Special Ammo Entry Fields

Name: The name of the special ammo.

Effects: Attacks made while this special ammo is in effect follow these rules.

Price/Reload: The amount of money is costs per reload to buy this ammo.

Special Ammo Table:

NAME	EFFECTS	PRICE/RELOAD
	TIER 2	
Baldyrsteel Rounds	+1 Damage.	₹40
Zephyrite Rounds	+1 Aim Dice.	₹50
Nethane Rounds	+1 Breaking. Damage Type becomes Explosive.	₹30
Auranite Rounds	+2 Crit Dice. On crit, target unit gains Stunned 2.	₹24
Azi Rounds	+2 Crit Dice. On crit, target unit gains Burning. Damage Type becomes Fire.	₹24
Daevacite Rounds	+2 Crit Dice. On crit, target unit gains Panic. Damage Type becomes Nether.	₹24
AP Rounds	+4 Piercing.	₹20
Seeker Rounds	Seeking: Prevent enemy reactions (including Dodge or Overwatch).	₹20
Disruptor Rounds	+3 damage to Artifact units. On Crit: target Artifact unit gains Stunned 1.	₹24
Rock Salt Rounds	+4 damage to Animated units and -2 damage to all other unit types.	₹15

Heavy Weapons

Heavy weapons can only be equipped by characters wearing heavy armor with an open hardpoint. Once equipped, the heavy weapon can only be used once per mission.

Rocket Launcher: A single-use, hand-held, rocket-propelled grenade launcher.

Shredder Rocket: A single-use rocket launcher that launches a special explosive designed to break armor.

Skylance Missile: A single-use surface-to-surface missile-launcher that launches a guided missile at a target, even when the operator is out of sight.

Voltaic Discharger: A large, back-mounted battery pack and several shoulder-mounted, pronged dischargers. When activated, the device electrifies the area around the user. Only enough charge for a single use. Can be charged by several days of charging via a normal electrical power source.

Acid Distribution Unit: Also known as an ADU, the unit is a back-mounted, glass tank of viscous green acid connected via pressurized tubes to a variety of sprayers mounted on the user's shoulders. When activated, this device sprays its contents in a circle around the user. Can be refilled with acid for half the price of buying the device new.

Martyr Charge: A single-use, high-explosive device hooked up to the user's vital signs. When the user dies, so does everyone around them.

Heavy Weapon Entry Fields

Name: The name of the heavy weapon.

Range: The range at which this heavy weapon can target a unit or tile. If "Self" is listed, the area of effect is centered on the unit's tile.

Radius: The radius of the area of effect of this weapon.

Damage: The damage of this weapon, roll damage individually for each target in the area of effect.

Crit Dice: The number of Crit Dice rolled when making an attack with this weapon.

Crit Damage: If the weapon has Crit Dice, the amount of damage to add on successful critical hits.

Damage Type: The type of the damage this weapon causes.

Effects: The rules to follow when this weapon is used.

Price: The cost of purchasing this weapon from a vendor.

Heavy Weapons Table:

NAME	RANGE	RADIUS	DAMAGE	CRIT DICE	CRIT DAMAGE	BREAKING	DAMAGE TYPE	EFFECTS	PRICE
TIER 2									
Rocket Launcher	Long	2.5	d3 + 4	+1	+2	2	Explosive	Destroys cover. Must have line of sight to target unit or tile.	₹130
Shredder Rocket	Long	2.5	d3 + 1	0	0	3	Explosive	Must have line of sight to target unit or tile.	₹155
TIER 3									
Skylance Missile	Long	3	d3 + 6	+2	+2	3	Explosive	Destroys cover.	₹355
Voltaic Discharger	Self	2.5	d2 + 2	+3	0	0	Lightning	On crit, target unit gains Stunned 1. Does not target self.	₹210
Acid Distribution Unit	Self	2	d3 + 3	0	0	1	Acid	Does not target self.	₹165
Martyr Charge	Self	3	d3 + 6	+1	+2	2	Explosive	Cannot use manually; If this unit goes Out of Action, trigger this weapon. The unit rolls twice on the Grievous Wounds table after the mission.	₹100

Mod List

Weapons and body armor can be modified with accessories, devices, or attachments to improve their performance or give some benefit to the user. Mods only work on certain kinds of weapons; the equippable weapon types are listed in the individual mod lists.

A piece of equipment has a limited number of mod slots. You can't install more mods on a piece of equipment than it has mod slots, but you can remove mods to make room for new mods. Mods also have a slot type. Only one mod of the particular slot type can be installed to the piece of equipment.

Mod Entry Fields

Name: The name of the mod.

Effect: The rules to follow when playing a mission with this mod attached to a piece of equipment.

Slot: The slot type of this mod.

Price: The cost to purchase this mod from a vendor. Mods marked with an asterisk (*) are rare, experimental, or otherwise hard to obtain. They cannot be purchased from a vendor and must be acquired by other means.

Mod Abilities

Some mods give the equipped unit an ability while the mod is installed on a piece of equipment.

Dodge X vs Attack Type

Activation: Reaction

Effect: Once per round as a reaction, when this unit is hit with a successful attack of the specified type, roll a Dodge Dice Pool of a number of Dodge Dice equal to ***X*** with successes on 6. On success, the attack misses completely. If the unit already has the Dodge ability, they add their base Dodge Dice to this ability when using it.

Ranged Weapon Mods

Ranged weapon mods can only be installed on primary or secondary weapons with one of the following proficiency requirements: Sidearms, Autorifles, Shotguns, SMGs, Autocannons, and Sniper Rifles.

Melee Weapon Mods

Melee weapon mods can only be installed on secondary weapons with the Melee Weapons proficiency requirement.

Arcane Focus Mods

Arcane focus mods can only be installed on secondary weapons with the Arcane Focuses proficiency requirement.

Spiritual Resonator Mods

Spiritual resonator mods can only be installed on secondary weapons with the Spiritual Resonators proficiency requirement.

Body Armor Mods

Body armor mods can be installed on any suits of body armor.

Details for mods of all types are found in the Mod Tables below.

Optics, Grip, Reflex Sight, Undermount Launcher, Suppressor, Autoloader. Art by Biagio D'Alessandro.

Ranged Weapon Mod Table:

NAME	EFFECTS	SLOT	PRICE
TIER 1			
Optics	+1 Aim Dice.	Sights	₹325
Reflex Sight	+1 Crit Dice if within 2-5 tiles of target unit, +2 Crit Dice if Adjacent.	Sights	₹55
Grip	Missed shots deal 1 bonus damage (ignores armor).	Stock	₹36
Extended Magazine	+1 Ammo.	Magazine	₹40
Autoloader	First reload of the mission does not use an action.	Accessory	₹220
Small Bayonet	While this weapon is equipped the unit may make melee attacks (as Combat Knife). May only be installed on primary weapons.	Barrel	₹30
Undermount Launcher	Grenade attacks made by this unit can be made at Medium range. May only be installed on primary weapons.	Stock	₹45
Autotracker	Seeking: Prevent enemy reactions (including Dodge or Overwatch).	Sights	₹145
Suppressor	When concealed: +1 Aim Dice and +1 Damage.	Barrel	₹200
Hair Trigger	Reaction attacks with this weapon made within optimal range gain +1 Aim Dice.	Stock	₹190
Lucky Charm	+2 Will when resisting Will Attacks.	Accessory	₹60
High-power	+1 Damage, -2 Ammo. May only be installed on primary weapons.	Magazine	₹350
TIER 2			
Magitech Autotargeter	+2 Aim Dice.	Sights	₹990
Heads Up Display	+2 Crit Dice if within 2-5 tiles of target unit, +3 Crit Dice if Adjacent.	Sights	₹300
Custom Stock	Missed shots deal 2 bonus damage (ignores armor).	Stock	₹365
Large Extended Magazine	+2 Ammo.	Magazine	₹370
Powered Autoloader	First 2 reloads of the missions do not use an action.	Accessory	₹750
Full Bayonet	While this weapon is equipped the unit may make melee attacks (as Sword). May only be installed on primary weapons.	Barrel	₹250
Infernolator	Damage Type becomes Fire. On Crit: Target gains burning.	Barrel	₹800
Corrosionator	Damage Type becomes Acid. -1 Damage, +1 Breaking, +1 Piercing.	Barrel	₹800
Shockifier	Damage Type becomes Lightning. On Crit: Target gains Stunned 1.	Barrel	₹800
Magitech Suppressor	When concealed: +1 Aim Dice and +1 Damage. Gain 1 charge of Shadowstrike.	Barrel	₹680
Seeker Sight	Seeking: Prevent enemy reactions (including Dodge or Overwatch). This unit may make overwatch reactions in response to enemy units' attacks as well as movement.	Sights	₹540
Gold Inlay	+1 Will.	Accessory	₹560
Large-caliber	+2 Damage, -2 Ammo. May only be installed on primary weapons.	Magazine	₹900
TIER 3			
Farsight Optics	+3 Aim Dice.	Sights	₹3,250
Soulsight Target Display	+3 Crit Dice if within 2-5 tiles of target unit, +4 Crit Dice if Adjacent.	Sights	₹1,200
Animated Stock	Missed shots deal 3 bonus damage (ignores armor).	Stock	₹800
Huge Extended Magazine	+3 Ammo.	Magazine	₹2,000
Enthralled Autoloader	First 3 reloads of the missions do not use an action.	Accessory	₹2,980
Voidsilence Suppressor	When concealed: +1 Aim Dice and +1 Damage. Gain 2 charges of Shadowstrike.	Barrel	₹3,500
Elegant Platinum Inlay	+2 Will.	Accessory	₹3,000

Melee Weapon Mod Table:

NAME	EFFECTS	SLOT	PRICE
	TIER 1		
Serrated Blade	+1 Crit Dice, +1 Crit Damage.	Blade	₹45
Parrying Hilt	Dodge 2 vs melee attacks.	Hilt	₹22
Lightweight Blade	+1 Speed.	Blade	₹40
Vibroblade	+1 Piercing.	Blade	₹66
Chainsaw Blade	+1 Breaking.	Blade	₹94
	TIER 2		
Brutal Serrated Blade	+2 Crit Dice, +2 Crit Damage.	Blade	₹310
Double Parrying Hilt	Dodge 4 vs melee attacks.	Hilt	₹295
Ultra-Lightweight Blade	+2 Speed.	Blade	₹365
Powered Vibroblade	+3 Piercing.	Blade	₹370
	TIER 3		
Animated Weapon	+1 Damage, +2 Crit Dice, Seeking: Prevent enemy reactions (including Dodge or Overwatch).	Hilt	₹1,100
Assassin's Blackblade	+4 Damage when concealed.	Blade	₹1,700
Blessed Blade	+1 Armor per successful attack with this weapon, lasts for 3 turns.	Blade	₹1,460
Hunting Blade	+4 Crit Dice and +2 Crit Damage vs enemies that don't use cover.	Blade	₹1,200
	LEGENDARY TIER		
Iomi's Pale Hand	Slayer has no damage reduction per hit (requires Slayer).	Legendary	*
Bloodsteel Twinblade	Gain 1 charge of Rapid Slash (does not put Rapid Slash on cooldown).	Legendary	*
Voidstone Pommel	Gain 2 charges of Voidwalk.	Legendary	*

Spiritual Resonator Mod Table - Part 1:

NAME	EFFECTS	SLOT	PRICE
	TIER 1		
Gold Etching	Gain 1 charge of Encourage (does not put Encourage on cooldown).	Decoration	₹150
Silver Etching	Gain 1 charge of Soul Rend (does not put Soul Rend on cooldown).	Decoration	₹150
Decorative Charm	+1 Will.	Accessory	₹75
Sandalwood Parts	+1 Animate Cover radius and duration. Increase its cooldown by 1 (requires Animate Cover).	Material	₹110
Hemlock Parts	Guidance may target up to two allied units, but its cooldown is increased by 1 (requires Guidance).	Material	₹140
	TIER 2		
Electrum Etching	Gain 1 charge of Ethereal Mirror Image.	Decoration	₹500
Platinum Etching	Gain 1 charge of Impersonator.	Decoration	₹895
Beryllium Etching	This unit can control an additional Ghul (or 3 Legion Ghuls, requires Animate Ghul).	Decoration	₹650
Ebony Parts	+2 Peace of Mind Radius (requires Peace of Mind).	Material	₹350
Mahogany Parts	+1 Maximum Focus (requires Focus).	Material	₹375
Teak Parts	Start each mission with 1 Focus (requires Focus).	Material	₹360
Auranite Power Cell	Impersonator has +1 Charge (requires Impersonator).	Power Source	₹400

Spiritual Resonator Mod Table - Part 2:

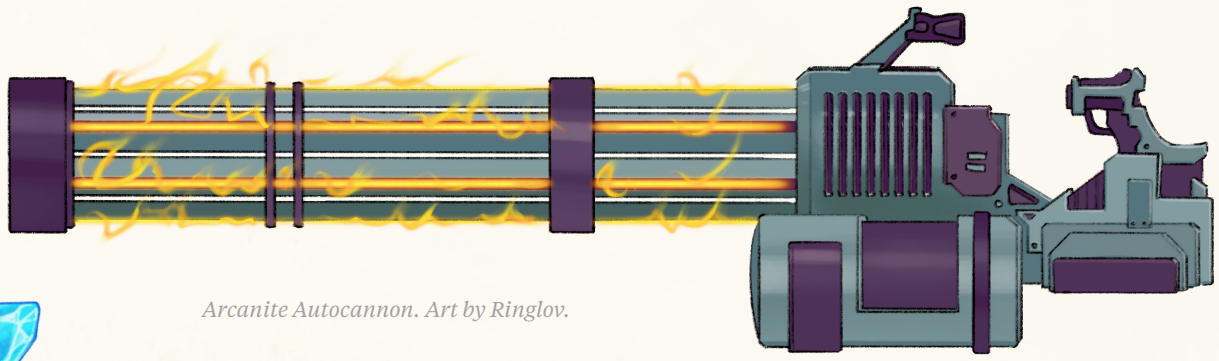
NAME	EFFECTS	SLOT	PRICE
	TIER 3		
Baldyr Etching	Gain 1 charge of Mass Guidance (does not put Mass Guidance on cooldown).	Decoration	₹3,600
Bismuth Etching	Gain 1 charge of Phantom Grasp (does not put Phantom Grasp on cooldown).	Decoration	₹2,700
Iridium Etching	Gain 1 charge of Veil Prison (does not put Veil Prison on cooldown).	Decoration	₹2,680
Gilt Lily	+2 Will.	Accessory	₹3,000
Ironwood Parts	Spiritual Redoubt applies its effects to all allied units in a radius 2 area of effect centered on this unit (requires Spiritual Redoubt).	Material	₹3,650
Daevacite Power Cell	Shackle has +1 Charge (requires Shackle).	Power Source	₹2,800

Arcane Focus Mod Table:

NAME	EFFECTS	SLOT	PRICE
	TIER 1		
Gaia Rune	Heal Wounds has +1 Charge (requires Healing Wounds).	Surface	₹130
Baldyr Rune	Fireball has +1 Charge (requires Fireball).	Surface	₹130
Zephyr Rune	Lightning Strike has +1 Charge (requires Lightning Strike).	Surface	₹130
Auranite Substructure	Arcane Defenses provide 2 Shield Points for 3 turns (requires Arcane Defenses).	Material	₹120
Zephyrite Substructure	Arcane Defenses provide +1 Aim and +1 Crit Dice (requires Arcane Defenses).	Material	₹65
Gaianite Substructure	Arcane Defenses heals the target for 1 HP each round (requires Arcane Defenses).	Material	₹90
Decorative Charm	+1 Will.	Accessory	₹75
Copper Lattice	Gain 1 charge of Blinding Sunlight (does not put Blinding Sunlight on cooldown).	Lattice	₹150
Platinum Lattice	Gain 1 charge of Lethargy (does not put Lethargy on cooldown).	Lattice	₹150
Titanium Lattice	Gain 1 charge of Arcane Defenses (does not put Arcane Defenses on cooldown).	Lattice	₹150
	TIER 2		
Iomi Rune	Teleport has +1 Charge (requires Teleport).	Surface	₹400
Fidget Spinner	+1 Max Focus Points (requires Focus).	Accessory	₹220
Citrine Orb	Resurrect now heals the target for 8 HP.	Material	₹525
Obsidian Orb	Resurrect now removes all psychological conditions.	Material	₹490
Inferno Inscription	Abilities that deal Fire Damage deal +1 Fire Damage.	Surface	₹350
Thunder Inscription	Abilities that deal Lightning Damage deal +1 Lightning Damage.	Surface	₹350
Mysterious Inscription	Abilities that deal Arcane Damage deal +1 Arcane Damage.	Surface	₹350
Uplifting Inscription	Abilities that heal allied units heal for +1 HP.	Surface	₹350
Rhodium Lattice	Gain 1 charge of Arcane Mirror Image.	Lattice	₹640
	TIER 3		
Void Rune	Foe-shatter also applies Exhausted (requires Foe-shatter).	Surface	₹2,560
Emerald Rod	Heal Wounds now targets all allied units in a radius 1.5 circular area of effect (requires Heal Wounds).	Material	₹2,800
Ancient Pendant	+2 Will.	Accessory	₹2,495
Iridium Lattice	Begin the mission with maximum Focus Points (requires Focus).	Lattice	₹3,030

Body Armor Mod Table:

NAME	EFFECTS	SLOT	PRICE
	TIER 1		
Reinforced Materials	+1 Max HP.	Material	₹20
Lightweight Materials	+1 Speed.	Material	₹20
Lover's Token	+2 Will when resisting Will Attacks.	Pocket	₹75
Blast Padding	+1 Armor Point.	Undervest	₹65
Extra Pocket	This armor has 1 additional Utility Pocket.	Pocket	₹50
Flexible Materials	+2 Agility Points per turn when making Agility Moves.	Material	₹45
Knee Pads	Dodge 1 vs ranged attacks.	Material	₹40
	TIER 2		
Hazmat Lining	Immune to Acid Damage and Acid Burn.	Undervest	₹400
Fireproof Lining	Immune to Fire Damage and Burning.	Undervest	₹410
Jump Jets	When making Move Actions, this unit can fly vertically up to 8 tiles for 1 movement point. If the unit's turn ends while it is in mid-air, it gently lands on the tile that it is above. If that tile is occupied, it lands on an adjacent unoccupied tile. Powered: 1 Zephyrite Shard.	Accessory	₹730
Arcane Deflectors	Dodge 2 vs all Magic Damage.	Accessory	₹605
Electric Diffuser	Dodge 4 vs Lightning Damage.	Accessory	₹600
Dissonance Resonators	Dodge 4 vs Nether Damage. +2 Will when resisting Will Attacks.	Accessory	₹675
Heavy-Duty Blast Padding	+2 Armor Points. Dodge 4 vs Explosive Damage.	Undervest	₹480
Cargo Container	This armor has 2 additional Utility Pockets.	Pocket	₹400
Camouflage	For this unit, reduce enemy detection radius by 3.	Material	₹395
	TIER 3		
Sunweave	If this unit is hit by a melee attack, the attacking unit is dealt d3 + 2 Fire damage and gains Disoriented.	Undervest	₹1,640
Shield Battery	Gain 1 charge of Shield Battery (+5 Shields for 3 turns).	Accessory	₹1,980
Leg Servos	Gain 3 charges of Leg Servos (+4 Speed for 1 turn).	Accessory	₹1,650
Meditech	Heal the unit by 2 HP every turn for up to 6 HP healed per mission.	Accessory	₹1,875
Adrenaline Stimulants	While the unit is not at full health, +1 Aim and +1 Crit Dice.	Pocket	₹1,710
Medical Satchel	Medkits get +2 charges.	Pocket	₹1,680
Shock Absorbers	Dodge 4 against enemy attacks within 4 tiles.	Material	₹1,695
	LEGENDARY TIER		
Reactive Sensors	Dodge 4, Overwatch has no Aim penalty, on a successful dodge, the unit may make a free ranged attack back at the attacking unit.	Legendary	*
Absorption Field	If any attack would deal more than 5 damage, reduce the incoming damage to 5.	Legendary	*
Shield Generator	When an attack misses the unit, +3 Shield Points, up to a max of 15.	Legendary	*



Arcanite Autocannon. Art by Ringlov.

Inventory

Characters have more stuff than just the equipment and items they bring with them on the mission. This is their inventory. Characters in Zafir usually start out in a humble financial situation, their only possessions being their equipment and a few necessities. They live from job to job, payment to payment, city to city, seeking fortune (or at least a hot meal and a warm bed) in trade for strength of arms.

Useful Inventory Items

Some items are valuable for their usefulness outside of their combat utility. The following list contains several items that players can use at any time for a variety of applications.

Storage

Your character can't reasonably take everything they own on every mission. Carrying a large bag would hamper their combat abilities, restrict movement, and slow them down when their life is on the line. They'll need to keep their stuff somewhere safe. The following section lists several options for short- or long-term storage.

Storage Options:

Locker: Some skyports, Nexus offices, and inns offer simple locked storage boxes for rent. The rate for a small locker (1 cubic meter) is ₹0.50/day, and large lockers (2 cubic meters) are ₹1/day. These businesses disallow living animals, perishable goods, or hazardous materials (such as explosives) in their lockers.

Safe Deposit Box: Banks and Nexus offices offer safer, long-term storage at a lower price but with limited accessibility. A safe deposit box at a major bank in any city will cost ₹40/year, but needs a bank manager to access it for you. A safe deposit box is relatively small, about 0.25 cubic meters.

Storage Unit: Usually only available in cities and larger towns, storage units are housed in large, secure buildings. An individual storage unit is a small, bare room with a locked door. These facilities are often staffed full-time and easy to access with your storage unit's key. Storage units are rented by the month and have a variety of sizes. Security companies do not allow you to live in a storage unit.

- Small Storage Unit (2 m^2): ₹6/month
- Medium Storage Unit (9 m^2): ₹22/month
- Large Storage Unit (18 m^2): ₹58/month

Private/Personal Property: If a character has access to private property such as an apartment, bunk, or airship, these spaces often have built-in storage of various capacities.

Useful Inventory Items Table:

USEFUL ITEMS	DESCRIPTION	PRICE
Disguise Kit	+3 Skill Dice when making Deceive actions relating to your identity after applying a disguise.	₹50
Communicator Ear Cuff	Cuffs come in linked sets. Any sapient wearing one of the cuffs has their voice heard by every other person wearing a cuff from the set. Functions at ranges up to 200 meters.	₹45 / cuff
Artificer's Tools	+2 Skill Dice when making Tinker actions involving mechanical or magitech objects.	₹70
Lock Picks	+2 Will Attack Dice when using the Pick Lock ability.	₹70
Remote Nexus Terminal	Within 200 meters of a confluence of ley lines, the user of this terminal may send and receive Nexus messages.	₹400

Cost of Living

Living is expensive. You gotta eat. You gotta sleep somewhere. The tables below list the average price for various goods and services for everyday living.

Food & Drink

Every culture of Zafir has a rich culinary history and culture. The following table lists several basics that the characters might encounter across the world.

Food & Drink Table:

FOOD & DRINK	PRICE
Loaf of Bread	₹0.20
Dozen Eggs	₹0.19
Pastry	₹0.07
Street Kebabs	₹0.40
Dinner - Meat Dish	₹1.00
Dinner - Vegetable Dish	₹0.80
Dried Fruit & Nuts	₹0.50
Fresh Water	Free
Half-liter of Beer or Mead	₹0.50
Glass of Wine	₹0.50
Bottle of Wine (fancy)	₹5.00
Cocktail	₹1.00
Bottle of Liquor	₹3.00

Lodging

Finding a safe, warm, and dry place to sleep is important. The following table lists average prices for hotels and other temporary lodgings in most major cities.

Lodging Table:

LODGING	PRICE
Hostel (shared room)	₹3.50 / night
Boarding House (own room)	₹5.00 / night
Cheap Hotel	₹8.00 / night
Fancy Hotel	₹30.00 / night
1-Bedroom Apartment	₹75 / month
2-Bedroom Apartment	₹125 / month
Large Apartment	₹300 / month

Housing & Real Estate

The crew might find it easier to simply purchase some real estate and live together. The following table lists the average costs of purchasing property or a house in most major cities in Zafir.

Housing Table:

HOUSING	PRICE
¼ Acre Property	₹10,000
1 Bedroom House	₹30,000
2 Bedroom House	₹50,000
Large House	₹150,000
Mansion	₹800,000

Travel

Most major cities in Zafir have a skyport, a series of landing pads for airships to come and go. Airship travel is the most efficient means of getting around the world, but it's not the only one.

Travel Methods

Autocarriage Taxi: Getting around big cities can be difficult with an autocarriage of your own. Autocar taxis are affordable, fast, and readily available.

> *Price: ₹0.25 meter drop plus ₹0.10 per kilometer*

Airship Ferry: The most common form of long-distance travel, sky ferries can transport 130-150 people, on routes with less than 1-day travel times. For longer journeys, the ferries are larger and have sleeper cabins for rent.

> *Price: ₹2 per person per 100 kilometers, ₹4/person for sleeper cabin*

Private Airship Passage: Most airships moving in and out of a city are owned by merchants, cargo transporters, or private citizens. Many are willing to offer passenger services to travelers for an extra fee. Some luxury private passenger services exist as well, but are very expensive.

> *Price: ₹100-₹200 per trip depending on distance and accomodations*

Overland Caravan Passage: If air travel isn't available to your destination, or the deadsky is too dense, or you just can't afford it, there's always overland travel. Caravans of autocarriages, camels, and wagons often traverse the old trade routes across the continents of Zafir. The caravans may or may

not have dedicated security guards, and unguarded caravans are often willing to hire local security.

Price: ₹0.50 per person per 100 kilometers (no security), ₹1 per person per 100 kilometers (high security), Free (if operating as caravan guards)

Camel Rental: The quintessential desert beast of burden, camels are reliable and available at most cities, ports, and oases.

Price: ₹1 per day

Horse Rental: A faster but more expensive means of travel, horses lack the endurance and heat resilience of camels.

Price: ₹1.50 per day

Skimmer Rental: Aerium and nethane powered single-seat skimmers are extremely efficient for overland travel, if quite expensive.

Price: ₹4 per day

Ocean-going Watercraft: Not as common as it was before the invention of aerium projection, but sea-going ships and boats are still used to transport goods and people across Zafir, especially through areas of deadsky.

Price: ₹1 per person per 100 kilometers

Vehicles

Sometimes it's just more convenient to own your own vehicle. Vehicles are either purchased new from the manufacturer or second-hand from a previous owner. The upkeep of any vehicle represents the average cost of required fuel/charging, maintenance, and repairs over a month.

Cargo: The cargo field of the following tables refers to the amount of space given over to storing cargo. This is measured in carrying capacity by tons (1,000 kilograms). 2 tons of cargo space can be converted into bunks, allowing 2 additional crew members at the cost of shipping capacity.

Ground Vehicles

Autocar: A four- or six-wheeled ground vehicle powered by an electric motor and auranite array. Charges via connection to an electrical grid or by solar absorption.

Autotruck: Like an autocar, an autotruck is an electric motor vehicle with a flat bed or large box container to move goods or material.

Skimmer: A single-seater, aerium-projection-powered craft designed for speed and maneuverability.

Skycar: An autocar converted for use with aerium projectors instead of wheels that allows limited flight.

Airships

There are a variety of types and styles of airships, each with differing purposes and designs. See Chapter 10 - Magic & Technology for more information about airships in Zafir. If the players want to purchase an airship, they can use the following chart to determine the price. There are also three general qualities of airship: scrap, civilian, and military-grade. Scrap airships are cobbled together from spare parts, sheet metal, and sheer will. Civilian airships are commonly available and are of good construction, but not designed to take damage or withstand heavy stress. Military-grade airships are capable of taking direct hits and are often mounted with weapons of their own.

Ground Vehicle Table:

GROUND VEHICLE	PRICE NEW	PRICE USED	PASSENGERS	CARGO	UPKEEP
Autocar	₹1,000	₹400-₹600	5	¼	₹10 / month
Autotruck	₹1,500	₹500-₹800	3	2	₹10 / month
Skimmer	₹2,000	₹1,200	2	0	₹25 / month
Skycar	₹4,000	₹3,500	5	½	₹30 / month

A field marked with a dash (-) indicates that the class of airship is not manufactured at that quality or is otherwise unfeasible. The players will not be able to find a craft of that class and quality. An asterisk (*) by the price indicates that the price is for the cost to construct the craft to give it a rough value, but it is unavailable for purchase by the general public and impossible to sell legally.

The upkeep of airships includes the average cost of fueling, maintenance, and repair for a month. Additional moorage fees of ₹2-₹10 per night (calculated by length) apply if the ship is kept at a skyport.

Airships by Role Table:

AIRSHIP ROLE	SCRAP	CIVILIAN	MILITARY-GRADE	CREW	CARGO	WEAPONS	UPKEEP
Ultra-light Transport	₹1,000	₹5,000	₹10,000	2	10	Maybe	₹100/mo
Light Transport	₹8,000	₹40,000	₹80,000	5	40	Maybe	₹800/mo
Heavy Transport	₹15,000	₹65,000	₹145,000	12-16	200	Maybe	₹1,500/mo
Freighter	-	₹100,000	-	20-25	600	No	₹1,200/mo
Passenger Ferry	-	₹50,000	-	2 (50)	20	No	₹1,000/mo
Fighter	₹1,500	₹6,000	₹14,000*	1	-	Yes	₹180/mo
Gunship	₹2,000	₹10,000	₹20,000*	2	-	Yes	₹250/mo
Luxury Yacht	-	₹30,000	-	1 (4)	2	No	₹600/mo

The Shearwater, Cormorant-class Light Transport airship, decomissioned Delardian Navy. Art by Henry Ng.

One of the airship lighthouses of Delard City.
Art by Sam White.

The Gala Job

by Matthew Medina

Tiz closed her golden, vulpine eyes and reflexively flexed her clawed toes against the smooth, polished wooden deck of the airship, feeling the almost imperceptible thrum of the aerium projectors as they worked to keep the luxurious craft hovering hundreds of feet above the city below. She'd loved the feeling of being held aloft by aerium since her earliest days as a kit, barely old enough to accompany her parents on their travels around what was the Delardian Empire at the time.

She breathed in the fresh, crisp night air and felt an immediate sense of relief that she wasn't cooped up down in the great hall with the hundreds of other passengers. She could imagine the cacophony of their voices surrounding her as they celebrated loudly amongst themselves, and felt a shudder run down her spine just below her fur.

Though she wasn't comfortable with large crowds, she was trying to do her part to support those who were here to generously give all they could spare to help repatriate the last of the thousands of refugees who had been displaced by the Blue War.

A soft trilling sound from her vest interrupted Tiz' moment of quiet, and she sighed, knowing how lucky she was that such a moment of peace had lasted even as long as it had. She opened her eyes, raised her paw, and moved the ornamented golden chain along the ridge of her triangular ear until it contacted the jeweled plate hanging from the lobe, transforming her jewelry into a communications unit.

"Go for Tiz," she said. In lieu of words came a groan of displeasure. A groan she recognized.

"Kira, you good?" she asked, half expecting the fiery hinn woman to admit that she had instigated an argument.

The reply came back, sharp and clipped. "The sooner I can be out of this dress, the better."

Tiz's white-frosted muzzle curled into a smile.

"You know the party called for formal wear. Don't worry, it shouldn't become a habit. The pay is good, and the cause is better," Tiz replied, hoping to remind Kira of their reason for taking this job.

Although the world was at peace, that peace was fragile, and although everyone on her team had come together to safeguard it for reasons as individual as they were, they were all dedicated to doing whatever they could to keep war at bay.

"Easy for you to say, Tiz. You're not bound up until you feel like a stuffed lobster."

"Kira, darling, you really should wear dresses more often…you're quite easy on the eyes."

Tiz rolled her eyes as the voice of Vishtek, their Ath'enki adept, broke into the conversation. Of all the ragtag freedom fighters she had assembled, Vishtek was the only one comfortable in this world of wealth and privilege. Tiz pictured the tall, slender woman in her shimmering ivory gown, which hugged the perfect curves of her body, the fabric seductively cut to show tantalizing hints of her smooth, deep azure skin.

Vishtek was, far and away, the most glamorous and beautiful Ath'enki that Tiz had ever met, and although Kira preferred her simple soldier's clothing, Tiz had needed both of them embedded with the guests in the grand hall. Vish had been right, though – Kira had looked stunning in her own formal dress.

"Vish, save your charms for the donors," Kira snapped back, and Tiz could imagine the warrior woman's expression of embarrassment at the compliment.

"OK, OK – cut the chatter, you two," Tiz cut in, before Vishtek could take the bait. "Ty, how are things with the crew?"

Tyrain el-Abin, the team's steadfast bulwark, and a big bear of an insaan man, had been placed undercover as temporary help with the airship crew, to keep an eye on the fundraiser from the inside.

There was no answer. Tiz waited, trying not to stir the bubbling anxiety in her belly into a more toxic concoction, but feeling herself begin to pant, a faint trace of dampness forming between the pads of her fingers and toes.

"Tyrain? Grunt if you can't talk," she tried, but still nothing.

A silent moment passed and Tiz began to worry over all the reasons why he might have dropped off comms. Tiz weighed all her options, and seeing no other choice, made her decision.

"Everyone, stay put for now. I'm headed belowdecks."

Tiz knew that were the circumstances reversed, Tyrain would have gone looking for her. She really had no choice.

Vish and Kira acknowledged her orders, and Tiz quickly grabbed her short rifle where she'd propped it against the railing of the ship, slung it on her back and bounded on all fours to the nearby stairwell leading down into the crew berths. She preferred not to look so undignified, dropping her stance, but something was setting off alarm bells in her head, and she didn't want to slow herself unnecessarily.

The pleasure craft was of the most advanced Sultain design and generally well-patrolled for the gala, but it was sparsely guarded in the crew section, because that was not where the money was. Consequently, Tiz arrived at the kitchen area without delay, finding it bustling with chefs, wait staff and other crew members flitting about like insects in a particularly efficient hive.

But of her big crewmate she saw no evidence, and it was not as though a man of his size, with a height and width of frame uncommon among insaan men, could easily hide.

As one of the supervising staff for the kitchen passed in front of her, Tiz reached out and tugged on the hinn man's sleeve to get his attention.

"Excuse me, but have you seen a dishwasher, a very large insaan man with a scar just here?" she asked, drawing a line from one ear down to her snout.

The supervisor sniffed at being pulled from his duties, eyeing her with a disdainful look.

"That one? Tell him he's fired if you find him. I sent him and two others to fetch more stemware over twenty-five minutes ago. They're probably smoking qunubu up on deck," he said.

Tiz shook her head. "I was just up on deck, and there weren't any crew up there. Where was this stemware supposed to be?"

"Storage Berth 13-A, just down the hall there," he pointed. "Then left and left again."

Tiz thanked the man and rushed down the hall as fast as her short legs could carry her, not wanting to drop down onto all fours in front of the entire kitchen staff. As she ran, she breathlessly called her team, giving them instructions to meet her at berth 13-A.

Tiz skidded to a stop at the end of the hall, hooked left and bounded down the passage, following the signage on the walls left to locate her destination. She stopped short when she rounded the corner, gasping at what she saw.

Tyrain, and two other wait staff, lay slumped on the ground, and Tiz could see droplets of blood spattering the pristine white bulkheads of the hallway.

She rushed over, her heart racing at the thought of losing another crew member. Not again. Not so soon, she thought to herself.

Thankfully, even before she squatted at Tyrain's side, she could sense signs of life from all three, and she let out a relieved breath. Given Tyrain's size, and the fact that he was a mercenary with years of combat training and experience, whoever had done this must be dangerous. She set her ears back flat against her head, wary of an ambush.

"Ty!" She called, shaking Tyrain's shoulder, keeping part of her senses trained on the hallway around her, in case whoever did this was still around.

"Uh…wha…Tiz?" Tyrain said, groggily.

"Thank the Mother!" Tiz exclaimed, a twinge crossing her brow as she caught herself invoking deities she no longer knew if she believed in. She was still not used to being an agnostic.

"Something…from behind…" Tyrain began.

Tiz tried to keep him from getting up too quickly, but realized that was a losing battle as soon as she thought it.

"We were…getting some crates of glasses, and on the way, one of these kids…they talked about a berth that was…off limits."

"Just rest a moment, Tyrain," Tiz said, then chimed into her comm unit. "Team, double time. Get here, now!"

"This berth here, 13-A…" Tyrain trailed off, looking past her as his eyes

gained a spark of fire that Tiz knew well, and she turned to look behind her.

Five menacing looking insaan men, dressed awkwardly in older-style imperial Sultain soldier's uniforms, stood with weapons brandished. Two held slender, dark swords, one armed with a baton, and the other pair with automatic rifles, antique firearms of the kind used during the Blue War.

Tiz felt that familiar tingle of dread and exhilaration. These men weren't here for conversation.

"You five want to try this again, this time head on?" Tyrain growled, pulling out a small set of bells from within his pocket, and Tiz could see two of their number flinch at the recognition of the spiritist's summoning tools.

The leader of the group, the man holding the baton, stepped forward and pointed the end of the blunt weapon at the two of them, the end suddenly erupting with arcs of energy.

"We had been trying to be civilized, and merely leave you with a knot on your head, but I can see we'll have to resolve this situation more… permanently. For the true Emperor!"

Tiz choked back a snort.

"If you're a real loyalist then I'm an ath'enki bishop. Which museum did you steal those uniforms from? I know a hired thug when I see one."

The leader's eyes flashed in rage, but he quickly reined himself in and smiled coldly, waving his men forward.

The two sword-wielding terrorists approached, with the two riflemen staying put at the end of the hallway, leveling their weapons to ensure no escape. Tyrain grinned, touching the tips of the fingers of his right hand to his forehead in a prayer to the Five, before rushing both swordsmen, ringing his summoning bell.

Tiz quickly raised the barrel of her rifle, hoping to get a shot off before he could close the distance. The extremist leader merely flashed her a smug smile and then he was on her. He swung straight down at her, and she sidestepped, turning the butt of the rifle to try and strike his arm. She could feel the stun-baton's energy pulling at the fur on her arms, and he hissed as he pulled back from her strike.

This man was not the first sapient to underestimate her in a fight. She could tell he was no stranger to combat, however, as he adjusted his positioning and lunged again, this time not taking anything for granted. She danced back, balancing lightly on her toes and letting the stun baton sweep across the space where she had been.

She squeezed off a deafening shot from her rifle that went wide, a result of her relative inexperience with close quarters gunfighting. To close the distance, the leader stepped into her with a deft jab of the baton, sending her off balance and stumbling back until she was pressed against the wall of the corridor. Her opponent moved in, and Tiz had nowhere else to go, so she planted her feet and rolled past him towards the end of the hallway, coming up with her back to the riflemen.

"Stand still, vermin!" the leader growled, frustration plain in his voice.

From behind, Tiz heard the cocking of automatic rifles, and she froze. She looked to Tyrain, hoping he might be able to do something, but what she saw made her blood freeze. Tyrain had succeeded in casting a summoning to panic the swordsmen, and one of them was cowering on the ground and backing away, but the other had just gritted his teeth, shook his head, and was advancing with sword raised.

Feeling trapped, Tiz raised her rifle over her head in surrender, hoping it might at least distract the thugs long enough to formulate an escape plan, but she could see that these men were merciless killers.

"No surrender, no…"

Tiz started as a sudden arcing blast of white-hot lightning crackled over her head, causing her fur to stand on end as it struck the extremist's face dead center. He crumpled to the ground, dead, trailing a wisp of black, acrid smoke. Tiz stared, open mouthed.

"Huh," she said.

She turned around to see the elegant figure of Vishtek, tendrils of residual electricity flickering across her manicured fingertips. To her side, Kira was disarming one of the gun-wielding soldiers with a flourish of her slender ornamental scimitar, and finished the move by laying the blade across his throat. The second gunman already lay unconscious on the ground beside her bare feet.

In addition to her lack of footwear, Kira's once elegant dress appeared to have had the sleeves removed and the body torn to thigh level, freeing her legs, and her mahogany skin shone with a light film of sweat, evidence that they had run here as fast as they'd been able.

Tiz ran her claws along her pointed ear in salute for the save.

"Sorry about killing that one…I couldn't really think of a non-lethal spell that would have done the job," Vishtek said, a hint of guilt lacing her voice.

Tiz shrugged nonchalantly to the apology. She wasn't going to lose much sleep over the death of someone who'd just tried to kill her and her friends. Tiz only then remembered Tyrain, and turned to see that somehow he'd evaded being stabbed or sliced to pieces by the remaining swordsman, who lay in a crumpled heap on the ground. When she met his eyes, he simply shrugged his beefy shoulders, and wiped the sweat from his palms on the soiled clothes he wore.

"Well, that takes care of that. Now let's see what these so-called extremists were hiding," Tiz said.

"My money is on Zephyrite, or more arcane weapons – maybe even Z-Tech," Tyrain noted, then spat a blood-tinged gobbet of phlegm onto the ground. Vishtek turned to him, curling her mouth around her tusks in disgust.

"Only one way to find out," Tiz said, and tried the door leading into the berth. As she suspected, it was locked, and she produced a set of arcane lock picks from her vest.

"Tiz, is there anything you don't have on you at all times?" Kira said, hands on her hips.

"An artificer never tells her secrets," she replied, and proceeded to channel some of her arcane ability into the device, and it began to turn in her fingers, finding the right combination of pins and tumblers, until the lock snapped open.

The berth door gave with a slight push, and Tiz signaled for her team to enter cautiously.

Within, the berth was dark, save for a single overhead light farther into the otherwise empty room. It appeared to have been used for storage once, but had been cleared of all but one container, a cube covered in cloth, standing about six feet tall.

"I don't see any stemware," Tyrain said flatly, and Tiz snorted.

With no other containers in the hold, there was no chance of another ambush, but Tiz' whiskers twitched in anticipation of a trap of some kind.

As the group approached, and entered the pool of light around the container, Tiz could see that it wasn't actually a container, but something covered by a large cloth tarp. She grabbed one corner of the tarp and pulled.

The cloth fell away, revealing a cubicle of steel bars, like a portable jail cell, and from within, the sight and smells made all of them pull away.

Kneeling on the floor of the cage, with one arm, both legs and neck manacled and chained to the floor, and his face muzzled with a barbaric looking contraption, was a lone rhuthari male. Naked, savagely beaten and bruised, missing part of the unchained arm from the elbow down and covered in cuts, gashes and worse, the man appeared to be in a daze and didn't immediately respond to their presence.

Tiz had traveled all over the world and had seen many examples of cruelty done to all manner of creatures, but nothing had ever even come close to this. And without knowing what this rhuthari had done, something inside her snapped.

She couldn't stand by and condone this level of torture. Not for anyone.

She determinedly went to the door of the cage and began picking its lock.

"Wait, Tiz – we don't know what this individual has done…" Vishtek began, seemingly speaking for the group who also threw her looks of concern at what she was about to do.

Tiz paused and looked at the captive, then back at her team, furrowed her brow with determination, and then opened the lock…

The Amagar Confederation seat of power, the jaan city of Jaanus.
Art by Sam White.

7

Sapient Species of Zafir

The following six species are the only known creatures of Zafir with sapience, meaning each one has self-awareness, ability to communicate using speech and writing, long term memory, and lives in a society. This distinguishes them from animals, although some researchers believe that many animals possess near-sapience. The six sapient species of Zafir are: insaan, hinn, ath'enki, rhuthari, dyn, and jaan.

Insaan

The insaan of Zafir are the same species as the humans of Earth but called by the ancient word, insaan, meaning "children" or "offspring". Like the humans of Earth, the insaan range in height, from the shortest adults at about 1.5 meters to the tallest at over 2 meters tall. Their skin color ranges from pale cream to rich ebony and every shade of brown in between. Hair and eye color are similarly varied, hair ranges from light yellow to red-orange, to every shade of brown, to black, and to gray and white in the elderly. Artificially dyed hair is popular among young insaan. Facial hair is often worn as a symbol of masculinity.

Insaan tend to be a versatile but volatile people. They war against each other and the other sapients, but are also intensely curious, driving technological advancement faster than any other species, with the possible exception of the ath'enki.

Insaan Lifespan

Insaan are born singularly, in pairs, or (rarely) in triplets and spend 10-13 years as children. They reach full maturity sometime around their 16th year, and live for roughly a century. Most insaan form a family unit with a single mate of any gender some time in their adult lives, and if they can, produce offspring, but monogamy and childbearing are not strictly enforced by societal norms.

Insaan Names

Insaan are named like the humans of the real-world, they have a name given to them by their parents and a family name, which they share with their family. Given names are often gender specific, but can be gender neutral.

When choosing a name for a character with an insaan background, feel free to use any name you desire. Insaan names are extremely varied and may

be similar to names from any Earth language or society.

Insaan Masculine First Names: Atandwa, Aziz, Chen, Farid, Frederick, George, Jonathan, Marcus, Nico, Nozumo, Remi, Solomon, Yousef.

Insaan Feminine First Names: Gertrude, Jennifer, Kira, Koichi, Layla, Nadine, Naima, Yasmine, Ziyi.

Insaan Neutral First Names: Aki, Alex, Bevan, Cam, Hunter, Kieran, Nicky, Rei, Scout, Sky, Zaza.

Insaan Last Names: Akosh, Al-Kwarismi, Amedda, Baker, Gurira, Hernandez, Higge, Holstead, Nyongo, Petrunich, Pin, Shao, Smith, Sunkett, Takashi, Trewella, Vanater, Zulu.

Antaa Nita, insaan woman. Art by Kiana Hamm.

Nations & Empires

Most insaan are citizens or residents of one of the nations of Zafir. A few non-national insaan communities can be found elsewhere in Zafir, a couple enclaves in the ath'enki city-states, some diplomats to the Coastal Great Tribe, and nomads and wanderers everywhere else. More detailed information about the nations of Zafir can be found in Chapter 9 - Zafiri Society.

Delardian Federation

Delard: Capital state of the Federation.

Astin: Industrious mountain region.

Achann: Breadbasket of Delardia.

Garrera: Desert dwellers.

Tri'ester: Naval power.

Sultai Imperium

Sultai: Capital province of the Imperium.

Tyx: Daeva worshippers.

Drax: Southern agricultural province.

Independent Nations

Burvor: Feudal nation of warriors and artificers.

Morril: Isolated island republic.

Daul: Matrilineal hunter clans.

Insaan Language

Over half of the insaan population of Zafir learns Everan as a first language, and a vast majority of sapients speak it well enough to hold a conversation. Originating on the Everan continent, Delardian influence and the Federation's superpower status has vastly accelerated the proliferation of the language.

On the continent of Iblix, the insaan population speaks exclusively Sultain. The northern half of the continent was conquered by the Imperium generations ago and enacted strict educational guidelines to reinforce having the Imperial language spoken at home and taught in schools. Old Sultain is still spoken by priests of the Adeptus Daevonium.

Adopted worldwide in 919 MA3 in a joint effort between Prelacy, Imperial, and Federal governments, the Universal Zafiri Sign language was created for those hard of hearing, deaf, or who cannot speak. It was a massive success, adopted by schools, medical institutions, and deaf advocacy groups across the whole world. Today Everan speaking students often learn UZS as young children in school and from their parents. It's less common for Sultain youth, but it is still a language option in Imperial schools.

The people of Daul and Morrill each speak their own languages, separate and distinct from Everan. However, since the Delardian Empire's rise to power, these nations have taught Everan to their children and most Daulites and Morrillians speak Everan as a second language.

Insaan Religion

The most common religious practice of the insaan is worship of The Five through the Fivefold Church, a pantheon of the primary deities of Zafir. The Five does not include Jack or Azoria, but the worshippers of Jack are primarily insaan. The Fivefold Church is a Delardian institution but has existed for centuries before the formation of the Federation.

The Sultain people are primarily daeva-worshipers and practice the Adeptus Daevonium. Besides Afrit, many of the shah daeva are considered minor deities in the Adeptus Daevonium.

A number of other smaller religions are practiced by insaan societies around the world. See Chapter 8 - Cosmology & Religion for more information.

Insaan Traits

Insaan personality varies a lot by which region or nation any individual grew up in, but the most common traits shared by all insaan are a desire for novel experiences and a difficulty changing one's strongly held beliefs even when presented with compelling evidence. This can make other sapients view the insaan as dogmatic, intolerant, and inflexible.

Tyrain el-Abin, insaan man. Art by Angela O'Hara.

Hinn

The hinn are a species of sapients closely related to the insaan. In fact, the visible differences between the two species seem superficial: the hinn are shorter in stature and more slender in build than the insaan, and their ears are long and pointed, sticking straight out from their heads rather than lying flat like most insaan. Other than those differences, the hinn share the same range of eye, skin, and hair colors as the insaan.

Hinn Lifespan

Hinn mature at around the same time as insaan, but appear roughly middle aged for much longer than insaan do, until about 90 years old. Hinn often live to be 140 years old.

Hinn Names

Hinn use names similarly to insaan, with both given and family names. Names for hinn can be similar to the insaan in the region in which they are born, or they can be based on ancient Etherian words and names.

Masculine given names: Elleran, Makatosh, Malon, Omar, Relanor, Kevin.

Feminine given names: Aleria, Fareena, Gelleneth, Nadia, Octavia, Tela.

Neutral given names: Aramani, Auden, Janus, Hadli, Katana, Reinn.

Family names: *Use insaan family names or:* Aenwyn, Alavara, Elandor, Elion, Elpharae, Haera, Halanaestra, Ilmadia, Myrdin, Nephinae, Orivaris, Saphielle, Thaola, Umeleth, Vaeri, Xilren, Zestari, Zilyana.

Molichar Everis, hinn man. He is trans. Art by Kiana Hamm.

Hinn Diaspora

Long ago, Hinn nations may have once existed, but now the hinn are a mostly dispersed people. The hinn diaspora live mostly among insaan in their various nations. While not necessarily looked down upon, the hinn are seen as somewhat "other" and separate from the insaan people. In some parts of the world, the differences between them are so insurmountable that the hinn and insaan often live and work alongside one another, but never truly integrate as a cohesive society.

Free Eskandar

The only true hinn nation, Free Eskandar was created in the wake of the Blue War, when conquered territory was being carved up by the victors of the conflict. The borders of Eskandar were hastily drawn, just south of the Sultain Imperium, and enclose several different communities of sapients. The population is primarily hinn, with some insaan, some rhuthari exiles, and some dyn-errad. Self-governing power was granted to the hinn power structure that existed there before the war, but its an open secret that the current president is a puppet under the influence of the Sultain Imperium. Eskandar is currently a hotbed of political unrest, but has yet to boil into open revolution.

Hinn Religion

Hinn folk either practice whatever religions are common in the places they live, or revere Iomi the Messenger, who is said to prefer the form of a beautiful but forlorn hinn maiden. The Moon Priesthood is a secretive group of clergy, masking themselves and hiding their identities, but are well regarded among the hinn.

Hinn Language

Hinn folk generally speak the same language as the insaan population in the areas where they live. However, an ancient language, Etherian, has recently been revived and taught in secret to hinn children. Reputedly the language of the gods, those who speak Etherian see it more as a symbol of the heritage of the hinn: that of the first created sapient species.

Hinn Traits

The hinn tend to be a withdrawn, private, and suspicious people. They are slow to trust and quick to reject a relationship if trust is broken. Even among themselves in safe enclaves it is common practice to make blood oaths and written contracts to one another instead of verbal promises the way the insaan do. However, insaan that keep their word and are proven to be trustworthy have no problem making friends among the hinn.

Rhuthari

Rhuthari are bipedal feline sapients. Tall (about 2 meters) and muscular, these fierce people have insaan-like bodies with digitigrade legs, feline paws instead of feet, leonine or feline facial features, a long tail, and short fine fur. The facial and cranial fur in male rhuthari can appear similar to lion manes or sleek like other big cats, similar in fashion to the way insaan men may or may not wear beards. Feminine rhuthari have facial and cranial fur like the fur on the rest of their bodies. Rhuthari coloration ranges in color from near-white to golden to deep reddish-gold but can include other colors and patterns like tan, blue-gray, orange, black, spotted, or striped.

The tribes of the rhuthari live on a large, hot savanna or on the beaches of tropical islands necessitating minimal clothing. Both men and women tend to wear lightweight wraps of cloth around their bodies, or light, billowing tunics over simple undergarments. However, ceremonial rhuthari garb tends to be much more colorful and ornate. Rhuthari diplomats, emissaries, and exiles often wear clothes similar to the styles of the lands they are living in.

Rhuthari Lifespan

Rhuthaari pair-bond for life. Children grow quickly, reaching adulthood in about 12 years. The eldest rhuthari live to about the age of 80.

Rhuthari Names

Rhuthari generally have two names, a chosen name and a tribal name. All members of one tribe share the tribal name, which has a prefix "al-" which means "of". When a rhuthari comes of age, they choose for themselves a name they find appropriate or desirable. Savanna rhuthari have chosen names similar to African or Middle Eastern people of Earth, while islander rhuthari tend to have names that sound like Indonesian and Polynesian names. Before they choose their own names, children are simply referred to as "child of so-and-so."

Masculine given names: Barmasai, Fetu, Lo-ikerra, Palueiite, Rangi, Tamati.

Feminine given names: Akinyi, Asoese, La-ei, Lanuola, Makena, Tueila.

Neutral given names: Ainalani, Aputi, Kerubo, Kioko, Laki, Nataana.

Oliana al-Akamu, Regional Director of Fishing, CGT, a rhuthari woman. Art by Kiana Hamm

Tribal names: al-Arana, al-Devi, al-Juma, al-Kama, al-Kaukai, al-Kikuyu, al-Kimani, al-Kura, al-Maina, al-Mwangi, al-Njeri, al-Odhiambo, al-Omondi, al-Ora, al-Palakiko, al-Shah, al-Turi, al-Ashi.

Great Tribe

Before the Blue War and the encroachment of the Sultain Imperium, the rhuthari existed as roving bands and familial tribes, following herds of prey animals across the savanna or in fishing communities along the coast and island archipelagos of rhuthari territory. Several centuries ago, the tribes came together to form one political body, the Great Tribe. Since that time it has continued as a tradition, and each summer solstice the tribes gather, share stories, intermix, and deal with political and diplomatic issues.

The rhuthari have a meritorious ranking-system to determine social and political status among themselves. Children are born into the child-rank, but may promoted to any other rank upon coming of age no matter what rank their parents hold.

In the time since the Blue War, the Rhuthari tribes of the savanna and the coast have become two large meritocratic corporate republics operating on a global scale: the Great Tribe of the Savanna (GTS) and the Coastal Great Tribe (CGT). Most Rhuthari that still live in their homelands are members of one of these.

Exiles

Some rhuthari, either because of political disagreement or from punishment, live outside the Great Tribes and are not permitted to take part in their traditions. These exiles either take new names in the places they settle or are given the tribal name "al-Ashi" to signify their exiled status. Exiles often work as mercenaries or bodyguards, but can be found just about anywhere, doing any sort of work.

Exile is the lowest rank among the GTS and CGT, and the only one that a rhuthari may not be promoted out of by their own volition. An exile must not only prove their merit to improve their status, but must also be sponsored by a rhuthari in good standing of an enfranchised rank.

Rhuthari Religion

Baldyr the Father is especially venerated among the rhuthari, as the people view him as their direct ancestor, the Ur-Father. They believe that the symbol of the sun is also that of the proud lion's mane, and worship Baldyr in his image of a proud, wise, strong Rhuthari man with dazzling golden fur. To some extent the Rhuthari venerate ancestral heroes as well. While this practice is heretical to the teachings of the Fivefold Church, the Rhuthari tend not to care, and traveling rhuthari will leave mementos specific to their tribe's ancestors at shrines to the Father no matter where they go. The exiles are more varied in their beliefs, as many feel rejected by the Ur-Father when cast out of their tribes.

Practice of the rhuthari religion include opposing sides of the same coin: charity and service to those in need, and swift vengeance against those who abuse the innocent.

Rhuthari Language

The rhuthari speak a language simply referred to as "Rhuthari." While the catlike people are perfectly capable of pronouncing Everan words, the rhuthari language is more suited to the shapes of their mouths and uses sounds like growls, purring, and trilling that are difficult for other sapients to make. Modern rhuthari youth learn the rhuthari language in the home and optionally learn neighboring insaan nations' tongues, such as Sultain or Everan, in school.

Rhuthari Traits

Rhuthari are often seem as fearsome and violent by other sapients, but it's mostly a misunderstanding of the rhuthari tendency for mock anger and understated, sarcastic humor. In general the rhuthari are a formal people when relating to those outside their tribe, but are just a varied in personality as any other sapient when their guard is down or they are among family. The image they project to the outside world is warlike, serious, respectful, and diplomatic.

Rhuthari Diet & Agriculture

Rhuthari, despite their appearance of large cats, are not obligate carnivores, but are mesocarnivores, with about 50% of their diet coming from blood and meat and another 20-30% coming from milk and butter. The tribes also cultivate or gather local vegetables such as yams, garlic and onions, which they incorporate into a wide variety of foods. Meat is typically spit-roasted on open fires or pit-roasted when time and space is available. Blood is eaten raw or combined with other ingredients and allowed to congeal into a cake. Butter and milk, including buttermilk, are a common, everyday food source for pastoral rhuthari, especially children, who do not typically partake in large quantities of blood.

Savanna rhuthari tribes are generally pastoral nomads, and to a lesser extent hunter-gatherers. Herds of cattle and addax are driven along while the tribe moves from range to range, and provide blood, meat, milk, and butter, as well as hair for textiles. Although many modern tribes now trade for manufactured cloth.

The coastal tribes get most of their protein and fat through fishing, including shark, reef fish, turtle, crab, and shellfish, and tend to have less blood, milk, and butter in their diet than their savanna cousins.

Rhuthari that travel to insaan lands easily acclimate to traditional insaan diets, where all of their traditional foods or similar substitutes are readily available except for raw blood, which can still sometimes be acquired from butcher shops. Some metropolitan cities have had traditional rhuthari food stalls and restaurants open for rhuthari travellers or adventurous insaan. Modern trade has also increased the variety of food consumed by tribal rhuthari, as has portable power supply and magitech refrigeration.

Lotoku al-Ashi, rhuthari man in Exile. Art by Angela O'Hara.

Dyn

A small and mischievous species, the dyn (pronounced DIN) are diminutive (1.2m–1.5m tall) fox-like sapients living in just about every society in Zafir. The dyn are covered in short fur, have digitigrade legs with canine paws instead of feet, fox-like snouts and faces, pointed fox-like ears high up on their heads, and a short bushy tail. Fur colors generally range from white, gray, and black, to reds and browns.

Despite their penchant for pranks and jokes, the dyn are tolerated most everywhere for their friendly nature and excellent business and negotiation

skills. Dyn-run businesses and companies can be found throughout the entire world of Zafir, including a significant presence in the subterranean ath'enki city-states, an area referred to endearingly by the dyn as "the downstairs".

Dyn Lifespan

Dyn are somewhat shorter lived than insaan. They come to maturity at roughly the same rate as insaan, but generally only live to about 65 years of age. Dyn also tend to have more children than insaan, usually in small litters of 2 or 3, and single births are rare. As dyn age their fur grows white around their muzzles and eyes.

Tiz Kyp Denk Shar, dyn-errad woman. Captain of the Shearwater. Art by Angela O'Hara.

Dyn Names

Dyn exclusively use single-syllable given names, but often have three of four familial names tracing their heritage back a few generations. The family names of any one dyn are simply the given names of their ancestors: one name of their parents, their grandparents, their great-grandparents, etc. It's uncommon to have five or more family names, and it's considered somewhat pretentious to use that many. Insaan often mistakenly combine all the familial names into a single last name when creating records of dyn associates. Littermates are often given names that rhyme with each other. Dynish names don't carry gender connotation.

Dynish given names: Ash, Bekke, Bo, Bru, Chik, Clank, Cronk, Darn, Denn, Djit, Etch, Forp, Gage, Jai, Jax, Kye, Mack, Mark, Mim, Mok, Perl, Poe, Poz, Quin, Star, Stim, Til, Tiz, Viv, Wren, Xed, Zee, Zilch.

Dyn-Essat

The Democratic Republic of Essat is the island nation home to a more peaceful and less adventurous sub-culture of dyn, who call themselves after the island itself, the Dyn-Essat. After generations of agrarian and artistic culture on the semi-isolated island, the dyn-essat tend to have lighter-colored and fluffier fur than their cousins, the dyn-errad.

These farmers and shepherds have a rich oral-tradition of history and Gaia worship. Their central cultural tenets revolve around creating practical beauty. Each tool, home, or garment made by the dyn-essat shows remarkable craftsmanship and simple grace in its shapes and forms.

In addition to grain-, wool-, and cheese-production, the dyn-essat are excellent brewers and vintners. They have the same keen sense for business as their far-roaming cousins; their exports are found all around the world and have made them quite prosperous.

The dyn-essat have also produced some of the best life mages in the world due to their cultural connection to Gaia, the Earth Mother.

Dyn-Errad

Unlike their settled cousins, the dyn-errad are perpetual nomads and wanderers. A virulent wanderlust pervades their culture, and the dyn-errad can be found in every nation, worldwide. Several dyn serve as politicians in various insaan nations and some tribes of the rhuthari have actual dyn tribe members who hold the business-rank. One ath'enki city-state has an ordained dyn bishop, and it's even been reported that a very short Moon Priestess has been spotted with a bushy red-brown tail.

The dyn-errad are often overlooked because they're small people, but they can be fierce and skilled warriors.

Mixed Essat-Errad Children

Children of dyn parents from the different types of dyn, one of the dyn-errad and one of the dyn-essat, always express the coloring of one or the other parent, but either is possible.

Dyn Religion

Dyn of all cultures universally worship The Earth Mother and hold a special relationship with animals and the soil of the ground itself. Worship of Gaia is simple: help those in need, heal those that are wounded, steward nature responsibly. The dyn-essat take these acts to heart in their entire society, the dyn-errad, on the other hand, use their playful nature to worship in their own ways. Dyn-errad sometimes practice religions common to where they live: worship of the Five is popular with dyn living in insaan areas, and many dyn living downstairs become confirmed members of the Holy Zephyrian Church.

Dyn Language

The dyn speak a language unique to their culture called "Dynish." Almost no other sapients except linguists (and some ath'enki, with whom the dyn seem to have a special friendship) speak Dynish, and so nearly all dyn, especially the dyn-errad, are multilingual. They usually learn Dynish, Everan, at least one other language, and generally pick up a smattering of conversational ability in several more over their lives.

Dyn Traits

Dyn are generally upbeat and light-hearted. The love of trade and commerce is often portrayed as a comical aspect of the dyn, their noses twitching in anticipation of a good haggle or finding a sweet deal. Despite their love of business, the dyn are not generally covetous or selfish. They see currency as a way to keep score and don't mind sharing some of their "winnings" with those that are a bit behind.

Rhys Flit Arn Chord, dyn-essat man. Art by Kiana Hamm.

Ath'enki

Standing two meters tall with pale-blue skin, the ath'enki were a shock to the surface dwelling species when they were first encountered. The ath'enki are tall and lithe, with wiry dense muscles and long arms and hands. Their ears are similar to those of the hinn, long and pointed. Their brows are heavy and broad, over eyes with black sclera, no pupils, and brightly colored irises. From their bottom lip, two large pointed teeth protrude upwards like tusks. The ath'enki have pale skin in shades of blue, purple, and gray.

When ath'enki people spend time in the sun, their skin naturally darkens to deeper blues and purples the way that insaan tan. Ath'enki who are new to the surface world sunburn easily.

Am'chak esk Nerlinak, diplomat of the Ath'enki Prelacy to the Sultain Imperium, an ath'enki man. Art by Kiana Hamm.

Ath'enki Lifespan

Ath'enki live lives very similar to insaan lifespans, maturity in early teens and a life expectancy of less than a century.

Ath'enki Names

The ath'enki language Batarak includes an apostrophe in many words to denote an implication of subtextual meaning, similar to how it denotes missing letters in contractions in English on Earth. It also favors fricative sounds like V, Z, SH, and TH and hard consonants such as G, T, and K combined with vowels. Names follow a similar form. Like the insaan, ath'enki have a given name and a family name.

Masculine given names: Agiz'ja, Dakka, Ha'rakan, Kagan'a, Kathaxo, Koshtuko, Li'vogorak, L'uriz, Ntuuk'uguk, Tannakka, Zivik.

Feminine given names: Azoza, Bann'ika, Chabat, Ch'koda, Eshozi, Inkathu, Kruthani, Mimi'rik, Rizo, Tishek, Toz'ak'amak.

Neutral given names: B'hak, Gonka, Lazgak, Marzuk, Vet'kag, Za'kath.

Ath'enki Family names: Aggoganon, Ghazat, Harztarni, Inzego'no'gorek, K'tuj, Lashtal, Merk'ikot, Mol'vixo, N'guchat, Oh, Ong'kud, Thal'nuut'ong, Uzak, Vasht, Vox, Vromdak, Zagnatz, Zarod, Zetrok.

Subterranean Prelacy of City-States

The ath'enki have been a subterranean people for thousands of years until just recently when insaan miners stumbled on one of their small settlements and sparked the Blue War. A deeply religious people, the ath'enki live deep underground in theocratic city-states ruled by a prelate, usually an archbishop or bishop of the Holy Zephyrian Church. These cities are made up of several vast chambers and hundreds or thousands of smaller caves and rooms connected by tunnels and stairwells. Connecting these city-states is a network of zephyrite powered

trains in long tunnels bored under the continents between them.

For sustenance, the ath'enki grow many forms of mushroom and other fungi as well as herd colonies of huge insects called katta'ka. Fishing and fisheries are also important agricultural activities in the Prelacy.

Ath'enki Religion

The patron deity of the ath'enki is Xi'lat the Zephyr. They are envision as a six-armed ath'enki of all genders. Agachak, the ascended prophet of Xi'lat, is also revered. The institution of the Holy Zephyrian Church is extremely powerful and has complete authority in the city-states and everyday life. Each city-state is supervised by an archbishop who also oversees the bishops that govern neighboring smaller cities. All of the archbishops, however, are ultimately beholden to the primarch of the church, who leads the church as a whole.

In the time since the end of the Blue War and the peace and prosperity due to trade and commerce, some ath'enki have begun to worship in other ways, or even embrace agnosticism, much to the church's dismay.

Ath'enki Language

The ath'enki speak two languages on a regular basis: Batarak and Gabat'ura. Batarak is an informal, common language spoken by everyone in ath'enki society, while Gabat'ura is a highly formal language used by the Holy Zephyrian Church for prayer, teachings, and communication between priests and laypeople. Since the Blue War, many ath'enki learn surface dweller languages like Everan or Dynish.

Written Batarak has glyphs formed of wedges and arrows originally made by pressing a stylus into wet clay. In modern times, an inked stylus and a form of fungal paper are used instead. See Appendix B for more information on Batarak glyphs.

God of the what?

Ath'enki find it extremely strange that the surface dwellers revere their god as the god of the sky, an aspect of Xi'lat utterly foreign to the subterranean people.

Ath'enki Traits

The ath'enki have fully embraced modern life in Zafir and the interconnected, metropolitan, international society of all the sapient peoples. As they began to explore and integrate with the surface dwellers, the ath'enki found that they were able to tolerate sunlight and extreme temperatures just as well as the other species. Some see the ath'enki as overly formal, haughty, and arrogant, but that is mostly because of the strict ritualization of many aspects of ath'enki life. The ath'enki are an extremely industrious and inventive people, and at the outbreak of the Blue War were much more technologically advanced than those on the surface.

Vishtek Okam'ran, a glamorous ath'enki woman. Art by Julia Nguyen.

Jaan

The semi-aquatic jaan folk have stayed off of the world stage until only the last half-century. With the advent of aerium-based airship travel, access between jaan lands and the rest of the world became possible. The jaan are a species of bipedal reptilian sapients that spend as much time in the water as on land. They are tall and broad with long, thick, muscular tails. On land, they walk hunched over with their tails held somewhat upright, but in the water they stretch out to their full 3 meter length and can swim at very high speeds. Their skin is thick and scaly like snakes and crocodiles and has several color variations including dark green, reds, blues, black, and white.

Jaan Lifespan

Jaan villages are led by the village elders, who can often live up to 150 years. The jaan generational gap is very large, however, as jaan children are not considered adults until their 36th birthday.

Dalinus, an aquatic jaan non-binary person. Art by Alexandre Honore.

Jaan Names

Jaan use a system of kinship unique among Zafiri sentients. From the perspective of any one jaan, all their parents' brothers are called "father" and all their parents' sisters are called "mother", all their masculine cousins are called "brother" and all their feminine cousins are called "sister", and by extension, all their nephews are called "son" and all their nieces are called "daughter". Child raising is a group effort, where all fathers and mothers care for all children, because they consider them their own.

Jaan usually have one name, and that name can be quite complex to insaan ears. The mothers of a child give them their name on the dawn of the 6th day after they are born, traditionally arguing about what the name should be, and who it should honor. Compromises are made, and the name tends to become long by the 6th day.

Jaan names: Agoranamchanigaragara "Gara", Farudammangeringthoriadishmalchannagath "Chi-chi", Ishinsherishawankalatisheevarundi "Ishi", Lalamomoannanciama "Lala", Maltinoragbarinthia "Malta", Torrakamundabaruthadaring "Rakamunda".

Amagar Confederation

Before any major influence of insaan civilization on the jaan clans, the jaan lived relatively peaceful lives. Conflict was often ceremonial and usually solved with non-lethal violence or marriage between clans. Once long range communication, aerium and nethane power, and magic were introduced to the jaan, the clans began to grow in power and influence. Eventually the clan elders met and formed a strong confederation called Amagar (literally "the clans" in Akkor; demonym: Amagarian) to represent the best interests of the jaan community on the international stage. The jaan elders are wise and resourceful and adapted quickly to worldwide relationship with other nations. Amagar Confederation diplomats and embassies now exist in every major city and nation in Zafir.

Jaan Subspecies

The more populous and wide-spread jaan subspecies are the aquatic jaan, tall and broad with sturdy tails. A second subspecies of arboreal jaan live primarily in the jungles east of Daul. Theses folk are much smaller than their aquatic cousins, standing only 1.2 meters tall on average, but with long prehensile tails giving them an overall length of about 2 meters. They're skin coloration is similar to the aquatic jaan, but contain more ranges of red, brown, and orange as well as more instances of stripes, spots, or other skin patterns.

The arboreal jaan live in complex treehouse villages high up in the dense foliage of their jungle home. Their voices are higher pitched than the larger jaan, and they tend to speak with a more clipped and rapid tone. The arboreal jaan joined the Amagar Confederation a few years after it formed, and are respected in aquatic jaan lands and villages.

Jaan Language

The majority of Amagarian Jaan speak a language called "Akkor." Akkor has a structure similar to Everan, but lacks definite and indefinite articles like "a," "an," and "the." Jaan often speak Everan by transliterating in their heads, and omit the Everan articles when speaking it.

The arboreal jaan, having geographical and cultural distance from their aquatic cousins speak a dialect of Akkorakkor called "Kikkor." To an unfamiliar ear they sound extremely similar.

Jaan Religion

Intriguingly, the jaan have an ancient oral tradition that worships Azoria, the Forgotten Goddess. The jaan believe in a nine-part being. The body in three parts: the nervous system; the organs; and the skeleton. The consciousness in three parts: the mind, the identity, and the divine spark. And the soul in three parts: the life force, the astral presence, and the ethereal substance.

Practices of the jaan traditional religion include serving each of these parts. Feasting and exercise for the body, meditation and creativity for the consciousness, and kindness and relationship for the soul.

The Fivefold and Holy Zephyrian Churches rarely agree on anything, but both have condemned the jaan traditional belief venerating Azoria as heresy.

Kinship

This system of kinship used by the jaan exists in the real-world, known as Hawaiian Kinship.

A complex jaan name generator can be found in Chapter 14 - Random Generation Tables.

More Jaan Names

Jaan Traits

Jaan elders are notorious for teasing youngsters. Almost all jaan adolescents from the Confederation have been attending insaan universities for the last 30 years. In the Sultain Empire, where most non-insaan are banned from traveling, representatives of the jaan actually convinced the Emperor to allow them to establish an embassy in the capital a few decades ago. Many believe that the jaan may be the key to resolving the impending conflict peacefully.

Elli, an arboreal jaan woman. Art by Kiana Hamm.

Children of Inter-Species Relationships

Members of the jaan, dyn, and rhuthari species are too different from each other and the other sapients to produce offspring if they have children with someone of a different species. However, while they may be unable to produce offspring, companionship and committed relationships between two sapients of any species are common and culturally accepted.

Insaan, hinn, and ath'enki people are similar enough that parents of different species can successfully have children. However, any children born from mixed-species parents are sterile and cannot reproduce.

Demihinn

The child of insaan and hinn parents is called a demihinn. They take strongly after their hinn parent, with pointy ears and shorter stature, but the ears are not as pointy and some demihinn grow to be as tall as many insaan.

Demihinn enjoy a fairly normal life, often involved in the hinn culture of their parents. They're so similar to full hinn that many insaan simply take them for hinn.

Ath'ixa

Extremely rare, but becoming more common, are the children of an insaan and an ath'enki, known as ath'ixa. The ath'enki skin color and ear shape are both very dominant in this hybrid species, but their tusks are almost absent, manifesting as slightly larger canine teeth on the lower jaw between the lateral incisor and first premolar. The ath'ixa's hair and eyes come from the highly dominant insaan side of their parentage. They have as wide of a variety of hair and eye colors as their insaan parent. They are more often the size and stature of their insaan parents.

Because of their rarity and general difference in appearance from both of their parents, adult ath'ixa are regarded as oddities by both insaan and ath'enki society and may feel disregarded or shunned because of it.

Azurhinn

The offspring of a hinn and ath'enki are even more rare than the ath'ixa and are called azurhinn. For some reason, with this particular pairing of species, the azurhinn have exclusively pale blue skin. Like the ath'ixa, the hinn hair and eye traits are dominant, so a variety of hair and eye colors are present.

Tzepish Tachman, an azurhinn man. Art by Kiana Hamm.

A wanderer appears at your campfire…
Art by Angela O'Hara

The Spheres of Reality
Art by Angela O'Hara

8

Cosmology & Religion

In this chapter, players can find descriptions of the most fundamental aspects of the universe of Zafir. The gods have played, and in some cases continue to play, a major role in the foundations of the world, and here the players can learn more about them. Zafir is separated into different magical realms, or Spheres of reality, and some are inhabited by spiritual beings of varying degrees of power. Many religions and faith-practices have been created by the people of Zafir, and the players' characters may even follow some of these faiths.

In The Beginning...

In the beginning, during the first deific age, the gods walked upon the Earth. They were young, newly born of the Void, and embraced the joys of youth. Gaia and Azoria sought the joy of dance and the thrill of a lover's touch, becoming intimate and intertwined. Baldyr found intensity, peace and fulfillment in art, arranging all the stars of the void, and found anxiety and awkwardness as he pined after the beautiful Gaia, his boyish love unrequited. Xi'lat found a thrill in flying and in playing games with their youthful divine friends. Iomi invited the other gods to her home at night and they whispered secrets to each other and laughed. Afrit took joy in the telling of jokes, stories, and lies.

After some time, Azoria grew distant and aloof. She no longer shared her joy with the others and left the Earth to live in the deepest recesses of the Ether, signaling the start of second deific age. Heartbroken, as only a young lover can be, Gaia sought comfort in the companionship of her friends. Afrit made her laugh with secret jests and playful teasing. Iomi became a sister to Gaia and listened closely to her sorrows, sitting together in the mountains watching the sunsets. Xi'lat loved her as a sibling too, taking her flying and diving, distracting her from her heartache with adventure. And finally, Gaia became vulnerable to Baldyr and opened herself to his love, strength, and comfort.

The moment that Baldyr and Gaia were married began the third deific age. There was much celebration among the gods, but this age is truly marked by their works. Gaia breathed life into the great

Author's Note

The author is not intending to make any comments about real-world religion, people of faith, or the beliefs of millions of people.

expanses of animals, plants, and fungi across the whole of the Earth, empowered by the intense love of her husband, Baldyr, and her best friend, Xi'lat. Afrit, ever the contrarian, built for himself the inverted and chaotic world of the Nether, which he intended to rule. Xi'lat, in this glorified age, created the first zephyrite, a powerful manifestation of his relationship with Gaia. Every morning and every evening, Iomi and Baldyr competed fiercely to impress the other gods with their display of light across the canvas of the Sky. The daeva, the pari, the jinn, and the azi were created. It was a long age, each of these divine beings had much work to do, but it ended in tragedy.

The fourth and final deific age began the moment that Gaia caught Baldyr and Iomi in a lover's embrace. Horrified and traumatized, she fled. The Earth goddess asked Xi'lat for a cloak of heavy clouds to hide herself from the ones who had hurt her. She wept. Her tears flooded the Earth for a month. She would not speak to Baldyr, no matter how pathetically he entreated her. She would not speak to Iomi, no matter how much she begged to be heard. Gaia fled to the Nether, where Afrit comforted her with angry, spiteful words against her betrayers. Baldyr and Iomi scoured the Earth, looking for Gaia. When they found her, emerging from the Nether, she looked upon them with a visage of granite. "Away from me," she spoke with thunder, "Begone from my side, both of you." And so, in shame, Baldyr and Iomi separated from her and retreated to the edge of the Sky. After a time, the relationships among the gods settled into something you and I might call 'professional.' They continued their work. The hinn, the insaan, the dyn, the jaan, and the rhuthari were created.

The first mortal age began the moment that the first words were spoken, by a hinn man, for the hinn are the eldest of the sapient species. He said a single word in a language long forgotten, but it meant, "I love you, my daughter." Soon after, the sapients developed language and culture and discovered and grew into the god-spark in each of their souls. Sometimes one of them met an incarnation of a god. Each time, the chosen one would hear a story, learn a lesson, or receive a prophecy and bring it back to their people. After a time, one of these godly encounters would be the last, and no mortal would ever again set eyes on the divine.

The sapient people began to forget the lessons of the gods. As the first clay tablet was carved with the words of the gods, so the people would remember, that mortal age ended, and the second mortal age, the age of history, began. We mark this year as Year 1, MA2. Across all the Earth, which was called Zafir, the people fought and loved, reaped and sowed, lived and died, and grew in number. As these things happen, civilizations were born, families grew into tribes which grew into nations, and the people learned more and more. On the twelfth of Summer Skies, 2676 MA2, a certain 14-year-old boy was murdered by bandits while his caravan traveled across the desert. We know not why this particular boy, nor how such a miracle might have occurred, but that boy became a god. The Ascension of Jack, The Wanderer, the secret sixth god, my god, marked the end of the age. The church has some poppycock about the gods turning their backs on Zafir or some such that marks this age. But the Disciples of Jack know the truth, as always.

As I write this in my own hand (and how crooked my letters are!), in the eight-hundred and seventy-ninth year of the third mortal age (879 MA3), the people still worship the gods. There are many religions across the face of Zafir and each claims to be the one true faith. This age has been an age of science and reason, and many deny the gods existence, or at least claim that their influence over our world is negligible, but to tell the truth, nobody on any side of the affair has any proof. This historian doesn't have the answers either. The account you've read above is the best and truest version of the most ancient and reliable sources I can find, but I myself have yet, even in my last years, to meet my god face to face. What should I believe? Should I expect to see him and the others when I die? To join them in some ghostly house and celebrate for all eternity? Or is the Void all there is after death? I can only wonder… and hope.

The Most True History of the Gods, the final word of Lord Historian Adrian Blouk

executed for Heresy by order of Archdeacon Memnemod

4th W-Planting, 880 MA3

The Gods

Gaia - Baldyr - Iomi - Xi'lat - Afrit - Azoria - Jack

Gaia

Gaia is one of the principal deities in the pantheon of the Fivefold Church and is worshipped in various other forms across Zafir, particularly by the dyn. She is one of the supreme beings of Zafir and holds dominion over the sphere of the Earth.

Aspects: Healing, Nature, Growth, Life, Fertility, The Earth

Color: Green

Symbols: Five Petal Flower, Tree

Gender & Sexuality: Feminine, Pansexual (she/her)

Worshipers: The Fivefold Church, Earth Mother worshipers, Ath'enki Cave Soul cult, midwives, healers

Relationships: Married to Baldyr (separated), former lover of Azoria, best friends with Xi'lat, rival of Iomi

Other Names

The Mother: Gaia is known as the Mother in the Fivefold Church, and has many motherly qualities. She strongly identifies as female and many of her aspects involve family, fertility, and child-raising.

Earth Mother: Gaia is the Matron of the Earth and all living things. She's often associated with life in all its forms. She is considered the source of all life and believed to have birthed all of the first animals and formed all the first plants.

World Tree: Some worshippers of Gaia associate her with a tree, an enormous tree whose roots go deep and cover the whole of the Earth. She is said to know everything about all life on the Earth at all times through her interconnected web of living things.

The Healer: Gaia is the goddess worshipped by healers, medics, doctors, and midwives. She is considered to be the source of all Life magic.

Terror Eater: Gaia holds domain over all the Earth, including the rock it's made of and the deepest caves and shadows. Gaia the Terror Eater is a monstrous ancient force, and literal embodiment of the fear of the dark.

Appearance

Gaia is one of the most consistently depicted God's of Zafir. She most often appears in art and literature as her motherly aspect: as a beautiful and matronly black insaan woman clothed in a brilliant white dress. Her black hair is braided with gold chain and flowers and flows over her shoulders and down to her lower back. Her skin is dark brown and flawless. A tender, loving, motherly smile is permanently affixed to her lips. Her figure is full and curvy.

Her other common manifestation is that of the power of nature: a warrior woman. In this form she

appears as a young, strong, athletic black insaan woman with big, naturally curly hair, a simple cloth wrap for clothing, and a weapon in her hand.

Her final and most horrifying manifestation is that of the Terror-Eater. Secret Paladin texts describe a mass of writhing plant-like tentacles bursting up from cracks riven in the earth.

The dyn revere Gaia very rarely as a personal manifestation, but instead see her in everyday experiences of the earth itself: the smell of freshly turned soil, the birdsong in the morning, the flooding of rivers in the spring, or the opening of a flower to the sun.

Baldyr

Baldyr is one of the principal deities of the pantheon of the Fivefold Church as well as the singular deity in the traditional faith of Rhuthari ancestor worship. He is one of the supreme beings of Zafir and holds dominion over the sphere of the Sun.

Aspects: Fire, Technology, Science, Passion, The Sun

Color: Yellow, Silver

Symbols: Sunburst, Flame, Crossed Hammers

Gender & Sexuality: Masculine, Heterosexual (he/him)

Worshippers: The Fivefold Church, Rhuthari Traditional Faith, blacksmiths, artificers

Relationships: Married to Gaia (separated), former lover of Iomi

Other Names

The Father: In the pantheon of the Adherency, Baldyr is known as the Father. He is married to the Mother and represents discipline and protection.

Ur-Father: Baldyr is sometimes associated with the origin of life, and with Gaia made all life on the Earth, and is therefore known as the Ur-Father, the first father.

Sun King: Baldyr is the lord of the Sun, and has strong associations with daytime, sunlight, growth, fire, heat and other qualities of the Sun.

The Flame Knight or Lightbringer: These two warrior names for Baldyr are often used interchangeably when referring to his more war-like qualities.

Appearance

Baldyr has many depictions in Zafir but the most common are the Rhuthari depiction as Sun King, and the Fivefold Church's depiction as The Father.

As the Sun King, Baldyr is a tall, regal, golden furred Rhuthari man whose mane extends out from his face and forms rays of sunlight. On his brow is a golden crown with a sunburst pattern. He is clothed in a simple white loincloth and has the musculature of a bodybuilder.

As The Father, Baldyr appears as a middle-aged light-skinned insaan man with a full black beard and black hair, streaked with gray. His eyes are crinkled in a warm smile. Traditional depictions show him in a white robe or toga, but more modern art shows him in all-white common Delardian dress wearing a gold amulet in the shape of a sunburst.

Rarely, among mercenaries and professional soldiers, Baldyr is revered as the Lightbringer and the Flame Knight. Here he is a tall humanoid of unspecified species clad in shining gold and baldyrsteel full-plate mail in a medieval style. He carries a massive greatsword that shines with the light of the sun.

Iomi

Iomi is one of the principal deities of the pantheon of the Fivefold Church. She is one of the supreme beings of Zafir and holds dominion over the sphere of the Moon.

Aspects: Death, Loss, Hope, The Moon

Color: White

Symbols: Moon, Crescent Moon, Skull

Gender & Sexuality: Feminine, Bisexual, Lesbian (she/her)

Worshippers: The Fivefold Church, Moon Priests, lovers, assassins

Relationships: Former lover of Baldyr, best friends with Jack, rival of Baldyr and Gaia

Other Names

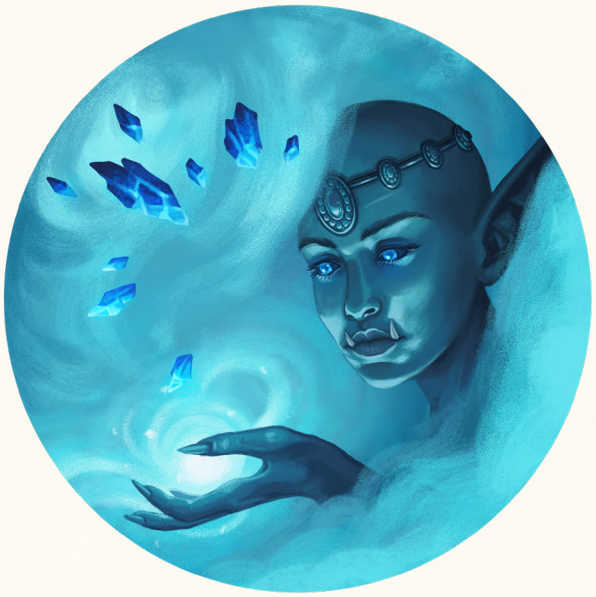
The Messenger: Iomi is the goddess of both death and hope. In the Fivefold Church she's given the title of The Messenger because of her ancient relationships with mortals. The ancient people believed that Iomi spoke to the people through the constellations and the phases of the moon.

The Mistress: According to legend, she tempted Baldyr away from his wife, Gaia. A somewhat derogatory title, she's often known as the mistress. In this aspect, however, she's also worshipped as a symbol of youthful feminine allure and attractiveness. Many young women leave tokens at Iomi's shrines when looking for a romantic partner.

The Endless Dream: Many dreamers, romantics, and ambitious folk worship Iomi for her representation of hope. Iomi does not tell the future, but she encouraged her adherents to pursue their dreams and goals. Even in death, she comforts those who died before accomplishing their earthly ambitions, letting them dream a little longer before embracing the Void.

Appearance

Iomi is most commonly depicted as a tall, thin, pale, beautiful hinn woman of indeterminate age with Japanese-inspired features and long, straight, bright-white hair. She shrouds herself in a cloth wrap studded with tiny diamonds. The wrap is so dark and black that it is like the night sky covered in stars. When depicted as the aspect of Death, she appears similarly but wears a mask in the shape of a skull.



Xi'lat

Xi'lat is both one of the principal deities of the pantheon of the Fivefold Church as well as the only deity worshipped by the Holy Zephyrian Church. They are one of the supreme beings of Zafir and hold dominion over the sphere of the Sky.

Aspects: Air, Flying, Magic, Rebirth, The Sky

Color: Blue

Symbols: Seven Pointed Star, Lightning Bolt, Butterfly

Gender & Sexuality: Bi-gender/Genderfluid, Demisexual (they/them)

Worshippers: The Fivefold Church, The Holy Zephyrian Church

Relationships: Best friends with Gaia, friends with Afrit, Baldyr, Iomi, and Jack

Other Names

The Zephyr: The Fivefold Church's name, here Xi'lat represents the power of air, wind, and breath.

Sky Lord: Xi'lat holds dominion over the sphere of the Sky and the power of storms, rain, and lightning.

The Great Jinn: As a deity, Xi'lat also represents the power of magic in general, not just their domains. They are the patron and creator of all jinn, beings of air and magic, and are sometimes considered to be a great and powerful jinn themself. Mages of all kinds worship or at least acknowledge Xi'lat as the progenitor of magical ability.

The Chrysalis: As a god of the ath'enki, Xi'lat is known as the chrysalis, signifying the rebirth of Zephyrian believers and the cycle of death to life. Currently, it is believed that the Great Prophet Agachak is in chrysalis form in proximity to the power of Xi'lat, nearing the time of his rebirth on Earth.

Appearance

The Fivefold Church depicts Xi'lat as The Sky Lord and the Great Jinn. They appear as a blue-skinned insaan of indeterminate gender floating in the sky, wreathed in cloud. Their eyes are a bright and piercing blue and they are bald. If shown with clothing, Xi'lat wears a simple white loincloth. They hold their hands in front of them in arcane signs.

The Holy Zephyrian Church reveres Xi'lat as a six-armed ath'enki. They float off the ground with their legs folded in a lotus position, their upper arms held above their head with palms pressed together, and their lower arms extended out to either side, palms upward. They're clad in a draping blue robe. Their eyes are closed in meditation and focus. Seven zephyrite shards float around them in a circle, representing the seven pillars of the Wisdom, the holy text of the Church.

Afrit

Afrit is both one of the principal deities of the Fivefold Church as well as the most powerful daeva worshipped by the Adeptus Daevonium. He is one of the supreme beings of Zafir and holds dominion over the sphere of the Nether.

Aspects: Corruption, Darkness, Control, Power, The Nether

Color: Purple

Symbols: Four Diamonds, Clenched Fist, Open Hand

Gender & Sexuality: Non-binary, Asexual (he/him)

Worshippers: The Fivefold Church, Adeptus Daevonium, Tyxian Netherwalker Cults

Relationships: Friends with Gaia and Xi'lat, rival of Xi'lat, Jack and Iomi

Other Names

The Daeva: The Fivefold Church acknowledges Afrit's divinity by representing him as a form of all unhealthy desires and self-destructive or harmful practices of sapient people. In their mythology, the daeva are the souls of evil and corrupt people, trapped in the Nether for eternity, with Afrit as both their king and jailer.

The Judge: Some folk believe that Afrit takes a more positive and beneficial role in mortal life: that of the judge. He knows all evil and comprehends the depth of sapient depravity so completely that when one opens their mind and soul to him and allows him to pass judgement, that person gains a kind of extra conscience. This judgement helps them avoid evil and corruption.

Shahanshah Daeva: Literally translated, this title means The King of Demon Kings. The Sultain people have, for millennia, worshipped the major daeva. Afrit is the highest and most powerful of all, and rules over even the rulers of the many netherrealms.

Shaitan Prima: The first Shaitan, it was Afrit that seduced sapient-kind to pierce the veil and open their souls to the machinations of the daevas, and it was Afrit who possessed the first mortal. So it is claimed by the Tyxian netherwalker cults.

Appearance

The Adeptus Daevonium teaches that Afrit the Daeva is the one true god. He's depicted as a handsome white-skinned insaan man with brilliant violet eyes, a sharp black beard, and short black hair. He's dressed in a fitted white suit with black shirt and purple tie. On his face is an expression of self-confidence bordering on arrogance and a self satisfied smirk. (The Imperium regards Afrit as strictly masculine instead of non-binary.)

The Fivefold Church represents the Daeva primarily as his aspect of corruption. He is depicted as a pitch black silhouette in vaguely humanoid shape, wreathed in purple flame. Angry glowing eyes peer out of its head and a sadistic grin appears as a tear across the void that is his face. Long claws extend from his fingers so he can grasp the hearts and minds of mortals from his realm in the Nether.

Azoria

Azoria is one of the secret deities of Zafir, worshipped only by small groups of jaan who still practice an old traditional religion. She is a supreme being of Zafir, and holds dominion over the Ether.

Aspects: Souls, Spirits, Memory, Silence, The Ether

Color: Gray, Cyan

Symbols: Unblinking Eye, Wisp of Smoke

Gender & Sexuality: Feminine, Lesbian (she/her)

Worshippers: Jaan Traditional Faith, (rarely) Spiritists

Relationships: Former lover of Gaia, friend of Jack

Other Names

The Forgotten One: Azoria is not acknowledged by the Fivefold Church, so among scholars of the cosmos she is known as the Forgotten One.

Spirit Keeper: The primary aspect of Azoria is her dominion over the Ether and all the spirits and souls that dwell within. Scholars are not in consensus about the exact nature of the beings of the spirit realm, but it's generally understood that they are incorporeal and exhibit a limited intelligence.

Soul Reaver: In some traditions, Azoria is a guide for souls of the recently dead. She collects them from the edge of the Void and brings them to the Ether. It is not known why a being's soul would end up in the Ether instead of disappearing into the Void.

Appearance

Azoria is not depicted in religious art, as the jaan traditional faith do not depict her at all, and the Fivefold Church refuses to acknowledge her existence. In ancient times, when the gods walked the earth, she must have had some form, for it is said that she and Gaia were young lovers, and from their passion the Earth and the Ether became forever intertwined. Perhaps she appeared as a young jaan woman? Perhaps as a young woman of indeterminate species? Maybe she truly only exists only as vapor, air, and ethereal substance.

Jack

Jack is one of the secret deities and the newest god of Zafir. He is not one of the six original deities that existed at the creation of the universe. He is a mortal ascendant, although his true deific origin is uncertain. He has become one of the supreme beings of Zafir, and took dominion over the Void, which had no god before Jack's ascendance. Unlike the other gods, Jack regularly manifests on the Earth and audibly speaks to his followers.

Aspects: Thieves, Knowledge, Secrets, Illusion, Luck, The Void

Color: Black

Symbols: Dagger, Mask, Pair of Dice

Gender & Sexuality: Masculine, Gay (he/him)

Worshippers: Thieves, beggars

Relationships: Best friends with Iomi and Azoria, friends with Xi'lat

Other Names

Old Jack: Some sapients across Zafir are born with an innate connection to Jack. A common refrain among Jack's disciples to whom he has manifested is that he "felt like an old friend that had just stopped by for a chat." His manifestations are immediately recognized for who they are by his true disciples.

The Wanderer: Jack loves to test the charity and altruism of sapients across all of Zafir. In the guise of an old wanderer of mysterious origin, Jack approaches wealthy caravan owners at their campsites and judges their generosity.

The Unknown God: Upon ascending to godhood, Jack was immediately made aware of a lonely and forgotten presence deep within the Ether. Using his newfound powers he pierced the veil and searched the dimmest recesses of the Ether for a decade before finding the spark of Azoria, nearly diminished to nothing. He befriended her and through their friendship the Spirit Keeper gained strength. Their friendship lasts to this day.

The Sixth: Although his existence is vehemently denied by the Fivefold Church, Jack's followers jokingly refer to him as the Super Secret (or Sexy) Sixth God. They are sometimes known as the Followers of the Sixth.

Appearance

Old Jack is a boisterous and exuberant fellow. A pale skinned insaan man who ascended to godhood in his own life, portraits of Jack when he was mortal still exist in secret. Handsome and charming, with a curled black mustache, he cuts a dashing swashbuckler figure.

As the Wanderer, he appears as a lowly vagabond, with gray in his beard and hair, dressed in worn and patched robes and carrying a walking staff. He sometimes manifests this way on long desert paths, seeking to test the generosity of wealthy caravanners and merchants.

As the King of Thieves he is clad head to toe in tight fitting black clothes and a headwrap that conceals his lower face. On his fingers glitter rings of gold set with priceless jewels.

The Spheres of Reality

The Earth

The Earth refers to the whole of the planet Zafir, the material plane and the physical world. The sphere of the Earth encompasses all solids or liquids in or on the surface of Zafir. It's closely related to the Sky, as the sky extends to anywhere there is air. The Earth is the source of all life magic.

Teaching of the Fivefold Church: "The Planet on which lives all Life"

The Sun

The Sun is the star at the center of the solar system containing the planet Zafir. Cosmologically, the Sun lives in the Void and gives light and energy to the Earth. It is the source of all fire magic.

Teaching of the Fivefold Church: "The Light which gives Meaning to all Life, Joy, and Passion"

The Moon

The Moon is very much like the real-world moon, large and spherical and orbits the planet of Zafir. The Moon lives on the edge of the Sky and the Void. No one knows who or what lives on the moon. It is the source of all death magic.

Teaching of the Fivefold Church: "The Light which gives Meaning to all Death, Loss, and Hope"

The Sky

The Sky is the air between the Earth and the Void and is the realm of the Jinn. It is all the air on, in, or around the Earth, even in the deepest caves. It is the source of arcane and lightning magic.

Teaching of the Fivefold Church: "The Air which Protects the Earth and fills it with Magic"

The Nether

The Nether is one of two incorporeal realms that exists alongside and overlapping the Earth and the Sky. It is the realm of the daeva. The veil between the Earth and the Nether is strong and requires intense spiritual resonation to pierce. The Nether is the source of all nether magic.

Teaching of the Fivefold Church: "The Corruption that lures Life to Evil"

The Ether

The Ether is the other incorporeal realm that exists alongside and overlapping the Earth, the Sky, and the Nether. It is the home of spirits and souls of the dead who do not pass on to the Void after death. The veil that separates Earth and the Ether is weaker than the veil between the Earth and the Nether, and can be pierced more easily. The veil that exists between the Nether and the Ether is very thin and weak and can be transversed easily by spirits and daeva. The Ether is the source of ether magic.

Teaching of the Fivefold Church: "The unseen Force that binds all Souls"

The Void

The Void is the great emptiness that exists beyond everything. It bounds the Sky, the Ether, and the Nether on all sides and extends forever into the distance. It is home to the stars, as they are visible from the Earth, but no one knows what else belongs to the void.

Teaching of the Fivefold Church: "The Nothing unto which all Life must go"

The secret god, Jack, holds dominion over the Void, but he lives close to the edge of the Sky and supports his followers from above by providing a source of void magic.

Teaching of Jack: "The Nothing that becomes Everything"

Spiritual Beings

Not all intelligent and sapient beings in Zafir are mortal. Some have no corporeal form or exist only in other spheres of existence. Listed here are the forms of immortal and supernatural beings.

Jinn

The jinn are a powerful species of immortal souls combined with air and magical energy that exist in the material plane. They are, according to legend, creations of Xi'lat the Great Jinn, who created a being of magic after their own image. Jinn are intelligent but possess very little ambition. Found often in desert caves, oases, or high in windy mountain ranges, these beings tend to be playful and carefree. However, they are capricious and easily angered, and like a small child, lash out when frustrated. They are neither good nor evil, as they have no true intentions. They simply react at a fundamental and instinctual level to their surroundings.

Jinn. Art by George Bennett.

The ancient myths of jinns granting wishes to good-hearted travelers are unsubstantiated by modern scholars. The jinn itself seems impossible to capture, even in airtight vessels, as they possess some ability to move through the material plane in an incorporeal way as well as to produce multiple versions of themselves in many places at once, so study of them is difficult.

Fortunately for those that research these mysterious creatures, enraged jinn or those in a violent mood can be destroyed with conventional weaponry. Magical attacks are preferable, but soldiers report that often their weapons unexpectedly jammed or otherwise malfunctioned in the presence of the jinn.

The jinn appear as translucent blue humanoids dressed in the finery of ancient desert-dwellers.

Akasha

Little is known about the spirit beings that reside in the Ether. In both legend and the accounts of master Spiritists there exists a class of spirit that is more powerful and more elusive than regular denizens of the Ether. These akashas may have once been beings of immense power, banished to the depths of the Ether by the gods. Or perhaps any one akasha may be the spirit of an ancient but supremely powerful mage. More research is required.

Daeva

Shaitan Daeva

The Shaitan Daeva are summoned daeva that have possessed the bodies of their summoner, destroyed their consciousness, and now project their awesome nether powers into the material world.

The typical Shaitan daeva appears as a gaunt sapient with sunken skin and burning purple coals instead of eyes. They often carry modern weaponry to augment their combat capabilities.

Shahdaeva: The shahdaeva are even more fearsome, a glowing aura of purple flame surrounds them and their host body is even more desiccated. The shahdaeva rule over other minor daeva through force and

coercion. They are revered as minor gods by the Adeptus Daevonium.

Aeshma Daeva: The aeshma daeva creates a nearly impenetrable sphere of nether energy around them and floats inside it, levitating around the battlefield. Their host is mummified and cannot move, but the incredible power of the daeva continues to affect the world around them.

List of Known Shahdaeva:

- Adrammelech
- Ahriman
- Akoman
- Berith
- Div-e Sepid
- Falud-zereh
- Indar
- Manat
- Nanghait
- Sawar
- Tauriz
- Zalambur
- Zarik

Zargiah Daeva

The Zargiah Daeva, instead of possessing humanoids, possess animals. They appear as a ghostly purple figure wielding an autocannon riding the back of a dead animal such as a wolf, lion, or bear. Their energy is so strong and so corrupting that their host's blood is turned to acid.

Ghuls

Ghuls are minor daeva who possess corpses of sapient folk, often coerced into existence by warlocks or netherwracked. Their empty eye sockets leak glowing purple smoke and they have a ravenous hunger for living flesh. Sometimes more powerful ghuls spread their consciousness and power out among dozens or even hundreds of corpses to create a ghul legion.

Pari

The Pari, or angels, are another mysterious type of supernatural being. Accounts of mortals witnessing a visitation by a pari are rare, but a few reliable sources exist. According to legend and these scant accounts, the pari manifest into the physical world in a blast of light and color that universally terrifies witnesses.

Their appearance seems to be difficult to describe. Some accounts mention golden wings, from two wings like birds up to four pairs of wings. In the accounts their faces vary wildly, from the face of a beautiful insaan woman to multiple faces of different animals to a blank disk covered in a multitude of eyes. The pari's voices are loud and trumpeting, with layers of harmony across the full spectrum of human hearing.

Researchers have not found any evidence of the existence of pari and legends do not tell of the origin or dwelling place of the pari while not manifesting in the material plane. One ancient and unreliable legend claims that long ago, before the mortal ages, the pari and the daeva warred and the pari were defeated by the daeva, captured, and imprisoned deep in the Nether.

Mortals

It's generally believed in Zafir that sapient mortal beings are formed of nine essential parts including physical, magical, and spiritual parts.

The body of a sapient is made of the three physical parts: the skeleton and the muscles, forming the frame of the body; the brain and nerves, which connect the body to the mind; and the blood and organs, which maintain the body.

The soul of a sapient is likewise made of three parts: the identity, which is the locus of the sapient person; the mind, in which the identity resides and communicates with the soul and the body; and the divine spark, the connection of the sapient's soul to the gods.

The sapient's spirit is made of the final three spiritual parts: the life force, which defines life; the astral presence, the part of the soul that exists in the Void; and the ethereal substance, the part of the soul that simultaneously exists in the Ether.

Religions

The Fivefold Church - The Holy Zephyrian Church - Adeptus Daevonium - Disciples of Jack
Ur-Father - Kakkara - Earth Mother - Moon Priesthood

The Fivefold Church

The most common and populous religious practice in Zafir, the Fivefold Church is a panthestic (multiple deities) orthopraxic (focus on right actions) faith. People who are part of the Fivefold Church are called Adherents, as in, the Adherents of the Sacrements of the Fivefold Church. The religion as a whole is often referred to as the Adherency.

The primary belief system of the Fivefold Church is that the only true gods are the Five: The Father, The Mother, The Messenger, The Zephyr, and The Daeva. The church forbids the use of the personal names of the gods, and only refers to them by their aspect titles in both religious teachings and common conversation. To an Adherent, each god represents a Sacrement, a set of right actions that lead to a good life and a blessed afterlife.

Worship

Adherents gather for worship on the first day of the week: Sunday, in churches found in towns and cities across the whole world. During their worship, they sing hymns, have communal prayer, and listen to a wisdom preached by the Elder or Deacon. The church serves as a meeting place for the congregation during their communal worship times. Sometimes the deacon lives there, but usually only in very small towns. The rest of the week, the building serves as a community center, hosting events, meetings, educational seminars, or renting its space to third-party gatherings.

Prayers to one or more of the Five during everyday life is very common for adherents. Adherents pray by bowing their heads and touching all five fingertips of one of their hands to their face with their hand splayed open.

Towns with a large population of Adherents erect a monument to the Five in the town square or at crossroads: the pentalith. A pentalith is an arrangement of five white obelisks arranged in a circle, each with a small shrine at its base facing outward. One obelisk is roughly 3 meters tall and each is dedicated to one of the Five. Adherents visit the pentalith in a casual, day-to-day manner, it is not formal worship. One might visit the obelisk of the Zephyr to offer a quick prayer for safe airship travel, or leave a small flower at the obelisk of the Mother when one is trying to conceive a child.

In daily life, each Adherent adheres to the Five Sacraments. These practices are believed to bring good health, a happy life, and a contented afterlife.

The Five Sacraments:

Marriage: Two or more consenting adults may take part in a marriage ceremony in front of their guests performed by a deacon. The deacon blesses those who are being joined, speak on love and dedication, and pronounce them married. Adherents are encouraged to have and raise children, and if they cannot, to help their family and neighbors raise their children. This is the sacrament of The Mother.

Supplication: A central part of worshipping the Five is asking them for favor, blessings, or protection. This can be done in silent personal prayer, aloud public or communal prayer, or by leaving a token or gift at a pentalith or other shrine. This is the sacrament of The Messenger.

Cleanliness: Adherents must keep their bodies and hair clean. Beards are to be kept short and tidy. Daily bathing and washing is required, and sometimes takes on a ritual or ceremonial role, although that isn't its strict purpose. Adherents are allowed to become dirty in their work, it's well understood that working a farm or a mine gets you dirty, but

they take joy in a daily evening wash. This is the sacrament of the Father.

Offering: An adherent is instructed to give to others, both in physical ways and in mental ways. This takes the form of giving alms to the poor and donating time and effort to help others. It also takes the form of teaching and education, the giving of your own knowledge and experience to others. This is the sacrament of the Zephyr.

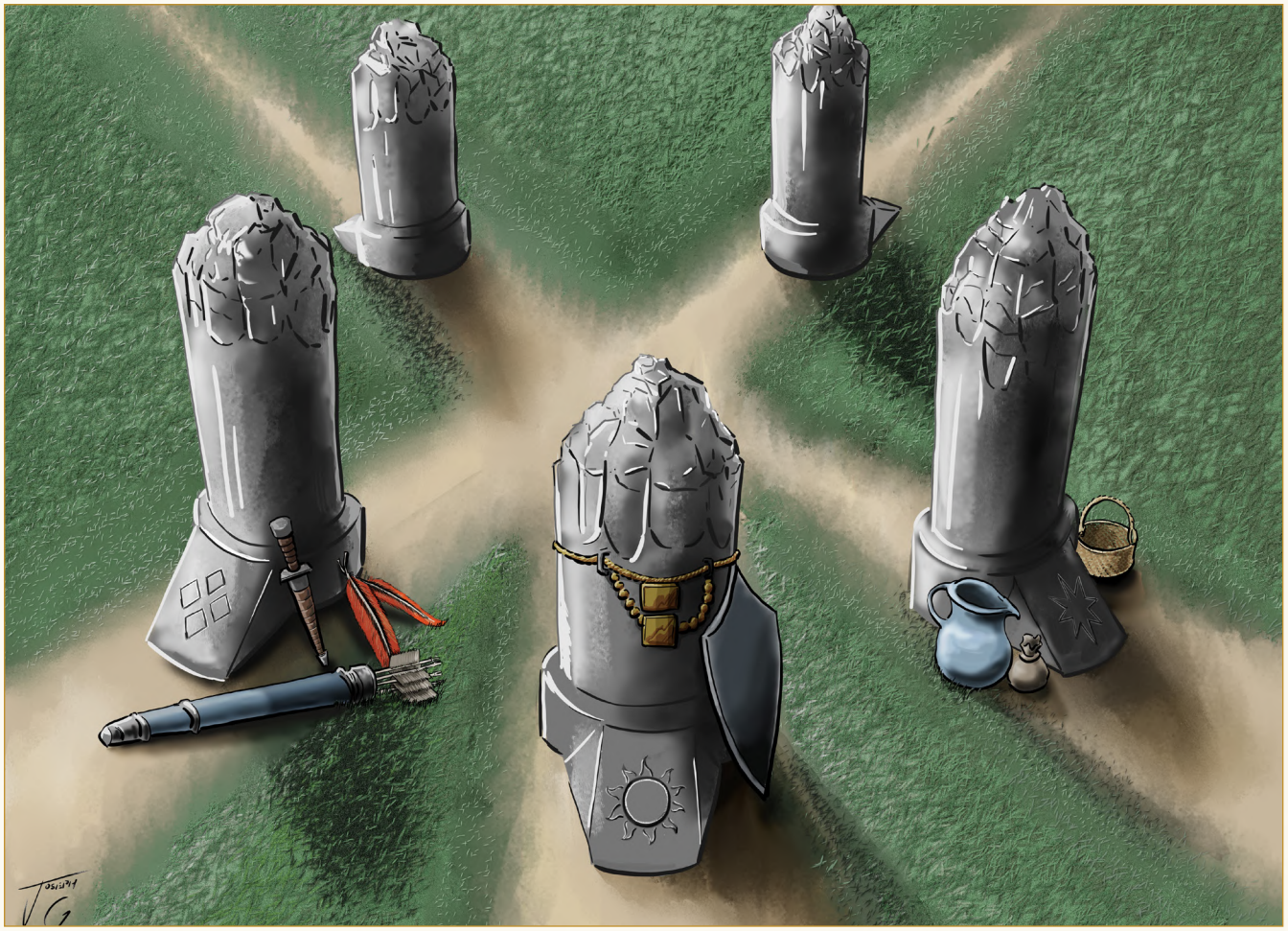
Indulgence: A life lived without experience is miserable, and a life lived to excess is destructive. The Church teaches that a person who withholds from themselves all pleasures may eventually take pleasure without consent and at the expense of others. Therefore the Adherent is instructed to live simply for most of the week, and then on Voidsday take some indulgence in consensual pleasures. They're encouraged to enjoy any pleasures they choose on this day, but without becoming destructive, hurting others, or creating permanent relationship problems. This is the sacrament of the Daeva.

Conversion

Becoming an Adherent of The Five and joining a church is fairly simple. One must simply begin attending, learn about the tenets of the Five Sacraments, and present oneself to a deacon or elder to receive the Fivefold Prayer. At larger churches they may add the new adherent to a church roster, but adherency is believed to be a matter between one and the gods themselves.

The Fivefold Prayer:

> *"Father, sanctify my mind with your light and discipline. Mother, fill my heart with love and kindness. Messenger, give me true and just words to say. Zephyr, send me where I may do good. Daeva, protect my soul from evil."*



The Pentalith. Art by Joseph Garcia.

Organization

Each church congregation is led by a Deacon and supported by several Elders. The Elders are ordained administrators and teachers, and are appointed and ordained by the deacon, with the will of the congregation.

The churches in a particular region are governed by a council of Deacons called a Synod. Each Synod elects a representative to a higher council called a High Synod, which are concerned with all the churches in a particular nation. Each High Synod similarly elects one of their members to be an Archdeacon, who becomes a member of the Holy Synod which concerns itself with the running of the global church and its theology and administration. The Holy Synod is seated in the Temple District of Amava in Delard province.

The Chaplains of the Five are a group of warrior deacons who practice warmagic of a particular god. In modern times, they serve more a symbolic and ritualistic role in the church, but saw active duty and heavy combat during the Blue War.

Death Myth

The Fivefold Church's teachings about death:

> *When you die, your soul floats up away from the Earth through the Sky, buoyed by the Zephyr's magic. When you reach the edge of the sky you begin to float at the edge of the Void. If you have evil in your soul, you sink through the veil to the Nether, naturally drawn to it by your spirit of evil deeds. If your soul is good, the evil of the Nether pushes you away further into the Void. You may look as long as you like at the Earth and the Sun and the Moon. While you look, the Father can give you joy in remembering your life, the Messenger can give you peace in the realization of your death, and the Mother can give you the memory of yourself and who you are. But you still drift, and Earth and the Sun and the Moon become smaller and their influence on you wanes. And you will choose, at some point or another, to face into the Void and become nothing.*

Sects and Heresies

Small and secretive, the True Namers sect of the Fivefold Church holds that an adherent may call the gods by their true names: Gaia, Baldyr, Iomi, Xi'lat, and Afrit. Otherwise, they are identical in practice to the mainstream Adherency.

The Church leadership is adamant that the rumors of a sixth god are utterly false. Anyone who professes Adherency but is found worshiping Jack in secret is excommunicated.

The Holy Zephyrian Church

The Holy Zephyrian Church, the official state religion of the Prelacy of Ath'enki City-States, is a monotheistic (belief that there is only one god) orthodox (focus on right beliefs) religion worshiping Xi'lat. Its center of power is based in the Ath'enki city of Ath'a. The followers of this religion are called Zephyrians and the religion itself is referred to as Zephyrianism, but since the Prelacy is a theocracy, almost all subterranean ath'enki are Zephyrians and the term used mostly by outsiders.

Zephyrianism's primary doctrines surround the concept of the Great Prophet Agachak who revealed the mysteries of the Zephyr to the ath'enki people a millennium ago and his subsequent martyrdom. There are generally regarded to be four chapters of the Prophet's life: The Reception, The Compassion, The Sufferance, and The Ascension. In addition, they revere many Exalted, disciples who performed great deeds in the past and are exemplars of particular tenets of Zephyrian doctrine.

History

Before the founding of the Holy Zephyrian Church, the ath'enki city-states were independent feudal principalities, each governed by a ruthless Lord or Prince in an authoritarian monarchy. The ath'enki people were, as a whole, an animistic society believing in the power of the spirits of the caverns and crystals they lived among.

The Reception

A thousand years ago, the humble katta'ka farmer Agachak became lost in the caverns while pursuing an errant larva. He encountered a cavern of such beauty and majesty he was overcome. In truth, he had found a massive motherlode of zephyrite. In awe, he sat at the base of the giant crystal and, quite unintentionally, began to commune with the divine. Not even Agachak knew how long he sat, but after a long time, he awoke from his trance filled with the wisdom of the deity Xi'lat, the Zephyr.

The Compassion

After his Reception of the Wisdom, the Prophet moved throughout the cities preaching and converting believers to following the Zephyr. The Reception had awakened powerful magic abilities in Agachak, and he used them to help all with what seemed like miracles. He healed people who were sick and gave accurate guidance about the future. The Prophet gathered many disciples to his side with whom he shared much of the Wisdom of Xi'lat.

The Sufferance

The city lords were furious with the power of Agachak and the sway he seemed to have over his disciples. His word was spreading faster, and his preaching was often at odds with the powerful lords self-imposed right to rule. A great persecution of Zephyrians began, and after a year of bloody violence, Agachak was captured by a coalition of the city lords. For 60 days he was tortured, the lords desperate to wring from him the secrets of the Wisdom and his miraculous powers. After much Sufferance, the Prophet died.

The Ascension

According to the Church's official history, at the moment of the Prophet's death, every true Zephyrian felt an immediate sense of loss, as if a part of their soul were ripped out of their hearts and drawn toward the cave ceilings above them. This is regarded as the Ascension of Agachak the Prophet, in which it is believed that he became one with Xi'lat and all the cares of the Zephyrians became the cares of their god. Following the martyrdom of Agachak, a mass revolution against the city lords removed them from power. Over the next decade, the form of the Church as it exists today began to take shape, and from then on the city states were ruled by the Church.

Beliefs & Doctrine

The primary doctrine of the Holy Zephyrian Church is the study and memorization of the Wisdom, a holy text transcribed from early oral tradition regarding the words of the prophet. It has been divided into several chapters and verses by early Church scholars. Many of the verses and sayings are inscrutable, and are attributed to being prophecies with an unknown context, but much of the text is comprised of fairly straightforward axioms on how to live a good life according to Xi'lat.

In addition to guiding daily life, the Wisdom also provides a structure for the Church Hierarchy and the Prelacy, as well as tenets regarding how the Primarchs must rule the ath'enki people.

The Zephyrians believe in a complex system of reincarnation and rebirth known as the Chrysalis. They believe that when a true believer dies, their soul enters a dormant, transformative state while all impurities gained during its life are stripped from it. After some time (scholars cannot agree on the timeline for rebirth) the soul is reincarnated in an ath'enki baby at the Quickening (a particular moment during pregnancy) where the ath'enki fetus gains an immortal Zephyrian soul.

The great Prophet Agachak is said to be in his chrysalis state now, held tightly by Xi'lat. Not because he needs his impurities stripped away, but because one day he will be reborn to save the ath'enki from destruction at the end of the world.

The Zephyrian doctrine prescribes several strict behavioral and diet restrictions for different parts of the lives of its disciples. For example, during the celebration of the Sufferances, Zephyerians may not eat meat and subsist entirely on plants and fungi. There are also precepts regarding cleanliness and relationships (adultery is traditionally punishable by death but enforcement is much more lax in modern times).

Organization

The Prelacy is headed by the Primarch, the spiritual and governmental head of the church and the state. Their power is nearly absolute in the Prelacy, as their word is as good as law, unless it directly contradicts the doctrines of the Wisdom. The Primarch is appointed by the council of prelates, each of whom govern an individual city-state (called a prelature). The prelates are usually archbishops, but have historically sometimes been layfolk of other disciplines. The archbishops hold the Primarch accountable and have the power to impeach them if they defy the Wisdom or seek to elevate themselves above their position. (This has happened once in history. In t10478 [the 403rd Everan year after the Ascension], Primarch Malachichel claimed that she was the reborn soul of the great Prophet and attempted to claim authority to rewrite the Wisdom to her whims. She was stopped by the archbishops who determined that she was *not* the reincarnated Prophet and executed for heresy.)

Members of the Holy Zephyrian Church attend gatherings once a torak called Attendance in great stone cathedrals carved from special caverns. Most churches are headed by a bishop, who has authority to teach the Wisdom to the Zephyrians.

Conversion

In ath'enki society, it's assumed that one is born a member of the Holy Zephyrian Church. However, with the discovery of the overworld, many non-ath'enki have become Zephyrians and Zephyrian cathedrals have been created in cities across the surface of Zafir.

Becoming a Zephyrian is simple: believe the doctrines of the Wisdom and act accordingly.

The Sky

The ath'enki find it extremely odd that the surface-dwellers believe in Xi'lat and worship them as a god of the sky. It's hard for them to believe that their god holds dominion over the sky, an utterly alien concept to the ath'enki.

Adeptus Daevonium

Ages ago, the Sultai people formed a coalition of tribes, each influenced by major daeva and built small religions around their patron. As the coalition grew into an empire, the state formalized the myriad forms of daeva-worship into the official Sultain Imperial faith: the Adeptus Daevonium, which translates from Old Sultain as "Honoring the Daeva."

The primary belief system in the Adeptus Daevonium is to revere Afrit the Shahanshah Daeva above all the other shah daeva. Then to honor the other powerful daeva with ritualized practices and holy day celebrations.

Other religions and cultures refer to the Adeptus Daevonium as "Netherism", which is slightly pejorative.

Organization

The Adeptus Daevonium is led by the head of state, the Emperor or Empress, as the Imperium was originally a theocratic absolute monarchy. The emperor's religious title is Rex Pontifex, leader of the ordo sacrum, the order of priests.

The responsibility of the Rex Pontifex is to communicate the needs of all Sultain people directly to Afrit and interpret his response back to the people.

Under the Rex Pontifex are two distinct sub-orders, the ordo pontificarum and the ordo flameni.

The pontifices of the ordo pontificarum are each the high priest of a region, taking care of the organization and administration of the Adeptus across a particular area. Under each pontifex serves the sacredi, or local priests. Each sacred runs a temple in an administrative capacity and is assisted by calators, unordained aides.

In the Adeptus, one's own home is technically a small temple, and the head of a household is known as a fanatus or fanatic (male or female), of the ordo fanatici.

Of the ordo flameni there is one flamen per daeva. The flamen of the daeva is an expert on that

particular daeva's behaviors and signs. The Flameni Recis are flameni to the daeva kings, while the Flameni Inferi are the high priests of all other daeva. Under the flameni is the ordo auguria, the augurs. The flemeni tend to grand temples built like palaces in the capital city of Sultai. Augurs are assigned to individual temples to perform ritual sacrifice, interpret omens, or summon daeva. Augurs are assisted by an auspex, who is appointed by the augur. Some temples are large enough that they require multiple auspices.

Practice

The praxis (practice) of the Adeptus Daevonium is twofold: individual praxis and collective praxis.

Any individual practicing the rites of the Adeptus Daevonium has an obligation to build a small shrine and altar in their own home to the daeva they personally worship. At mealtime they sacrifice libatia and hostia, a small amount of drink or oil and a small amount of food on the altar, which is burned. In addition, one offers a prex, or prayer, when supplicating their personal daeva for a blessing. The final form of individual praxis is dependent on exactly which daeva they follow, as each has its own unique ritual or act of worship.

Collective praxis requires one to attend various temples on special ritual days of the Sultain calendar. At temple, the augur and their auspices perform the ostentia, the reading of signs and omens. This may be through several means based on the daeva that the temple is dedicated to, like the reading of entrails of animal sacrifices, the interpretation of the ravings of an auspex under daevic possession, or an analysis of the portents of the stars and the weather.

The King of Kings

The people of Sultai revere Afrit as the one true god of Zafir, denying the existence of all other gods, and as the ruler of the Nether and the ultimate authority over all other daeva.

Most people find Afrit somewhat distant and unrelatable and instead address their prex (prayers) to lesser daeva. The Rex Pontifex's duty, however, is to commune directly with Afrit.

The Kings of the Nether

Many Shahdaeva rule the various regions of the Nether and are venerated by the Adeptus Daevonium. Each daeva Lord has a flemen that has devoted their life to its study. Over the last several generations, the flemen have determined the exact nature of many of these powerful daeva and know about their aspects and the rituals which please them the most. Flemeni serve for life and generally train up a successor to take their place when they die.

Personal Daeva

Each person who practices the Adeptus Daevonium naturally gravitates towards the aspects of a few particular daeva over the course of their life. One might worship a particular daeva as a teenager and add others as one grows up and passes through different stages of life. One may even stop following a daeva if one feels that it no longer serves one's needs.

Temples

Shahdaeva and major daeva are worshipped in temples, special buildings set apart for worship. Each temple is run by a sacred and an augur, who perform administrative and omen-reading services, respectively.

Temples are always square, with four walls and a single entrance, and aligned with the cardinal directions of the compass, with the entrance facing due south. In the northern half of the temple a screened off area is reserved as the aeda, the home of the daeva when they visit this temple. Before the aeda to the south is an altar. Supplicants approach the altar facing north, burn their offerings upon it, and speak their supplications to the daeva.

For other rituals, the augur performs readings of omens in various ways in the space before the altar, and people may come and witness the readings while standing along the walls.

Sects & Heresies

The Tyxian Netherwalker Cults are a group of practitioners of an ancient tribal religion similar to the Sultain daeva worship. The Tyxians were

absorbed into the Sultain Imperium centuries ago, but these cultists have continued to practice their art in semi-secret, under the guise of practicing the Adeptus Daevonium. In truth the Tyxians believe in the ultimate power of mortals over the daeva and created a religion around entering the Nether, dominating, and enthralling daeva for personal gain. They also claim to be the first people in the world to coerce daeva into corpses on command and create ghul armies.

In the wake of the Blue War and the Armistice, more international travel has been allowed in Sultain than ever before, and as it always happens, information and the Sultain culture are evolving with exposure to foreign ideas. The other world religions are gaining footholds in the Imperium and the empire recently formed an Inquisition to stamp out the influx of heresy.

Disciples of Jack

It could be argued that the gods don't really exist. That their effect on the world is so invisible and intangible that they're not real. And most people wouldn't really argue with you, it's unprovable if they exist or not, but that's not the point of faith.

The Disciples of Jack would argue otherwise, for they have met their god face to face.

Jack is a mortal-ascendant with a secretive and unknown origin. Legends say that he may have been a young boy, murdered unjustly in the desert and resurrected by the gods as one of their own as an example for humanity. Some say he fooled a very powerful jinn into granting him deification. His most powerful and most trusted followers don't even know the real story, and they've asked him directly. He won't tell, they say, he just grins and winks and disappears without a trace.

Jack is lord of the Void, but manifests himself on the Earth in a way that no other god does. He meets with and speaks to his followers on a regular basis. Among his gifts are spells of void magic that allow his disciples unprecedented levels of power. The Void God demands that they keep secret and hidden.

He teaches and guides those who believe in him, but he takes in only those willing to keep his secret. He attracts many thieves, spies, and beggars to his side.

Tenets

The primary tenets of the disciples of Jack are to make sure that nothing is secret. All knowledge is to be obtained and shared. In serving this tenet, the disciples learn every kind of deceit, illusion, and thievery as possible to acquire and to safeguard the knowledge they gain.

The poor are also of primary concern to the disciples. They are commanded, like many religious teachings, to help the poor, but the disciples help them in their own way. The many beggars and destitute of the cities of Zafir are often recruited into the discipleship and given power to help themselves.

Relationship with The Fivefold Church

The Adherency holds a special hatred, at the official level, for followers of Jack and goes out of its way to demonize the disciples at every opportunity. Given this low-level cold war between the two religions, disciples of Jack feel obligated to mess with the pious and self-aggrandized deacons of the Five whenever possible.

Death Myth

In response to the teachings of the Fivefold Church, which hates the disciples of Jack, Jack teaches the following about death:

> *When you die, your soul floats up away from the Earth through the Sky, buoyed by the Zephyr's magic. When you reach the edge of the sky you begin to float at the edge of the Void. While you float there, Old Jack greets you warmly, as a cherished friend. He asks you your heart's desire, do you want ultimate freedom, or eternal service? Those are the only choices. If you choose freedom, you may embrace the Void and become like The Unknown God, he who is nothing and is everything. If you choose service, Jack sends you back to the Earth to be his invisible avatar and unseen servant.*

Ur-Father & Ancestor Worship

One might ask, if it is the gods who created the earth and the people, who created the gods? The ancient rhuthari had the answer: the Ur-Father. In the creation myth of the rhuthari traditional religion, the Ur-Father existed before and outside of time, and created the gods the moment that he created the cosmos. He then gave them free reign to create, live, love, and experience as they willed.

In addition to belief about the existence of the Ur-Father, the rhuthari ancients believed that the ethereal essence of a person's soul extended into the souls of their offspring, and that there is an unbroken line of ancestry leading directly back to the gods and therefore to the Ur-Father.

Rhuthari traditionalists believe that the essence of the Ur-Father was most potent and present in the god Baldyr, and revere him above the other gods. It was him, they claim, that created the rhuthari on earth in the deific ages and that he himself is a rhuthari. From Baldyr all rhuthari are descended.

The concept of an unbroken line of divine essence passing down through the generations has created a tradition of reverence for one's ancestors, especially when one's ancestry includes heroes or other highly-regarded folk.

The practice of the worship and reverence of the ancestors and the Ur-Father inevitably involves fire, flame, and ash. At a fire, an ancient rhuthari would burn a sacrificial portion of their meat and blood as an offering to their ancestors, usually with a verbal supplication asking for a blessing or good luck. The morning of a battle, ancient rhuthari warriors would mark their fur with ash from the dead campfire, invoking the power of their ancestors and inviting the strength of their essence to power them in the coming conflict.

In addition to these rituals, followers of the Ur-Father have two primary principles: charity and vengeance. A rhuthari who believes in the traditional religion must be kind to all and give freely to those in need but should also punish those who wrong them swiftly and savagely.

Kakkara, Jaan Traditional Faith

Worship of Azoria, the Forgotten Goddess is practiced rarely by jaan folk and generally only older jaan. It's a heterodox (no one right teaching) yet orthopraxic (belief in good works) faith mainly centered around oral tradition. The faith practice itself is called Kakkara and has three primary tenets.

Kindness

At the end of one's life, a practitioner of Kakkara desires most to be welcomed into the spirit realm and covered in power and safety by Azoria. One does this by practicing the Three Pathways of Kindness: good deeds, acting towards others with kindness; good words, saying only kind things about others and criticizing with kindness and tact; and good thoughts, being true to your words and deeds by matching them with positive thoughts about yourself and others.

Charity

Kakkara is a way of life where none of one's neighbors go hungry or needy. It is imperative that part of practicing good deeds is offering to others some of what you have. In addition, practitioners of Kakkara create a special fund designed to provide for the neediest people in their communities.

Altruism

As part of the interaction of good deeds and good thoughts, it's important to worshipers of Azoria that one does good deeds without the expectation of reward or praise. It is essential to the practice of Kakkara that one feels joy in the very act of doing the good deed; knowing one has helped another or shown kindness is its own reward.

The Earth Mother

Less of a religion and more of a philosophy about the world, the Earth Mother cult holds that the earth, plants, animals, and all people are, in essence, part of the goddess. This belief is held by two disparate groups. The dyn traditional faith holds this philosophy to be true and an integral part of their daily life. Almost all dyn raised in dyn families learn to treat the earth well, take only what you need, never destroy selfishly, and to create beauty in the world. Those who worship the Earth Mother are referred to as Gaians.

Dyn of all cultures universally worship Gaia and hold a special relationship with animals and the soil of the ground itself. Worship of Gaia is simple: help those in need, heal those that are wounded, steward nature responsibly. The dyn-essat take these acts to heart in their entire society, the dyn-errad, on the other hand, use their playful nature to worship in their own ways. Dyn-errad sometimes practice religions common to where they live: worship of the Five is popular with dyn living in insaan areas, and many dyn living downstairs (what the dyn call the subterranean territory of the ath'enki) become confirmed members of the Holy Zephyrian Church.

The other group is the Cave Soul Cult of the ath'enki city states. This sect, while considered heretical by the Holy Zephyrian Church, has gained more prominence in recent years due to the influx of religious knowledge from the surface world. Through missionaries of the Fivefold Church, these cult members learned that their belief in a feminine spirit that inhabits the very rocks of the caves they lived in has strong analogues to belief in Gaia. The group is gaining traction among young ath'enki disenfranchised by the stuffy Zephyrian Church but who still have spiritual feelings and needs.

Moon Priests

Many hinn folk worship Iomi the Messenger above all other gods, especially those that feel distant and disconnected from their insaan neighbors. It's widely held that Iomi chooses the form of a beautiful, pale-skinned hinn woman, and many hinn women closely identify with her.

The Priestly Order of the Moon and Her Goddess, Iomi the Messenger is a semi-secretive religious organization with orthodox doctrine and complex ritualized worship. Membership is limited, and those who seek to become Moon Priests must undergo years of training and incorporation into the organization before becoming full members. The Moon Priests of Iomi are comprised of mostly hinn with a majority of them women, a few dyn, a few insaan and almost no rhuthari, jaan, or ath'enki.

Technically, there are no lay-members of the Moon Priests. Once you pass through the ordeal of training, one becomes as full priestly member of the Order, as all members are. Moon Priests congregate at night, outdoors, at consecrated meeting places in order to practice their rituals. The priests and priestesses of the Order are highly concerned with signs and omens, and interpret the movement of the stars, moon, and planets of the Zafiri night sky to predict future events or give meaning to current events.

To the Moon Priests, dreams are a means of communicating directly with the gods and other supernatural entities. Some priests believe that they have a natural talent for interpreting dreams, and practice this skill on their fellow priests and themselves on a nightly basis. The order places great importance on the meaning of dreams and uses dream-interpretation as an important aspect of their divination. In ages past, many world leaders, kings, and emperors would keep a Moon Priest or Priestess on their staff to interpret their dreams before making crucial decisions.

Delard City, the Oasis City.
Art by Sam White.

9

Zafiri Society

Zafir's Geography

Zafir is the only rocky planet in a solar system with one white-yellow star. The planet has a molten iron core and a single rocky moon with a mass of about 1.2% its own. Every sapient being that lives on the planet Zafir is known as a Zafiri (collectively: Zafiris).

Zafir is largely covered in saltwater ocean, about 80%, with large parts of the north and south poles covered in glacial or sea ice, about 20% of the planet's total surface.

The two continents which make up the setting for this book are called Iblix and Evera. Iblix and Evera are both large landmasses with hundreds of small surrounding islands and archipelagos, Iblix in the west and Evera in the east. Between the two lies an ocean, the Hyril Ocean, with some larger subcontinental landmasses in the south. To the west of Iblix and the east of Evera lies an unfathomably large ocean stretching around the other side of the planet. They say a massive storm rages in that wide ocean, preventing even magitech air-travel to the area. It's rumored that this storm conceals a third continent abundant with wonders unseen in Evera or Iblix...

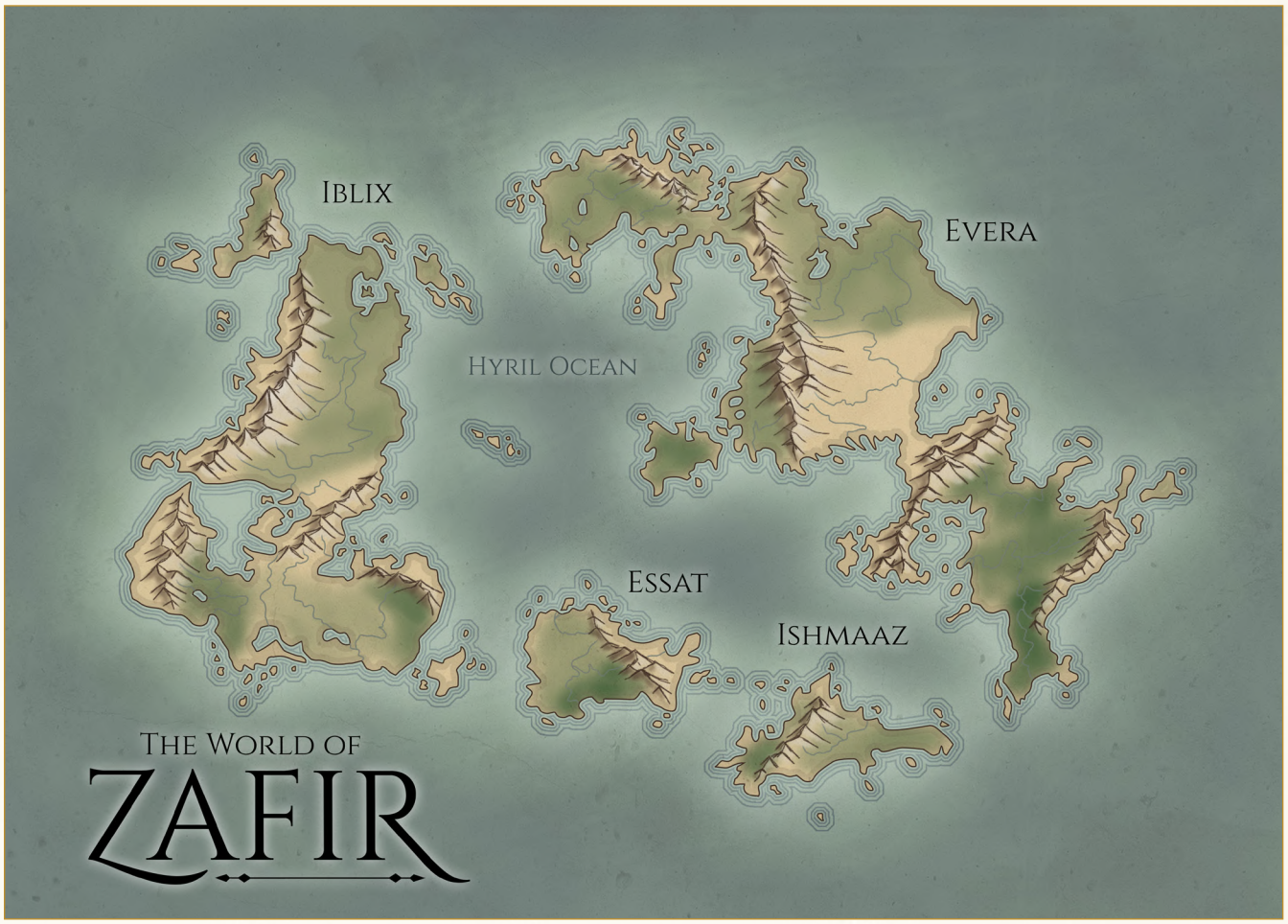
Both Evera and Iblix are situated with most of their landmass north of the equator giving some of their southern areas a tropical climate and becoming more temperate as one travels north.

People of Evera are called Everan (plural: Everans) and people from Iblixi are called Iblixian (plural: Iblixians). Because the sapients on the southern subcontinental islands are more like the Everans in culture, they are called Everan as well.

Nations of Zafir

Delardian Federation

One of the largest nations in Zafir and the dominant political force on the Everan continent, the Delardian Federation has created a strong economy and national identity from disparate neighboring nations in the last century. Formerly the Empire of Delardia, the member nations reformed their government as a constitutional federal republic and retained the Imperial family as a symbolic head of state. The currency of the former empire



still remains in use in the modern day: the Imperial Riyal.

Government: Parliamentary Federation

Leader: Prime Minister Ada Grace

Seat of Government: Delard City

Species Demographic: 45% insaan, 30% hinn, 10% dyn-errad, 10% ath'enki, 5% other

Delard

The federal capital of the nation, the Prime Minister and the Parliament both reside and work here. It is a metropolitain and progressive place, with many large cities and wide, fertile agricultural areas. The Delardian Federal Navy is the largest airforce in the world.

Demonym: Delardian

Insaan/Hinn Appearance: Tan or dark skinned, various hair and eye colors

Personality: Nationalistic, proud, welcoming to immigrants and foreigners

Cultural Aspects: National Pride

Geography: Desert-steppe, highland-steppe, degraded forest, rainforest, heathland, scrubland

Industry: Naval, aeronautical

Dominant Religion: Fivefold Church

Major Cities: Delard City, Amava, Three Oases

Delard City

The coastal capital city of Delard province and the former imperial seat, Delard City is one of the largest cities in Zafir and the largest in Evera. Currently the political capital of the Delardian Federation, the city is also a major center of commerce, industry, and artificery. The majority of airship manufacturing in the Federation occurs here.

Amava

Amava is an ancient city built on the beautiful and fertile floodplains of the Amavine river. In addition to being a large agricultural center, Amava is home to the power center of the Fivefold Church, the Holy Synod, where the archdeacons make important doctrinal and political decisions.

Three Oases

Like the name suggests, Three Oases was founded in a water-rich region of an otherwise unforgiving desert. It was originally settled by caravanners creating an important way-station at a crossroads of major trade routes. Since then, a large bustling merchant's city has sprung up, supporting its populace with both agriculture and trade. Since distance to water is a primary factor in population density, before magitech pump technology the buildings of Three Oases were built tall with foundations nestled atop bedrock close to the surface.

Astin

An industrious mountain region, the Astinians have long been allies of the Delardians, even before empire and federation. The mountainous land produces hardy people and ample natural resources, including steel, baldyr, and auranite.

Demonym: Astinian

Insaan/Hinn Appearance: Dark skinned, red/brown hair, green/yellow eyes

Personality: Stern, cynical

Cultural Aspects: Industrious, hardy

Geography: Mountainous

Resources: Abundant auranite

Dominant Religion: Fivefold Church

Major Cities: Faris; Sanctuary, The Mage College of Astin

Faris

Faris, the provincial capital city of Astin, serves two major purposes for the region. First, it's a major port for airships, with it's high elevation and lack of access to sea waters, it provides a vital docking point for ships crossing the continent. Second, it's the primary auranite mining and cutting facility for the Delardian Federation, providing over 60% of the nation's auranite from its many mines.

Sanctuary, The Mage College of Astin

Since the discovery of zephyrite by the surface world, mages have found a serious need for organization and training. The mages of Astin are well known throughout Zafir for their capabilities and discipline. The college also trains artificers who specialize in advanced auranite technologies. This ancient monastery complex in the mountains was actually a retreat for mages in the distant past, pre-zephyrite discovery.

Achann

A lush and beautiful place, the peaceful state Achann is home to many of the nation's farmers, ranchers, and herders. Untouched by the devastation of the Blue War, the city of Achann has become a large urban sprawl known for its places of higher learning and engineering.

Demonym: Achanni

Insaan/Hinn Appearance: Tan skin, various eye and hair colors

Personality: Calm, proud

Cultural Aspects: Peaceful, industrious

Geography: Fertile lowlands, forested hills, badlands

Industry: Agricultural, herders

Dominant Religion: Fivefold Church

Major Cities: Achann

Achann

The city of Achann is one part metropolis and one part livestock trading center. Massive amounts of animals come and go through the traders' pens every season, sending leather, wool, milk products, and meat throughout the Federation.

Garrera

The desert people of Garrera are mostly descended from former slaves, as it was a slave colony of the now extinct Mylaxian Empire, destroyed completely by freed slaves backed by the Empire of Delardia over a century ago. Mylaxian imagery and culture

is highly taboo and almost none of it can be found outside of museums and historical archives.

Demonym: Garreran

Insaan/Hinn Appearance: Large, tan skinned, dark hair and eyes

Personality: Aggressive, defiant, willful

Cultural Aspects: Former slaves, warlike, displaced, dispersed

Geography: Desert, mountains, dry highlands

Resources & Industry: Salt, tourism

Dominant Religion: Fivefold Church, agnosticism

Major Cities/Landmarks: Gar, Ruins of Mylax

Gar

The provincial capital of Garrera and also the center of the Delardian salt trade. The Garrerans produce salt in three ways: by evaporation of seawater on the desert coast, by boiling the natural brine of a series of brine springs in the highlands with auranite-powered heaters, and by mining a huge, pure vein of salt under the southern mountain range. Thousands of airships land in Garrera every day, bringing a variety of imports and leave laden with blocks and bags of high-quality salt.

Ruins of Mylax

The Mylaxian Empire may have once been a powerful force in Evera, but their cruelty and racism eventually led to their downfall. After a violent slave revolution supported by the old Delardian Empire, the armies of the Mylaxians were crushed, the monuments of their leaders destroyed, and the imperial city razed. Its ruins are now only a monster-infested grave in the middle of the desert.

Tri'ester

The Tri'estrian naval power was a strong ally to the Delardian Empire before it became a federation. Through strong diplomatic actions in the aftermath of the Blue War, it became a federal state and the major naval production center of the nation.

Demonym: Tri'estrian

Insaan/Hinn Appearance: Dark skinned, dark hair

Personality: Guarded, friendly

Cultural Aspects: Traditional, severe, isolated, diplomatic

Geography: Temperate islands

Industry: Naval, aeronautical, fishing

Dominant Religion: Fivefold Church, agnosticism

Major Cities: Tarrant

Tarrant

The coastal city of Tarrant once boasted the world's largest naval shipyards. Now, while other nations have shipyards that produce more airships, the craftspeople of Tarrant are still some of the finest and most skilled airship crafters in Zafir, rivalling the finest Sultain shipbuilders.

Agriculture & Trade

Much of the agriculture done in the Delardian Federation, besides in Achann, is either done around the various oases in the desert and desert-steppe areas or done through magitech irrigation systems, that either summon water through magic, which is very expensive, or use auranite power to pump water from springs or wells to the fields.

In the distant past, Delardia was more dangerous and had more conflict with its neighbors, and thus many villages had walls and were essentially forts. These days, many of the villages still have portions of their old walls and towers intact, but they're not of any practical use anymore.

Food Products: wheat (which is a main staple and cereal of most families), barley (also a staple, as well as being used in brewing and for animal feed), tea, citrus, stone fruit, tree nuts, date palm (both for dates and for various palm products including palm oil), sugar beets, grapes (and wine), hops (for brewing beer, also a very popular export), freshwater and saltwater fish, and farmed shellfish.

Spices: cardamom, ginger, turmeric, black pepper, cinnamon.

Livestock: cattle, donkeys, oxen, camels (dromedary), domesticated gazelle, addax (domesticated antelope), sheep, goats, chickens.

Other Products & Exports: opium, tobacco, palm (oil), hemp (paper, cloth, rope, oil), qunabu (Everan word for cannabis), poplar (lumber), cedar (lumber), pearls, cotton.

Language

All Delardian children learn to speak Everan in the home and to read and write Everan in schools. Delardians often have conversational language skills in one other language, usually a language spoken by immigrants that live in their area or people they do frequent business with, often Dynish, Sultain, or Batarak.

Sultain Imperium

Reformed in the fires of the Blue War three decades ago by violently and aggressively conquering nearby nations, the Sultain Imperium has in recent years begun annexure of more territory. The resulting proxy wars have put it in conflict with the Delardians, the Rhuthari GTS, and the Ath'enki Prelacy.

For the last decade, the power of the Empress has been less than absolute, as her focus has seemed to stray from current affairs. Much of the administration of the Imperium is performed by high-ranking religious officials who seem to make their own executive decisions more and more...

Government: Constitutional Monarchy (formerly Absolute Monarchy)

Leader: Highlord Empress Satalia Elegantis Homare

Seat of Government: Capitalis

Population Demographic: 88% insaan, 8% dyn-errad, 2% hinn, 2% other

Sultai

The capital province of the empire and home to the Imperial Seat of power and the high temples of the shahdaeva.

Demonym: Sultain

Insaan/Hinn Appearance: Pale skin, various eye and hair colors

Personality: Haughty, arrogant

Cultural Aspects: Nationalistic, warlike, industrious, technological

Resources: Abundant baldyr

Dominant Religion: Adeptus Daevonium

Major Cities: Capitalis, Amari

Capitalis

A massive city on the eastern Iblixian coast, Capitalis is the center of power for both the Imperium and the Adeptus Daevonium. The temple district outshines the architecture of all Zafir with its opulence and grandeur. The city has practically no non-insaan residents outside of the diplomatic delegations who live in their respective embassies.

Amari

The industrial heart of the Imperium, Amari is situated close to three essential resources: massive salt mines, abundant baldy ore, and a major river shipping route. Over the last century the city has grown quickly and rivals many of the great cities of Zafir in size.

Tyx

Conquered long ago, the Tyxian people were already daeva worshipers and easily assimilated into the Imperium and adopted the Adeptus Daevonium.

Demonym: Tyxian

Insaan/Hinn Appearance: Pale skin, black hair, black eyes

Personality: Defensive, hot-tempered

Cultural Aspects: Dispersed, slavers, prejudiced

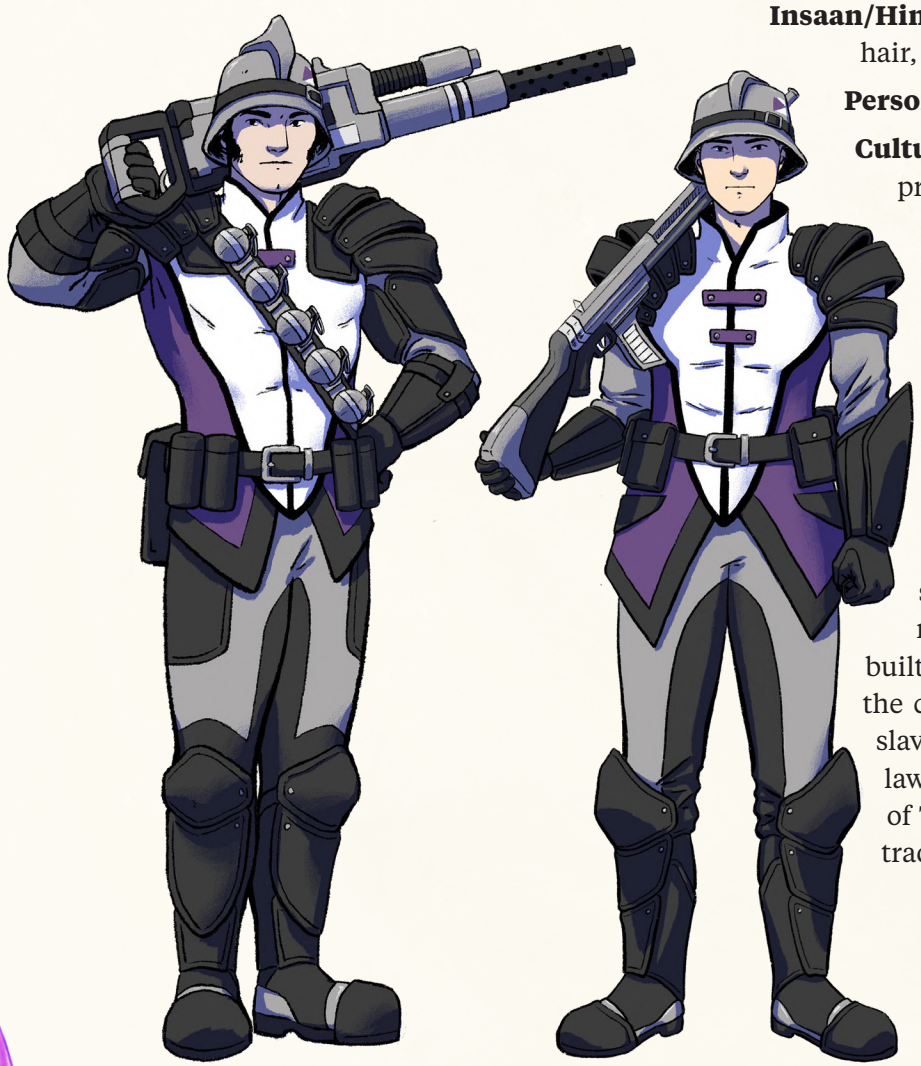
Resources: Abundant zephyrite

Dominant Religion: Adeptus Daevonium

Major Cities: Tyx

Tyx

The provincial capital of the region, Tyx is an ancient city. Partially built into the mountains in which it resides, the city is known for its vast network of underground caverns, built generations ago by the other thing the city was known for, its slaves. While slavery has since been universally outlawed on Zafir, the wealth and properity of Tyx was built on the back of its slave trade.



Sultain Imperial Soldiers. Art by Cat Parra.

Drax

The once impudent and upright citizens of Drax have been cowed into submission through a long campaign of police-state violence.

Demonym: Draqi

Insaan/Hinn Appearance: Large, pale skin, various eye and hair colors

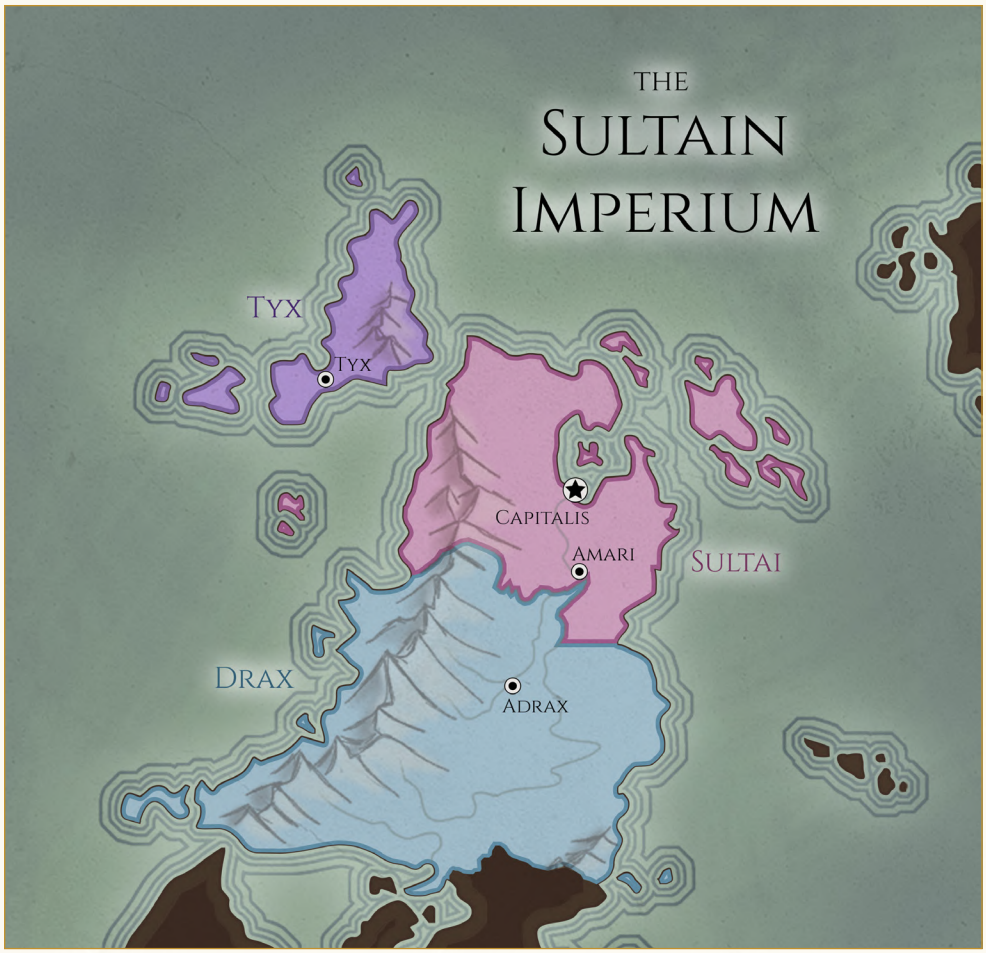
Personality: Submissive, low-ambition

Cultural Aspects: Former slaves, subjugated

Industry: Agricultural

Dominant Religion: Adeptus Daevonium

Major Cities: Adrax



Adrax

The former capital of the great Draxian Empire, this city is an ancient and sprawling metropolis. Situated at the fork of a river in the central plains of Drax, Adrax is a major agricultural and trade hub.

Agriculture & Trade

Across the Imperium, which has a temperate climate compared to Delardia, agriculture is performed by the lowest classes of peasants and serfs. The Imperium is home to vast fields and large orchards which provide staple grains, fruit, and wine to its people as well as for export.

Food Products: grapes (and wine), honey (and mead), strawberries, raspberries, blueberries, huckleberries, wheat, rye, millet, corn, oats, apples, pears, cherries, potatoes, turnips, carrots, alfalfa, salmon, crab, mushrooms.

Products & Spices: tea, pine (lumber), sugarcane, saffron, black pepper.

Livestock: cattle, pigs, horses, chickens, turkeys.

Trapping & Hunting: beaver, mink, fox, deer, elk, grouse, pheasant.

Language

Sultain citizens speak Sultain in the home. The xenophobic people often forgo learning additional languages, but study Old Sultain and Daevic in schools. Sultains that leave the Imperium to travel often pick up conversational skills in other languages, but find it difficult.

Burvor

The Burvish Sword Lords are a strongly independent nation of warriors and artificers. Burvish mercenaries are known to be perfectly loyal to their contracts and can be found throughout the insaan nations.

Government: Archduchy

Leader: Archduchess Olivia Bogen

Demonym: Burvish

Population Demographic: Insaan 92%, Dyn-Errad 5%, Other 3%

Insaan/Hinn Appearance: Varied

Personality: Aloof, formal

Cultural Aspects: Warlike, technological, industrious

Industry: Arms, warships

Resources: Abundant baldyr

Religion: Agnosticism, small pockets of Fivefold Church adherents

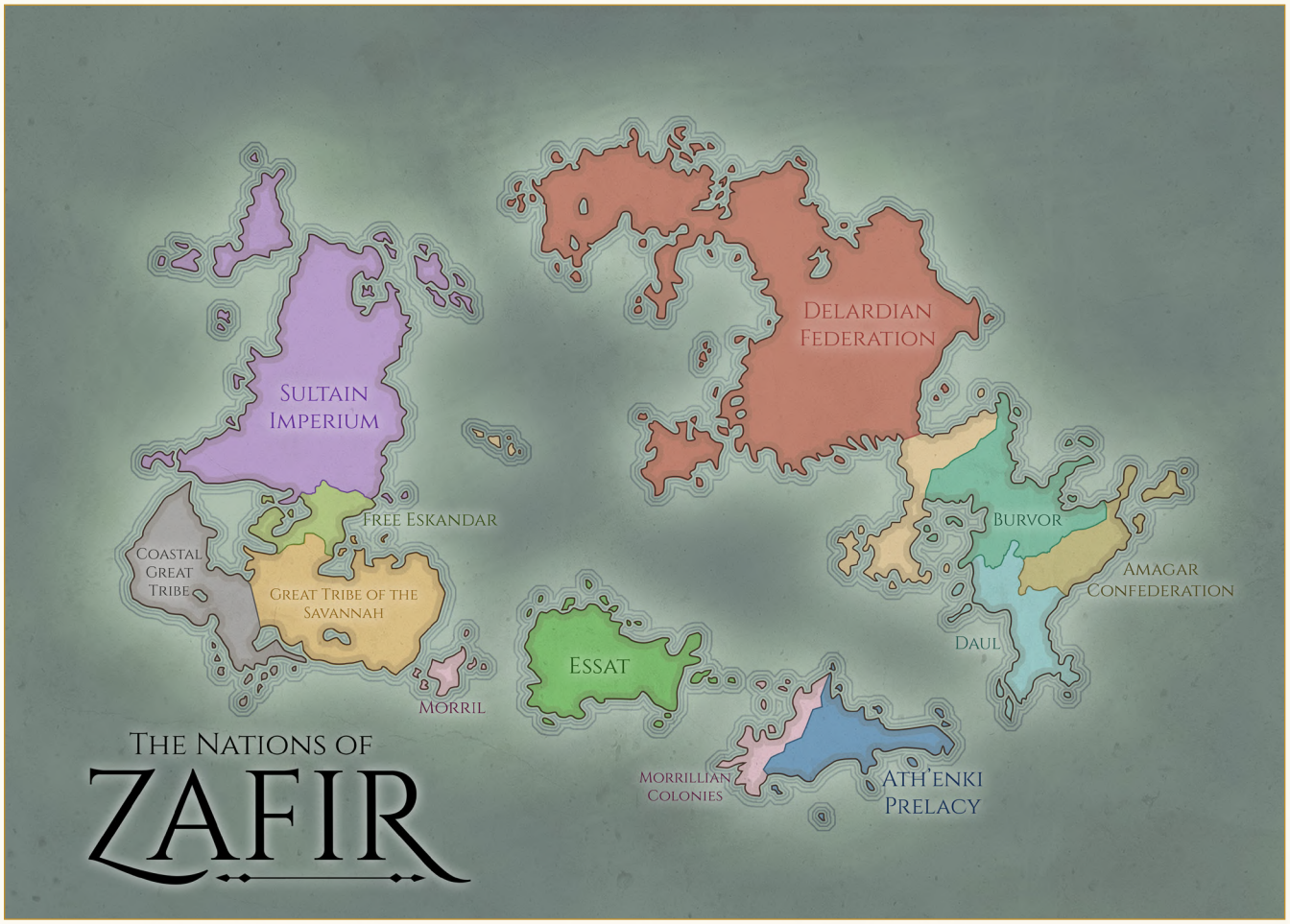
Morril

The Morrillian folk are often strange to the rest of the insaan. Isolated somewhat by their island territory, the Morril Nation is known for their naturally-occurring rainbow of hair and eye colors, as well as the skill, tact, and friendliness of its diplomats and envoys. Formerly under the Imperial rule of the Delardian Empire, the Morrillians gained their independence through revolution over seventy years ago. The Morrillians have good diplomatic and trade relations with their closest neighbor, the GTS (Great Tribe of the Savannah).

Government: Federal Parliamentary Constitutional Republic

Demonym: Morrillian

Population Demographic: Insaan 71%, Dyn 18%, Ath'enki 10%, Other 1%



Insaan Appearance: Varied skin color, many bright colors of eyes and hair (especially "unnatural" insaan hair/eye colors)

Hinn Appearance: The hinn that live in Morril haven't inherited the strange genetic pattern that causes insaan people to have wild colored hair and eyes.

Personality: Friendly, diplomatic, open-minded

Cultural Aspects: Unprejudiced, industrious, technological, urban

Resources: Abundant zephyrite

Industry: Naval, aeronautical

Religion: Multi-faith (mostly Gaians, Adherents, and some Zephyrians)

Daul

The Daulite Clans keep themselves separate from the rest of the insaan nations and are hostile to outsiders. These matrilineal hunter clans have lived in the jungles of Daul since before the Blue War. There are no finer trackers, guides, or pathfinders than the huntresses of Daul.

Government: Chiefdom

Ruling Body: Matriarch's Council

Demonym: Daulite

Population Demographic: Insaan 95%, Dyn-Errad 4%, Other 1%

Insaan/Hinn Appearance: Tan/light skinned, yellow eyes, gray/white/back hair

Personality: Guarded, loyal, fierce, independent

Cultural Aspects: Artistic, warlike, diplomatic, hunters

Geography: Forest/jungle dwellers

Religion: Earth Mother

Free Eskandar

A true hinn nation, Eskandar was created in the wake of the Blue War, when conquered territory was being carved up by the victors of the conflict. The borders of Eskandar were hastily drawn, just south of the Sultain Imperium, and enclose several different communities of sapients. The population is primarily hinn, with some insaan, some rhuthari exiles, and some dyn. Self-governance was granted to the hinn power structure that existed there before the war, but its an open secret that the current president is a puppet under the influence of the Sultain Imperium. Eskandar is currently a hotbed of political unrest, but has yet to boil into open revolution.

Hinn from around the Sultain provinces were forcibly relocated to Eskandar at the end of the Blue War. This has caused a huge amount of strife in communities across the new state, as neighbors often have only their pointy ears in common and lack a shared language, culture, or traditions. Over the last decade, things have improved at the local level, as people have banded together to continue helping the refugee crisis and have begun to cohere as a community, but political tensions still run high.

Government: Federal Constitutional Republic

Leader: President Ethorian Malaforia

Demonym: Eskandarian

Population Demographic: Hinn 70%, Insaan 20%, Dyn-Errad 7%, Rhuthari Exiles 3%

Insaan/Hinn Appearance: Pale skin, black hair, black eyes

Personality: War-weary, protective, revolutionary

Cultural Aspects: Politically unstable, culturally divided

Geography: Hills, plains

Religion: Fivefold Church, Adeptus Daevonium, agnostics

Rhuthari Great Tribes

During the Technomagical Revolution, the Rhuthari great tribes of the savannah and the coast became two large corporations governing their people and operating on a global scale: the Great Tribe of the Savannah, GTS, and the Coastal Great Tribe, CGT.

Personality: Loyal, formal, respectful

Cultural Aspects: Warlike, ranking-system, diplomatic

Religion: Ur-Father, Ancestor Worship, The Fivefold Church (rare)

GTS (Great Tribe of the Savannah)

While once a loosely connected group of nomadic tribes, the Rhuthari Great Tribe of the Savannah has become a massive meritorious corporation that governs the Rhuthari that live on the savannah in southern Iblix. The company itself is wealthy, as it is the single point of trade for both imports and exports to rhuthari lands.

The central point of power is the GTS headquarters on the traditional meeting place of the old Great Tribe gathering. A large city sprang up with incredible speed over the last few decades due to its trading prowess and reputation. It still functions as the meeting place of The Gathering each year, but the location is no longer temporary. Skyscrapers, parks, hotels, restaurants, and a busy airship landing pad all occupy what was once a lonely stretch of savannah along a river.

Government: Corporate Republic

Ruling Body: GTS Board of Directors

Demonym: GTS Member, Savannian (archaic)

Population Demographic: Rhuthari 71%, Insaan 11%, Hinn 7%, Dyn-Errad 6%, Ath'enki 4%, Other 1%

Resources: Abundant baldyr, abundant auranite

Industry: Mercantilism, electromagic systems

Agriculture & Trade

Besides baldyr and auranite, the GTS has a massive agricultural trade sector.

Food Products: onions, garlic, yams, honey, dates, baobab fruit, dika, dika nuts, palm wine, milk, butter, honey nut cakes

Livestock: cattle, addax, sheep

CGT (Coastal Great Tribe)

Like their cousins on the savanna, the rhuthari of the coast of incorporated into a corporate governmental entity shortly after the GTS. Their company is called the Coastal Great Tribe, abbreviated CGT. It is similar to the GTS in organization, it's run by a board of directors and promotes its members through the traditional rhuthari ranks based on their performance.

While the GTS specializes in auranite electromagic tech, the CGT is sitting on vast reserves of n-powder and nethane, as well as some daevacite. As a company, it's become even more wealthy than its sister-corporation through diplomatic control of its trade network of fuel and firepower.

Government: Corporate Republic

Ruling Body: CGT Board of Directors

Demonym: CGT Member, Coastian (archaic)

Population Demographic: Rhuthari 73%, Insaan 9%, Dyn-Errad 8%, Aquatic Jaan 6%, Ath'enki 3%, Other 1%

Resources: Seafood, abundant n-powder and daevacite, offshore nethane drilling

Industry: Mercantilism, nethane production, n-powder production

Agriculture & Trade

The CGT dominates the fishing and seafood industry, with several companies using special magitech-refrigerated airship holds to transport fresh seafood around the world.

Seafood: shark, turtle, crab, mussels, clams, reef fish

Democratic Republic of Essat

The peaceful and politically neutral Democratic Republic of Essat is a large island nation to the South of Evera with vast pasturelands, lush forests, and clear mountain rivers. The island is controlled in its entirety by the DRE, as old alliances, treaties, and diplomatic agreements bar any other nation from establishing colonies on the island.

Despite its isolated location and isolationist policies, Essat is the breadbasket of the southern Everan subcontinent, supplying Morril, Burvor, Daul, and the Amagar Confederation with staple foodstuffs. Among its chief exports: wool & mutton, wheat, barley, rice, cotton, distilled liquor, sugarbeets, hops, and beer.

The homeland of the dyn, the island of Essat is a beautiful place, temperate in climate, and breath-taking to behold. The tourism industry is currently booming as foreigners from around the globe take airship tours of the landscape.

The compassionate people of Essat have taken in a huge number of displaced ath'enki refugees. These desperate folk have found welcoming communities across the island and have been a huge boon to the nation's agricultural industry. The dyn-essat love having the opportunity to help their friends from downstairs.

Government: Democratic Republic

President: President Dern Less Awm

Demonym: Dyn-essat

Population Demographic: Dyn 74%, Ath'enki 19%, Insaan 4%, Other 3%

Resources: Abundant farmland and pastureland

Industry: Agriculture

Religion: Earth Mother

Major Cities: Essat Un Alo

Essat Un Alo

The capital city of Essat, its name literally means "Essat on the Sea." A beautiful city of low wooden buildings spreading along the coast of a large bay, this city provides a central place for trade, politics, and community for the dyn of Essat. The first over-world embassy of the ath'enki was established in this peace-loving city.

Prelacy of Ath'enki City-States

The ath'enki nation known as Ath'enki A'motak'a, or The Prelacy of Ath'enki City-States, is a theocratic absolute monarchy controlled by the Holy Zephyrian Church. The Primarch is head of both the church and the state. There are nine subterranean city-state members of the Prelacy and one above-ground colony-city, which is under the authority of Ath'a, the capital city of the Prelacy.

Batarak Name: Ath'enki A'motak'a

Government: Theocracy

Primarch: His Holiness Ja'tarro Namat'klad

Demonym: *Batarak:* A'motak'an, *Everan:* Prelacene

Cavern City. Art by Sam White.

Population Demographic: Ath'enki 95%, Dyn 4%, Insaan 1%, Other <1%

Resources: Abundant zephyrite

Industry: Artificery

Religion: Holy Zephyrian Church

Cavern Cities of the Ath'enki

Each of the nine city states of the Ath'enki Prelacy is situated in a massive cavern, branching out into hundreds of smaller caves. Many buildings are built from stone on the floor of the caves, others are built directly into the massive stalagmites and columns in the large main cavern. Tens of thousands of people live in each of these cities.

Ath'a: Home City - capital city situated under the island of Ishmaaz in the south

Deth'a: East City - located near Amagar Confederation territory

Mak'a: Warm City - agricultural city beneath the island of Essat

Tosh'a: City of Crystals - agriculture and industry city near the GTS headquarters

Bash'a: Deep City - small city south of an island chain in the middle of the Hyril Ocean

Onth'a: West City - city near central Iblix, utterly destroyed in the Blue War

Ush'a: North City - populous city under northern Evera, near the Delardian Federation

Vesh'a: City of Rivers - city with lots of fresh water under central Evera, partially destroyed during the Blue War

Shum'a: High City - city near Capitalis under the Sultain Imperium, utterly destroyed in the Blue War

Gorr'a: Surface City - new colony on the surface, on Ishmaaz, above Ath'a

Transportation between City States

Originally, the ath'enki people walked through long, winding caverns to travel from city to city. Waystations and inns run by the Church dotted the

passage at frequent intervals, and travel was safe, if very slow. About two hundred years ago, the tunnels were enlarged, straightened, and smoothed and zephyrite powered trains were installed on a rail network. In the last two decades, with the introduction of aerium projection technology to the ath'enki, most of the high-traffic tunnels have been retrofitted with new hover-trains that move faster, carry more people, and are much safer.

Aftermath of the Blue War

Three of the city states did not fare well during the Blue War. Onth'a and Shum'a, the cities closest to Sultain Imperium territory were completely destroyed during the conflict. The main caverns of both cities were intentionally collapsed, killing the tens of thousands of civilians who could not evacuate in time. It's regarded as a great national tragedy by the ath'enki and many Sultain generals were executed for war crimes because of the act. These cities can never be rebuilt.

In the north, Vesh'a, a city beneath the coast of the Delardian Federation, was attacked by the Imperium and suffered heavy damage. Most of the civilians who lived there were able to evacuate, but it was a battleground for months, with battle lines moving back and forth across it as Sultain and Ath'enki forces vied for control. Today, it's partially habitable but still in the process of being rebuilt. The tunnel connecting it and Ush'a is also being cleared, as it collapsed during the hostilities.

Agriculture

For sustenance, the ath'enki grow many forms of mushroom and other fungi as well as herd colonies of huge, meaty insects called katta'ka. Fishing and fisheries are also important agricultural activities in the Prelacy. Katta'ka has become an important export from the ath'enki nation as it has become popular as a delicacy on the surface world as well as a convenient onboard food source for long-distance airship travel.

The Colony: Gorr'a

The Prelate capital city of A'tha is directly beneath the large, formerly uninhabited southern subcontinent of Ishmaaz. In the early days of the Blue War, the Prelacy desperately tunneled to the surface, now that it was confirmed beyond doubt that a whole world existed above the heads of the Ath'enki. The first tunnels emerged into bright sunlight on the largest island of Ishmaaz and the ath'enki promptly built a settlement. Since that time, the settlement has grown into a small city, complete with connections to the Nexus, a skyport, and airship manufacturing facilities. This city is called Gorr'a, the City of the Surface.

Citizens of Gorr'a have acclimated to their island home and with the help of dyn-essat immigrants, created a self-sustaining agricultural industry.

Vishtek, an ath'enki mage. Art by Julia Nguyen.

The Amagar Confederation

The scattered Jaan clans were mostly uncontacted before 900 MA3. To the west of the arboreal habitat lies an impassable mountain range. And although the other Everan sapients had aerium powered airships at the time, the jaan homeland is surrounded by both treacherous deadsky and dangerous reefs, making access extremely difficult by both sea and sky. In 900 MA3, an expedition of jaan explorers crossed the mountains and encountered both the Daulite insaan and the sentries of the Burvish clans. News spread rapidly of this previously unknown sapient culture and diplomatic efforts were hastily marshalled. In the following few years, the deadsky and reefs were charted, and soon airships began to arrive in the jaan territory, bringing trade and knowledge.

With the introduction of aerium, nethane, and zephyrite to the jaan, the clans grew in power and influence. Eventually the aquatic clan-elders chose to bring the jaan to the international stage with a strong united front and formed the Amagar Confederation. The arboreal clans were invited to join soon after.

Government: Confederation

Ruling Body: Elder Council

Demonym: Amagarian

Resources: Abundant nethane

Industry: Agriculture, trade, nethane

Religion: Agnosticism, Jaan Traditional Faith

Major Cities: Jaanus, Alamachia

Jaanus

Largest of the jaan clanholds, Jaanus has grown into a thriving metropolis since the first insaan contact. The de facto capital of the Amagar Confederation, the elder council meets here every quarter to deal with Confederation issues. Jaanus is a central part of the eastern Everan trade routes, housing both a bustling skyport and a busy seaport.

Alamachia

Visitors to Alamachia are often struck by its splendor and beauty. High up in the trees, this treehouse city is the largest of the arboreal clanholds and the central hub of arboreal jaan culture. The wooden houses and buildings are connected to one another through a vast network of bridges and tree limbs.

The City of Jaanus at night. Art by Sam White.

Languages of Zafir

Akkor: Jaan common language.

Kikkir: Arboreal jaan dialect of Akkor.

Batarak: Ath'enki common language.

Gabat'ura: Ath'enki religious/ultra-formal dialect of Batarak (sometimes called Zephyrian).

Daevic: The language of daevas.

Daulite: Daul regional language, insaan.

Dynish: Dyn common language.

Etherian: Ancient hinn language (archaic, most modern hinn speak Everan or Sultain).

Everan: Common surface world language, mainly insaan, Delardian Federation official language.

Morrillian: Morril regional dialect of Everan, insaan.

UZS (Universal Zafiri Sign): The official sign language of Zafir, adopted worldwide in 919 MA3.

Jaxton (Jack's Tongue): Secret code/cant of the Disciples of Jack (usually in Everan).

Rhuthari: Rhuthari common language.

Sultain: Sultain Imperium official language.

Old Sultain: Ancient Sultain language, still used for religious purposes (archaic).

Calendar

Time of Day

For simplicity's sake, surface-dwelling Zafiris reckon time the way we do in the real world: a 24-hour day, of 60-minute hours, of 60-second minutes. Most Zafiris own a mechanical clock of some kind, and public clocks identical to real-world clocks exist in most towns and cities.

Everan Calendar

Everan society runs on a calendar created by the ancient progenitors of the Fivefold Church, based loosely on the planting season and festivals common to the ancient Everan world.

Zafir has a perfectly circular orbit around its star (called Baldyr) with an orbital period of exactly 364 days, where each day is exactly 24 hours. The moon of Zafir (called Iomi), also has a perfectly circular orbit of 27 days and 7 hours, making its synodic month, the time between the new moon and the next new moon, exactly 28 days. All Zafiris, including the Everans, the Iblixians, and ironically the ath'enki (see below) use the period of the moon to form their months of 28 days which are further broken up into four seven-day weeks.

Each day of the week is named after one of the spheres of existence. Since the Everan calendar became popular across both Evera and Iblix over four centuries ago, all surface-dwelling sapients use these names for the days of the week:

Sunday (The Sun's Day)

Monday (The Moon's Day)

Ursday (The Earth's Day)

Skyday (The Sky's Day)

Esterday (The Ether's Day)

Nethersday (The Nether's Day)

Voidsday (The Void's Day)

Zafir orbits Baldyr with an axial tilt of 0.409 radians, granting its northern hemisphere a hotter summer and colder winter, and the Zafiris regard the year in two seasons: Summer and Winter. Summer is exactly six months long and begins on the vernal equinox, the time where the days are getting longer, and the day has exactly the same light as dark. This always coincides with a new moon, and all months of Summer begin on the new moon. Winter begins on the autumnal equinox later in the year, which always coincides with a full moon, and the 6 months of Winter each start with the full moon.

Between the seasons are 14 day festival periods that don't belong to either season and are their own calendar event. After the sixth month of Summer, the Sky Festival begins. It lasts for two weeks, and then ends on the autumnal equinox. Winter lasts for six months, and after that is the Void Festival, which also lasts two weeks and ends on the equinox.

The end of the Void Festival and the beginning of Summer demarcate the new year for Zafiris.

Summer Months

1. Summer Planting
2. Summer Showers
3. Summer Skies
4. Summer Sunlight
5. Summer Sleeping
6. Summer Reaping

Sky Festival

Winter Months

7. Winter Planting
8. Winter Weeping
9. Winter Skies
10. Winter Starlight
11. Winter Waiting
12. Winter Reaping

Void Festival

On a much longer term, the historical eras of Zafir are called Ages. There are four deific ages (see Chapter 8's introduction) and three mortal ages. History is only recorded in the two most recent mortal ages, with numbered years marked with a suffix for the age: MA2 or MA3. The second mortal age (MA2) was 2,676 years long, beginning with the first written history and ending with the turning away of the gods. (Disciples of Jack, see Chapter 8 - Religion & Cosmology, know that the third mortal age began the moment that Jack ascended to godhood.) The current year in Zafir is 934 MA3.

Dates are written in the following form: day of the month, abbreviated name of the month, year, age. The day of the month is a number between 1 and 28. The months are abbreviated, usually using S- for Summer months and W- for Winter months. The year and age are the number of years into the age, starting with 1, and the age abbreviation, as above. So the fourteenth day of Summer Skies, this year, would be written in Everan as:

14th S-Skies, 934 MA3

Ath'enki Calendar

In the subterranean city-states of the Ath'enki Prelacy time is kept not by the aid of light from celestial bodies, but by the gravitational influence of them instead.

Throughout the whole of the cavern network which houses the ath'enki cities and tunnels, water flows through countless cisterns and basins. This water is affected by the tides of the moon and the sun. The ath'enki measure a time period from spring tide to spring tide (the extra high tide that happens twice a month when the moon, sun, and earth align), called a torak. Each torak is further subdivided into eighteen da'ts, which is then further subdivided into eighteen toens.

Torak means "mark" in ath'enki as it refers to the traditional practice of marking the waterline on the wall in caves with water. These cave basins are called torak'un. A specialized ath'enki explorer has the job of finding torak'un and tracking the water lines to keep time. Because the moon's and the planet's orbits are so regular, the spring tides that cause the rising and falling of the water in the torak'un are very precise and consistent.

The ath'enki, as they advanced into a powerful civilization, needed to break down time into more organized and smaller divisions. The sand hourglass was eventually invented and the city lord that commissioned it became very wealthy and powerful. She chose to divide the torak into 18 sections called "da'ts" that corresponded roughly to the natural rhythm of the ath'enki sleep/work cycle. By Everan measures, ath'enki adults spend about 6 hours asleep to every 12 hours awake, so the da't was further divided into 18 equal sections (to match the sections of the torak) and careful measurements were made to standardize the hourglass length to those time periods. The toen become known as such because, in the early days of this practice, large hollow stones or shells were struck with rods at the end of each toen, hence "the strike". The noise from this primitive percussion instrument would echo through the caverns and alert all working ath'enki that a toen had passed. Later, when metal casting became more sophisticated, the ath'enki switched to striking large metal bells to mark the toen, and

Ath'enki Time Periods Table:

TIME PERIOD	MEANING	SUBDIVISIONS	EVERAN EQUIVALENT
Torak	"Mark"	18 Da'ts	14 days
Da't	"Circle"	18 Toens	18 hours 40 minutes
Toen	"Strike" or "Bell"	none	62 minutes 13 seconds

the word became synonymous with the bells themselves. Some ath'enki carry a portable toen hourglass about the size of a hand with marks on it to time shorter tasks.

In general, ath'enki work for five da'ts and then rest for one, three times each torak. They do not name the da'ts of the torak, only number them. Before the Holy Zephyrian Church gained control over the ath'enki cities, every thirteenth torak (every 6 months) was celebrated as a festival period in which no work was done. The Church has maintained that tradition. Each of these festival toraks is known as a kal'torak, and under the church each one is dedicated to a particular Exalted, one of the saints revered by the ath'enki. During the kal'torak, da'ts are also set aside to remember the Prophet at each stage of his earthly life: Reception, Compassion, Sufferance, and Ascendance, on the 1st, 6th, 12th, and 18th da't of the kal'torak.

By a stroke of luck (or divine design), the kal'toraks of the ath'enki align with the Sky and Void Festival periods of the Everan Calendar.

A year is not a concept used by the ath'enki. Before the time of the Zephyrian Church, toraks were tracked by number and the name of the current city lord. So a torak might be called "the 259th torak of Lord Maa'katik the Benevolent." Once the city-states were united under the Church, a new historical period was started using the Ascendance of the Prophet as the first torak. Since the Ascension, there have been over 26,000 toraks. The Everan year 934 MA3 began at the same time as torak 26,104. Ath'enki abbreviate their dates with their written letter "t" followed by the torak number, followed by an apostrophe, followed by the da't number within the torak. If more accuracy is needed, they add the number of the toen at the end after another apostrophe. So the 13th da't of the 26,017th torak is written in Everan as:

t26017'13

Holy Days, Festivals & Remembrances

Many festival days are celebrated throughout the year, secular, cultural, and religious.

Fathers Day

15th S-Skies (Fivefold Church)

A day of honor for the mortal fathers of the Adherents, in honor of The Father. This Sunday is spent enjoying time with one's father, honoring your children's father, or remembering your own fathers who've already passed on into the Void. The traditional food of the day is seasoned and grilled meat.

Mothers Day

15th W-Skies (Fivefold Church)

A celebration of motherhood in honor of The Mother, this Sunday is spent honoring, pampering, and serving mothers, as well as remembering mothers that have passed on into the Void. The traditional food of the day is pastries and other baked sweets.

Non-Binary Parents Day

14th S-Sleeping (Fivefold Church)

Instituted to much rejoicing three decades ago, a celebration of sapient parents with non-binary gender identity was added to the yearly celebrations by the Fivefold Church. Similar to Father and Mother's Day, Non-Binary Parent's Day is celebrated by honoring and serving those parents and by preparing a meal of the traditional food: donuts made without animal products.

Weeping

8th W-Weeping (Gaian observance)

Worshipers of Gaia spend a week in W-Weeping observing the Betrayal of Baldyr. It is a bittersweet

R Ryan MENNEKER (order: 20260939)

time, as Gaians mourn in solidarity with their goddess but also work to strengthen or reconcile their current relationships so as not to suffer as Gaia did. It is a time for truth-telling, admitting fault, and finding reconciliation.

Sky Festival

(Widespread)

The sky festival marks the autumnal equinox during the year and is a traditional harvest festival, celebrating the final reaping of the summer crops, the planting of the late-summer crops, and rejoicing in that year's bounty. With its focus on agrarian themes, the festival is designed to be fun for children. Ath'enki residing in or visiting the surface world are naturally drawn to this celebration and love joining in, as it aligns with their kal'torak and is devoted to their god.

Void Festival

(Widespread)

The Void Festival occurs over the spring equinox. The Fivefold Church has co-opted the festival in the last century to turn it into a kind of reflection on the emptiness of the Void and fear the lack of deific dominion over it. In general, the Void Festival is a time to enjoy the passing of winter and prepare for the coming of the new year. New Year's Eve celebrations on the last night of the Void Festival are often raucous and cheerful parties.

Remembrance Day

11th W-Skies (widespread)

On 11th W-Skies 916 MA3, the Armistice was signed, signaling the end of the Blue War. Sapients throughout Zafir celebrate this day with parties and parades as well as memorials and prayer.

Federation Day

19th S-Reaping (Delardian)

The 19th of S-Reaping 887 MA3 marks the day in which the Empire of Delardia formally federated into the Delardian Federation, leaving behind the imperial monarchy and embracing a constitutional democratic republic.

The Day of Honor for Our Glorious Highlord Empress Satalia Homare

24th W-Starlight (Sultain)

On the birthday of the Empress of Sultai, all of the Imperium takes a rest day and celebrates with her. Grand parades and feasts are thrown by the governors of cities, and in the Imperial City, months are spent in preparation of the festivities.

Various Shahdaeva sacrifice/decadence days

(Adeptus Daevonium)

A main part of the worship of the various daeva in the Adeptus Daevonium is to sacrifice animals, eat their meat, and look for signs, omens, and portents in their entrails. Each Shahdaeva or major daeva demands sacrifices on certain days of the year, according to the flameni. In addition, many Shahdaeva insist on decadence of some kind during certain periods of the year, when cult members are encouraged to embrace an aspect of their lives to excess: food, sex, alcohol, or other vices.

Spring Celebration

1st S-Planting (Essat)

The dyn-essat, who are almost all followers of the Earth Mother, place special importance on the first day of the year, which they see as a day to celebrate everything planting and farming related. It is a day of quiet reflection and preparation for the planting.

Independence Day

12th W-Weeping (Morrillian)

The island nation of Morril was once under colonial rule of the Delardian Empire. In 861 MA3, the colony revolted and after a short and bloody war, became an independent nation. This independence day is celebrated with parties, dancing, and outdoor activities.

The Gathering

Summer Solstice, 8th S-Sunlight (Rhuthari Great Tribe of the Savannah)

Every year on the summer solstice, the Rhuthari Great Tribe of the Savannah (GTS) gathers all the member tribes in one vast plain in the center of their ancestral lands. Fifty years ago, every rhuthari in the GTS would be present, but nowadays only a few dozen representatives from each member tribe make the trip. The Gathering is a whole week of trading, dances, displays of loyalty and wealth, and catching up with distant relatives. It's also the time when child-rank rhuthari prove themselves in tests to earn promotions to adult ranks, and when exiles are allowed to petition for re-enfranchisement.

Reception

First da't of each kal'torak (Holy Zephyrian Church)

Remembering the Prophet's first hearing of the Wisdom, the da't of Reception is marked by silence and meditation, with all necessary verbal communication done at a whisper.

Compassion

Sixth da't of each kal'torak (Holy Zephyrian Church)

If the da't of Reception is a quiet one, then the da't of Compassion is the opposite! This da't is given over to singing of songs, the sharing of gifts, and spending time with family and friends.

Sufferance

Twelfth da't of each kal'torak (Holy Zephyrian Church)

On the da't of Sufferance, the Zephyrians clothe themselves in mourning cloth and remember those Exalted who were martyred for the faith.

Ascension

Final da't of each kal'torak (Holy Zephyrian Church)

On the final da't of the kal'torak, ath'enki craft paper lanterns with candles or auranite lights and march a procession through the caverns. They sing hymns and pray or spend time in thoughtful meditation, and on arriving back at their homes, are renewed for the coming season.

Jokes!

Throughout the Void Festival (Disciples of Jack)

Those who worship Jack seem to be a mischievous lot. They exasperate others with their steadfast refusal to be properly reverent of anything. "Jokes!" is a special time for the Disciples, as they truly free themselves to cause as much mischief, play as many pranks, and have as much fun as they can without getting caught. As the Fivefold Church sees the Void Festival as a somber affair, the Adherents are generally quite displeased when ceremonies don't go as planned, which makes Jokes! all the more fun.

Organizations

Mage Guilds

The power of magic can be highly dangerous in the hands of an untrained mage. Since the resurgence of mages, several mage organizations have been founded in order to maintain a code of ethics and practices for the use of magic. In addition, these guilds and colleges create communities where mages can work together, train their abilities, and offer services.

There are five main guilds, three that operate independently and internationally, and two that are branches of government and controlled by those governing bodies.

International Zafiri Mages Association (IZMI) - A guild founded specifically to avoid government interference in the affairs of mages, this association was founded by Morrillians and is headquartered in the capital city of Morril.

A'motak Makari (The Society Of Mages) - An ath'enki-founded organization that has since taken in novices from around the world. A'motak Makari literally translates as "Prelacy of Mages", but in this context "Society" is a better translation.

Mages Guild of Delardia - A state-run mages guild for the Delardian Federation and Allied Nations. Its leadership is democratically elected.

Sanctuary, The Mage College of Astin - An ancient monastic retreat for mages, high up in the mountains of Astin. Mages of Sanctuary are well-regarded for their discipline and focus. This guild operates independently of the Delard Federation.

Imperial College of Magic - The official mages organization of the Sultain Imperium. It rarely accepts members that are not Sultain citizens.

Mercenaries

Common throughout Zafir, mercenaries are available for just about any security or military need. Sometimes called freelancers or hired guns, these folk provide firepower-on-demand in war, security, or crime. The term "freelancer" is often reserved for hired pilots, especially outriders in fighter airships.

The players can often find work as mercenaries. Mercenary companies exist across the nations, operating in various theaters and roles.

Such companies include:

- **Bastion Defense Services**
- **XN Security Solutions**
- **Khouzevarsi International**
- **Pilot Utility**
- **Crusade** (formerly Ak'kash'mar Malaaz, an ath'enki company)

Occasionally, individual mercenaries become famous (or infamous) for their deeds, triumphs, or atrocities. Some famous mercenaries include:

Alexon Proxena: Sultain insaan spec-ops captain.

Malakaz Oth'akka: Ath'enki fighter pilot.

Gurdy Halain: Achanni hinn sharpshooter.

Geck Heck Kill You: Villainous and utterly unscrupulous dyn-errad butcher.

Martin Oldwater: Delardian insaan archmage with a crack squadron of warmages.

The Watcher: assassin of unknown origin but claiming dozens of high-profile assassinations.

Eleanor Khouzevarsi: Burvish Sword Lord, expert tactician, and head of Khouzevarsi International.

Sky Pirates

With the advent of zephyrite-powered air travel came the advent of zephyrite-powered banditry. The marauders, outlaws, and skywaymen assault civilian airships hoping to steal everything onboard that's valuable and not bolted down. Initially, they were a serious problem that world governments were ill-equipped to deal with. World leaders were eventually able to mount patrol routes and other defenses against them, but the sky pirates surged in numbers during and after the Blue War.

Sky pirate crews are often six to twenty members strong with a single airship. They attack undefended ferries, cargo ships, and passenger liners in the wide wilderskies between cities. The usual tactic is to use grappling hooks to attach to the target airship, blow a hole in its hull, board, and kill everyone on board before dragging it to the ground for uninterrupted looting.

They're known for being a slovenly and unkempt bunch, with their personal appearances and their ships' maintenance taking very low priority.

Most sky pirate crews are solitary and mistrust each other greatly. But there are rumors of a fleet, massing at a hidden hideout, led by a ruthless and charismatic admiral and a council of cutthroat captains...

Brethren of the Horizon

The Brethren of the Horizon, or just the Brethren, is a secret sky pirate cabal, led by a mysterious admiral known as "Defiant" and a pirate's council of infamous and wealthy airship captains.

Rumor has it that the Brethren reside in a hidden city called Black Horizon on an island somewhere in the south Hyril sea. Much of the area is dense with deadsky, but perhaps the pirates have secret charts to find hidden paths through it.

Black Horizon is a fabled city of vice, decadence, and opportunity. Any substance, weapon, or

pleasure can be found for sale in its twisted alleys and smokey slums.

Stockland International Detective Agency

The Stockland Detectives, or as they are sometimes pejoratively called, the Stalkers, are the premier private detective agency in Zafir. Hailing from Delard City, agents of Stockland can be hired worldwide for various jobs, especially detective work, private investigations, security, espionage, and strike breaking.

Stockland agents are utterly ruthless, loyal to their clients to a fault, but always only to the highest bidder. They claim that they won't get involved in politics, but it's an open secret that every prominent diplomat and minister has a Stalker on retainer for personal emergencies. Agents operate within the bounds of the law of the nations they operate in, of course, but many have been known to be secretly involved in criminal activities.

The Agency's public leadership is as boring and normal as any other large company, but rumor has it that a secret mastermind pulls the strings from the shadows.

Corona Society

A clandestine group of ultra-wealthy sapients from across Zafir, the Corona Society is devoted to discovering the secrets of immortality, by any means necessary. Completely unknown to the public, this society is so exclusive that only its membership numbers only a few dozen. Utterly amoral, the members of the Corona Society will do absolutely anything to defeat death.

The group works across three major branches, each with skilled scientists, mages, and spiritists, in a desperate search for answers.

The first group studies whether the secret to immortality lies in joining our mortal bodies with the powers of the daeva. These researchers push the very cutting edge of spiritual resonator technology, searching the Nether for the most powerful, and the most dangerous, daeva to coerce into serving the Society. Thousands of slaves and other involuntary

test subjects are subjected to the horrifying presence of shahdaeva. Few survive.

The second branch regards baldyrian magic (sun magic) to be the key to unlocking eternal life. These powerful and erudite mages search ancient tomes and invent new, experimental spells to try to extend the life of sapients. Many test subjects die in their research chambers.

The third and final strategy for discovering immortality lies in deification: mortals becoming gods. Only one or two mortals have ever ascended to godhood, if you believe the legends: Jack, God of the Void, and Agachak the Prophet. This group of priests, mages, and historians search old records for any scrap of information on these two deified sapients, hoping to find enough pieces of the puzzle to achieve godhood or demi-godhood for themselves and the rest of the Corona Society.

Paladins

The Paladins are an international paramilitary organization founded centuries ago by a sect of the Fivefold Church. Over time, they grew to become a powerful private military, intelligence agency, and research organization concerned with keeping peace in Evera.

Today, the primary function of the group is to train paladins, special hybrid soldier-mages, and hire them out to military and security groups around the world. Membership is highly exclusive, but the Paladins have been recruiting more personnel since the end of the Blue War.

On the battlefield, paladins are identifiable by their signature archaic-styled heavy armor. Don't be fooled by their old fashioned looks, the armor of a paladin is a bespoke, high-tech battlefield armor platform.

Technically, the Paladins were founded as a religious organization following a heretical variant of the beliefs of The Fivefold Church. In modern times the religious aspect is largely forgotten, and the Paladins are now a secular group who give only a perfunctory nod to the gods in their ancient traditions.

The Paladins have five elite branches based on the powers of the gods of The Five.

Baldyrsmiths: a non-combat branch, these talented artificers know the secret of forging balyrsteel. The weapons, power armor, and airships of the Paladins are all created and maintained by the baldyrsmiths.

Gaian Sentinels: essentially super-paladins, the sentinels are elite heavy-weapons masters, skilled battle-medics and powerful life mages. Members of this branch are the only Paladin elites seen in public.

Agents of the Eclipse: nobody outside of the Paladins has heard of Eclipse Agents. They're the most secret and most elusive network of spies, infiltrators, and assassins in all of Zafir.

Order of the Book: a non-combat branch, some of the brightest and best minds on the planet are recruited to research new technology. The Paladins are partly revered for their combat prowess, but also for their advanced technology.

The Forbidden: summoners and netherwalkers, concerned with binding daeva and exploiting their power, these secret spiritists are the smallest branch of the Paladins.

The Guardians

There may exist an ever greater supernatural being other than the spirits, the daeva, and the jinn. The pari, rumored to have once existed on the earth as radiant, celestial beings of beauty, power, and light, have never had a confirmed sighting in recorded history. Do they really exist? Did they once exist but have since disappeared? Can we learn the power of the pari? The Guardians seek answers to these questions.

The Guardians are a secret society of supernatural investigators with a focus on the non-material realms of reality and especially the pari. They track down those that claim to have experienced manifestations of the pari personally, or have seen an unexplained pari-like phenomenon and record these experiences. They have a vast knowledge of the pari and dozens of secret researcher-members

across Zafir adding to it all the time. Their existence is known to only a few, but those few claim that the Guardians have secret knowledge of the pari that may one day give them incredible power.

The Guardians have many skilled spiritists and mages among their members. These researchers are talented scientists, historians, and investigators and devote their lives to finding more information about the mysterious pari.

History

What follows is the history of the modern ages. For a fanciful retelling of the mythological deific ages from the perspective of a modern historian, refer to Chapter 8 - Cosmology & Religion.

Prehistory

The first modern age (MA1) is a time of some mystery, but archeologists and anthropologists work hard to learn about the peoples and customs of the time. It's speculated that for much of this period the world was largely comprised of sapients in tribal or familial bands, living either a stationary agricultural lifestyle or a pastoral nomadic one. Over time, kingdoms arose as the strong exerted their will over the weak and the weak banded together for protection. The sapient species generally kept to themselves, as a lack of common language and the strangeness of the other species kept them apart.

The Second Modern Age

MA2 began with the recording of words, a bit of wisdom from the gods. The tablet can still be seen at the Royal Museum of History in Delard City. This age is categorized by the rise of civilization, the formation and destruction of countless small kingdoms, the discovery of new lands, and the intermingling of cultures. According to tradition, the hinn had large and relatively advanced societies during early MA2, but very few physical artifacts have survived from that time. And by the end of the second mortal age, the power of the hinn empires had waned significantly.

Salt & Iron

In the beginning of the third modern age, the world of Iblix and Evera were mostly separate. The ancient insaan had migrated long ago from one continent to the other and back, but travel across the Hyril ocean was treacherous, time-consuming, and costly. In the early years of the 4th Century MA3, the Mylaxian Empire was founded in central Evera during a gruesome and brutal conquest of Mylax's neighboring chiefdoms and city-states. Hundreds of thousands of sapients, a majority of them hinn and achanni insaan, were forced into slavery by the Mylaxian slave lords. The Mylaxian empire also seized hundreds of coastal and desert saltworks, amassing an incredible fortune in the slave and salt trades.

In time, in the 520's MA3, the people of northern Evera created an empire as well. The Delardian Empire was the first real threat to the Mylaxians, but terrain and distance kept the peace for forty years. The Delardians, with their many coastal cities on deep, well protected bays, were skilled shipwrights and sailors, and built the largest and most technologically advanced navy in the world. However, the territory of the Delardian Empire was a poor producer of salt, which was in extremely high demand. Border disputes regarding excellent saltworks soon began to erupt into full military clashes. The Mylaxians declared war, and in 564 MA3 the War of Salt and Iron began.

The war raged for 9 years with little progress on either side. Eventually a truce was brokered between the empires, with much of the salt producing desert of Achann staying in Delardian possession. The vassal state of Morril, previously under Mylaxian control, was ceded to the Delardian Empire, which maintained its vassal status.

In this same general time period, in northern Iblix, the daeva-worshiping cults and city-states of the plains of Drax were joining forces and forming alliances, eventually becoming the Draxian Empire. The Draxian Empire dominated its neighboring insaan and hinn kingdoms, but a power struggle due to the untimely death of an emperor with no heir resulted in a new dynasty taking control. The Empire's seat of power was moved from Adrax to

Sultai and was renamed the Sultain Imperium. It was at this time that it became a theocracy, as the Sultai royal family were daeva worshipers and devout members of the developing Adeptus Daevonium.

The Sultain Imperium found only defeat when attempting to conquer the lands of the Rhuthari Great Tribe. The leonine warriors proved too powerful for even the Imperium's Legionaires to overcome.

Slave Wars

Delardian documents from the time following the War of Salt and Iron show an increasing public concern for slaves and a general distaste for slavery. While it was still common in both the Delardian and Mylaxian empires, escaped slaves from Mylax began to share stories of great and terrible atrocities committed against the massive slave population there. An abolition movement grew to significant power in the Delardian nation-states. The abolitionist delegation gained influence and eventually the membership of the emperor himself. Emperor Currea Ards signed into imperial law the abolition of slavery in 621 MA3. The following year, after a massive muster of troops and materiel, he declared a war of emancipation against Mylax. At the time, diplomatic relations between Delardia and Sultai were positive, and the Imperium contributed troops and funds to the war effort.

The war was swift, terrible, and decisive. Mylax had grown decadent and complacent in the years preceding the slave wars, and couldn't mount an adequate defense, especially against the righteous fury of the abolitionist army. Mylax and many of the primary cities of the slave lords were razed to the ground, the earth salted, and the ruins left to return to the desert. Many slaves were freed, but the cruel Mylaxian slave lords executed thousands of helpless slaves before their emancipation. In the end, the Mylaxian Empire was utterly destroyed. The native Achanni people, who were largely enslaved by the Mylaxians, were given national autonomy and annexed into the Delardian Empire.

At this time, the Delardian armies and fleets were the greatest and most powerful in all of Zafir. The Empire made a proclamation abolishing slavery in every place and every nation, under threat of war. The message was this, free your slaves or suffer the fate of Mylax. The Sultain Imperium reluctantly complied.

Industrial Revolution

The world stayed relatively at peace for some time. A renaissance of art, music, and science flourished, as did both international trade and diplomacy. Science, as both an academic field and an industry, took off in all major nations.

Although the existence of nethane, a viscous black-purple liquid that could be found underground in shallow wells, had been known for several centuries and used as a crude firestarter or heating oil, it was first used to great technological effect in this period. The invention of the nethane combustion engine revolutionized travel and industry across the world. Soon, rails were laid and trains were belching thick purplish black smoke into the air as they chugged across the landscape.

Technomagical Revolution

In 844 MA3, the Delardians discovered zephyrite, a glowing blue crystal, found deep in one of its iron mines. Demand for what was thought of as a fantastical gemstone skyrocketed. Soon, more veins were found, word spread to other nations, and all of Zafir was obsessed with a rush to find more zephyrite.

Before long, the stone's magical properties were discovered. Sapients from every nation, tribe, class, and rank began to manifest magical power, like the old mages of legend. With so much zephyrite being brought to the surface, a surge of magical energies was permeating the whole of Zafir. Some, desperate for power, began to abuse the zephyrite, crushing it into a powder and inhaling or ingesting it. These people eventually became the Warped.

With the Resurgence of Mages came the second renaissance, the Technomagical Revolution. Skilled artisans, now augmented with magical abilities, began to experiment with artificery. Many modern conveniences and technologies that sapients take for granted today were invented or discovered during this time. Aerium projection and nethane

jet-engines gave rise to the modern airship, and airship crafting boomed as an industry. Now there was a way to cross vast distances overland without requiring pre-laid rails.

As mages became more common, the Mage Guilds were formed to help guide the growth and education of these adepts. Over the next seventy years, mages and artificers would become vital professions in modern society.

The Rhuthari Great Tribe of the Savannah, rich with their newfound auranite reserves and skilled artificers, syndicated into the GTS corporate organization and became a major diplomatic player on the international stage.

In 862 MA3, the Morrillians declared independence from the Delardian Empire. In a short and bloody revolution, the Morrillians removed the Delardian governor and government from the island.

In 887 MA3, the emperor of the Delardian Empire abdicated his throne, and the empire adopted the Federal Articles to become a constitutional federal republic. The new Delardian Federation consisted of four states: Delard, Astin, Achann, and Garrera.

The emperor of Sultai died in 901 MA3 under suspicious circumstances, and his son, Dominus Homare, took the throne at age 16. His only sibling, his older sister Satalia, remained Princess of the Imperium and held little political power.

910 MA3 saw the expansion of the Sultain Imperium to the south, annexing mountainous land in the western part of central Iblix into the Drax province. The Dread Emperor Dominus H. Zerah the Great, through questionable diplomatic means, brought the ethnically hinn region of Eskandar under Imperial rule. In secret, the resistance to the takeover was put down, violently and decisively. The hinn of this region experienced harsh treatment at the hands of the new xenophobic government, which classified them as second-class citizens and stripped their rights.

The Blue War

The Blue War began in S-Planting of 914 MA3. The Sultain Imperium, desperate in its lust for more zephyrite to improve their mage army, dug deeply and greedily after the largest and most potent zephyrite veins. During a blasting operation far down one of the deepest mines, these miners made first contact between the surface dwelling insaan and the subterranean ath'enki. Unfortunately, the highly xenophobic Sultain miners attacked these ath'enki on sight, believing they were some kind of monster, and slaughtered them. These folk were a village of simple katta'ka ranchers, completely unarmed and undefended. Word spread in both directions, out of the mine-shaft up to the Sultain governors in charge of the mine and deeper into the earth to the ears of the Archbishop of Shum'a. The Archbishop sent an investigative and diplomatic envoy to the mine, to determine the nature of this new people and to dispel the unpleasantness, and the Dread Emperor sent his shock troops. The ath'enki envoy was obliterated in fire and blood. His Holiness Ja'tarro Namat'klad, the Primarch of the Prelacy, declared war on the surface dwellers and was answered in kind by the Dread Emperor.

The Early War

The first few months of this conflict, dubbed the Blue War by the Sultain Imperial forces since they were fighting the blue-skinned ath'enki, was fought in the Underground Front. This battlefield stretched through thousands of miles of tunnels and caves, as the Imperium searched for ath'enki positions. The Emperor, at this time, did not understand the full scale of the ath'enki civilization, and regarded this conflict as a simple cleansing of a monster infestation. Propaganda saturated the Imperium, describing these new people as sub-sapient, flesh-eating horrors out to steal good Sultain citizens' children and destroy what the Emperor had built for his people.

Combat in the Underground Front was brutal. Mages and spiritists were deployed with protective units of new classes of soldier, the sapper and the trencher, designed for fighting in tunnels and enclosed spaces. The mages and spiritists used their powers to seek out signs of life hundreds of meters below the surface, finding ath'enki villages and trading posts. The ath'enki, in response, rapidly

fortified their highest positions in hopes of fending off these strange, pink-skinned invaders.

Razing of Shum'a

Eventually the newly formed Black Army, so called for being trained to fight in the dark of the tunnels and caves, found the ath'enki city of Shum'a. While the ath'enki were somewhat prepared for an attack, the assault on the city was overwhelming. The forces of the Prelacy were driven back by the superior firepower and numbers of the Black Army, and the city was lost. Not all of the civilians living in the city had time to evacuate, and they were mercilessly executed by the Black Army as it razed the city. Finally, the Dread Emperor ordered the caverns collapsed and the city was utterly destroyed.

During this time, the central leadership of the Prelacy began sending envoys and diplomats to the surface. Since the first contact with the overworld, special spelunkers were deputized to search out more routes to the surface. These brave cave-climbers were largely successful, their desperation and the knowledge of a new world above their heads driving them to explore higher than ever before. Among the first contacts with other surface-dwelling sapients were the peaceful and friendly dyn-essat, who immediately became staunch allies of the Prelacy and allowed them to construct an embassy in their capital city of Essat Un Alo.

The Prelacy Gains Allies

The explorers found that the island known as Ishmaaz existed almost directly above the Prelacy's capital city of Ath'a. As Ishmaaz was generally unpopulated except by a handful of Morrillian outposts and coastal jaan villages, the Prelacy established their own base of operations on the surface as quickly as possible. The ath'enki diplomats communicated with the Morrillians as well, through their outposts, and formed a defensive pact with the small insaan nation. Once the Morrillians heard about the plight of the city of Shum'a and the viciousness of the Sultain, they formed a small army and seconded them to the Prelacy. The Morrillian Expeditionary Force operated for the entirety of the Blue War and served with honor and distinction.

Essat, despite its friendliness toward the ath'enki, refrained from joining the conflict militarily. Not only did it not have a standing army, only a small defense force, but the entire guiding philosophy of the nation was and still is abhorrent to violence. The Daulites, another insaan nation encountered by the ath'enki, were indifferent to the plight of the Prelacy and closed-off to their diplomats. They remained neutral and did not engage with either side for the whole of the Blue War. The Burvish Sword Lords, once the conflict was brought to their attention, began selling mercenaries to both sides. Their swift action capitalized on the incident and earned them a fortune by the time the war was over.

By this time, the Sultain Imperium had realized that the assault on Shum'a was not the decisive war-ending battle they had expected it to be. The Black Army was bolstered by a significant amount and for months the Sultain war machine was strengthened and reinforced for an extended conflict.

The Eastern Compact

Relations between the Delardian Federation and the Imperium were already strained at this point. The Federation strongly condemned the annexation of Eskandar and the propaganda surrounding it, but didn't engage in the conflict directly. With the massive build-up of the Black Army and a new diplomatic relationship with the ath'enki Prelacy, the Delardian Federation and its allied nation Tri'ester joined the war on the ath'enki side, forming a coalition called the Eastern Compact. The forces of the Eastern Compact were comprised of: the Prelacy Army, the Tri'estrian Navy (and newly formed Sky Force), both the Sky Navy and the Army of Delard, and the Morrillian Expeditionary Force. The Blue War had become a world war.

War Fronts

With the forces of the Eastern Compact arrayed against the Imperial Black Army, new fronts opened up at the end of the summer of that year. The East Coast front was mostly a naval and air front, with battle fought on ships of both the sea and the sky. Combatants in this front included the Black Army's airship units and primarily Tri'estrian and Delardian airship units. The Eskandarian Front opened

up that same month as resistance members were heavily reinforced by ath'enki soldiers from the city of Onth'a and elsewhere in the Prelacy. The last front of the war, the Hyril Island Front, proved ineffective for both sides as sky pirates indiscriminately attacked lone military vessels and supply lines while uncharted deadsky made swift retreat impossible.

Some of the worst fighting happened on the Eskandar Front. While the rhuthari GTS officially stayed neutral during the Blue War, the Black Army conscripted many border villages worth of rhuthari warriors by force. These rhuthari irregulars were highly effective on the battlefield, but essentially slaves to the Sultain commanders. In addition to these conscripts, many rhuthari fighters joined the Compact side independently of the GTS or the CGT, despite the threat of losing corporate membership. Fighting was fierce and bloody through the rainforests of Eskandar and the mines and tunnel systems around the subterranean city of Onth'a. Eventually, the Black Army won out, breaking through the battle lines on the surface and causing a rout of the Compact forces. The city of Onth'a was evacuated by the Prelacy and overtaken and razed by the Black Army.

The Achanni Invasion

Combat died down during the winter of 914 MA3 but continued into the next year, with neither side gaining a clear upper hand (besides the rout at Onth'a). In the early winter of 915 MA3, the Imperial forces made a major offensive against the Eastern Compact by invading Evera directly. For the next six months, a ferocious war of attrition was fought across the plains of Achann and the badlands of Delard. The Black Army attempted to advance to major cities while the Compact Forces, mostly Delardian and Prelacy army, forced them to fight for every meter of ground. The Imperium fielded huge numbers of the newly invented mechanoid soldiers during this invasion. In the first month of 916 MA3, the Black Army attempted an assault on the ath'enki city of Vesh'a, but the Compact forces were ready. With a joint subterranean and air force, the Sultain units were pinched from above and below. Vesh'a was heavily damaged, but the Black Army retreated in defeat all the way to sea, decimated by the Compact forces along the way.

The Eskandar Offensive

Bolstered by victory in Achann, the allied nations of the Eastern Compact contrived the Eskandar Offensive, a plan to strike from the ruins of Onth'a and push the Black Army back through and out of Eskandar. The leaders of the Compact nations knew that this was a last-chance operation that would mean the end of the war, either in victory or defeat, for the Compact.

Imperial Coup

On the same day as the Eskandar Offensive began, the 2nd of S-Sleeping 916 MA3, as chance (or divine interference) would have it, the sister of the Dread Emperor put her own plan into motion. The Imperial Princess Satalia was beloved by her people. During the Blue War, she became a figurehead of the Imperial government, trying to serve the nation as best she could while its Emperor was off at war with his generals. But in secret, Satalia hated her brother's violent savagery. She formed relationships with several clandestine resistance groups, all wishing to see the power of the Imperium put into the hands of its people and stop this bloodthirsty, resource-draining war. The Princess's plan involved nothing less than a full-scale coup; her agents in the Imperial government, mostly women, worked quickly to depose the Emperor's loyalists, and fighting in the streets erupted as seditionists clashed with police.

As the Dread Emperor attempted to fend off the quick and powerful Eskandar Offensive, he was brought news of revolution at home. His supply lines were cut off and the Black Army was losing ground with surprising regularity. After a month of bitter fighting in Eskandar, he withdrew his forces back within the Draqi borders and fortified for a continued assault. Before more fighting could happen, however, the Dread Emperor Dominus and several of his generals were assassinated by an agent of the Princess. Satalia declared herself Empress of Sultai and immediately announced a recall of Imperial forces and cessation of hostilities.

Armistice

On 11th W-Skies 916 MA3, the new Empress of Sultai, the Primarch of the Ath'enki Prelacy, the Presidents of Morril and Tri'ester, the Prime Minister of the Delard Federation, and the President of Essat (as a witness) met on neutral ground in Essat Un Alo to end the Blue War. The Armistice was signed, calling for a cease-fire and truce among all nations involved in the conflict. Each represented nation signed and ratified the document, officially ending the war. This day is still celebrated around the world as Remembrance Day.

Immediate Aftermath of the Blue War

While peace is being celebrated across Evera and in the remaining cities of the Prelacy, the world moves on.

In Sultai, the new Highlord Empress Satalia Homare reforms the monarchy, appointing a senate of aristocrats and religious leaders. With the senate, she creates a new constitution, granting substantial but limited discretionary power to the Emperor, but providing more power to the people through representation in the Senate.

In the weeks following the Armistice, representatives from each nation stayed in Essat to formalize how to proceed. This conference, known as the Essat Peace Concord, defined the world Zafiris live in today. During the Concord, Compact forces redrew Sultai's southern border, limiting its Draqi expansion and providing territory to a new, free Eskandar, now an independent nation. Tri'ester formally joined the Delardian Federation as a state.

Unfortunately, while the peace was a good and beautiful relief for the world, pain and suffering were soon to follow. Hundreds of thousands of sapients died during the Blue War as casualties, but in the coming year, over a hundred thousand more would die from sickness and famine. The Violet Plague struck nearly all of Zafir at the end of 916 MA3 and through the year of 917 MA3. With the horrible conditions in the tunnels and trenches below- and above-ground and the mass movement of people from one continent to another, the Plague spread quickly through every nation. It took a decade for the people of Zafir to recover from the devastation wrought by the war and the further destruction of the Violet Plague.

Modern Day

The Blue War displaced thousands of civilians. These sapients fled the war zones of southern Sultai, the ath'enki tunnels, and the Hyril coast to safer areas. While some have been resettled in their original homelands, the process of dealing with this refugee crisis has been difficult for many. So many of these refugees are poor and destitute, unable to fund the travel necessary to get their families back to their homes. Many have settled into new homes in the countries to which they were displaced, and the Delardian Federation has received more than most other nations. Tensions run high, even more than a decade after the Armistice, between refugee and local populations.

In the wake of the Blue War, defeated Sultai had its southern annex liberated and placed in the hands of petty warlords. Free Eskandar has seen almost a half-dozen new presidents since the war, each acting on their own best interest.

In the region, civil war, military coups, and insurrections have undermined its political stability. It's rumored that these conflicts are supported from various angles by the factions within the Imperium itself, although through back channels. These proxy wars continue to destabilize the region and contribute to the ongoing refugee crisis. Ethnic and religious groups are often oppressed by strong, Sultain-backed, theo-fascist groups.

In fact, a group of theo-fascists, loyalists of the late Emperor and led by several of the Flameni Reces of the Adeptus Daevonium, are currently building power in Sultai. They despise the new Empress, thinking her weak and unable to properly rule. They hate the new diplomatic relations with the ath'enki and the Delardians and the hordes of refugees that the Compact has forced the Imperium to take in. Slowly, they've gained power, fixing elections to appoint Senators sympathetic to their cause. They build whisper networks, working out when and

where they'll be able to seize the reins of Sultai and return it to its rightful power.

The vast reduction of fighting folk from across all the nations and people of Zafir and deserters from the war created an increase in banditry and piracy across the continents. People of lower classes are struggling, and either turn to crime to put food in their bellies or are nearly defenseless against those that do. Some effort in the last few years has been made by the superpower nations to squash out bandits and pirates, but progress is slow.

Everyday Life

This section contains six stories about regular people of Zafir. The author would like to thank their friends and fellow writers for giving these characters life and contributing their stories to Zafir.

Oliana's Story

A Day in the Life of Oliana al-Akamu, Regional Director of Fishing, CGT
by Matthew Medina

Kneeling impatiently on the floor of her fishing hut, Oliana did not suppress the wave of bitter disappointment bubbling to the surface of her mind but let it wash over her instead, causing her fur to bristle as the young exile Isan al-Ashi pulled aside the heavy drape hanging from the door frame and entered the hut.

Isan bowed deeply, an expression of shame on his proud, leonine features. His ears pinned back against his head, he stooped inside and let the drape fall back into place, before slowly making his way over to where Oliana knelt, taking up a kneeling position of his own, opposite her.

Between them, a wrapped bundle lay on the wooden slats of the hut.

"Director al-Akamu," he whispered through gritted fangs.

Oliana grunted, then let out a long, exasperated breath, one she hadn't been aware she'd been holding.

"Isan, why did you come to me, three months ago?" she began. She'd rehearsed this speech to herself several times, hoping it would set the right tone.

"I sought to regain membership with the Coastal Great Tribe."

"More specifically, you sought *my* sponsorship in that effort, yes?"

Isan whimpered slightly, bowing his head. "Yes, Director al-Akamu."

Oliana reached out and flicked a clawed finger sharply on one of Isan's ears. The young exile flinched in pain, but remained kneeling in deference.

"So why, Isan al-Ashi, would you seek my sponsorship for re-enfranchisement with CGT, only to turn around and steal from me?"

Isan pushed his snout closer to the ground, and Oliana could hear the young exile's breath catch in his throat. Beneath her annoyance, she felt warmth and compassion for him...he was barely older than a cub, and she remembered the foolish things she had done at his age. But a lesson needed to be learned this day, and she swallowed the instinct to reach out and stroke Isan's fur tenderly in forgiveness.

"I...I'm sorry, Director al-Akamu. I...cannot explain *why*. I simply...wanted to see what it was like. My own was not...," Isan croaked, unable to finish the admission of guilt.

She leaned forward, unwrapping the bundle to reveal the splintered remains of her personal fishing spear, now broken in two halves.

"And not merely stolen, but treated what did not belong to you with such carelessness?"

Isan did not speak, but merely bowed his head even lower, unable to find the words. Oliana could smell the remorse pouring off of the young exile's tawny fur.

She sighed. Her mottled grey fur smoothed, and she lay one hand upon Isan's shoulder.

"Isan al-Ashi, you are young, and foolish. But I can hardly fault the young for being fools, nor can I play the fool myself when I see genuine remorse and deference when it kneels in my hut."

Isan's head snapped up, his glistening eyes meeting hers.

"Up to this incident, I found you a worthy candidate for membership with the tribe. So I will sponsor you, young one. On one very important condition," she said sternly.

Isan showed the barest hint of a smile as he replied "Anything, Director!"

"You will help me to repair this fishing spear, and with your earnest help, we will make it better than before."

Oliana. Art by Kiana Hamm.

Isan's snout broke into a wide grin, and he nodded vigorously. Oliana returned the smile, grabbed the broken haft of the spear, lifted the youthful cub to his feet with her free hand, and led him from the hut.

Rhys's Story

A Day in the Life of Rhys Flit Arn Chord,
a farmer of Dyn-Essat
by Johnathan Preshaw

Rhys Flit Arn Chord had a problem.

Not a serious problem, though it was a problem he took very seriously. On the one hand, he had a very high trump card and was certain he could win this trick. On the other, he was also certain his Hokm partner was an amateur. The young dyn woman was failing to pick up on his overt signals that she should save her own trump cards for the next trick.

His white, fox-like ears flattened, clearly conveying worry and unease. Not his best Hokm face but if they were going to pull this off, his partner clearly needed a heavier signal.

Rhys sat comfortably in a large comfortable seat, his favorite one in the local tavern. It was the corner-most seat at the corner-most table of the tavern, giving him a clear view of all windows, exits, and entrances. The best seat in the house for spotting any friends who might happen to visit The Pumpkin's Rest. Also, the chair had a nice, large hole carved in the back, into which his tail fit quite comfortably. The wood-working of the chair was simple, but perfect, much like the clothes he wore. Sturdy, unornamented, clearly made of fine material and well maintained.

His concentration was broken momentarily by another round of ale arriving, his sensitive nose told him that they had switched casks from the last of what they had been drinking, and poured these from the fresh batch of pumpkin ale he had sold them last week. A quick sip was a pleasant distraction from his current dilemma, but ultimately solved nothing.

Peering over his cards, Rhys could see his Hokm partner was not even trying to read his signals. Across the table from him, Rhys' niece Jyn was too focused on studying her own hand to notice anything her lighter-furred uncle was trying to convey to her. The nose on her long ashen snout wiggled in concentration, before finally doing what Rhys was worried she would do.

"A six! Of moons!" she proclaims proudly, moons was the trump suit for this game, but a six would more useful later on, when the higher trump cards had been baited out. The player to Rhys's right, an older dyn-essat woman he didn't know very well, was Hakem and had led with a mage of skies, a non-trump card.

Each team member sat across from each other, and the players would play in counter-clockwise order around the table, which meant their other opponent, Grin, an older dyn-errad with russet fur and an eye patch, was up next. Grin didn't talk much about where he came from, or why he settled in Essat, and Rhys didn't ask. He had a keen mind for Hokm, and a taste in beer to match. His feedback was invaluable after the brewing season, and he was always up for a game of cards.

Grin casually tossed an eight of moons over Jyn's six, and the young dyn's ears drooped in dismay, "Sorry Uncle."

Rhys smiled, then looked to his hand. On the far left sat an emperor of moons, which he could play, winning the trick.

Instead he threw a two of skies, "It's okay Jyn, you made the right play, it was our only chance this round."

Grin burst into hearty laughter. He had, of course, read all the signals Jyn had missed. "You're too soft on the girl, Rhys. How will she learn this way?" He turned to Jyn, "you watch your hand real close, but the cards don't change while you look away," he sweeps his hand across the table, "Look to me, your Uncle, all the players. In them you see your next move, every player shows their cards by how they sit, how their ears fall!"

Rhys opened his mouth as if to protest, but then closed it as the truth of the words resonated around the table.

"Grin, my friend, would you like to play as Jyn's partner next round? I play more than I teach, you seem to know how to do both."

"I dunno, you got any fresh brews ready to taste?" Grin grinned a toothy grin, making Rhys wonder if Grin was his given name or one he earned.

"Several casks should be ready in two weeks. If you and Jyn win the next round, one of them is yours."

The chairs and the cards shuffled as players moved and new hands were dealt.

Two weeks later Rhys delivered a cask to Grin.

Rhys. Art by Kiana Hamm.

Am'chak's Story

A Day in the Life of Am'chak esk Nerlinak, ambassador of the Prelacy to the Sultain Empire, by Jaron R. M. Johnson

The odd and unfamiliar smell of burning nethane filled Am'chak's nostrils as the yacht descended from the wide opening at the ceiling of the cavern of Ath'a, the Ath'enki capital city. The jets deactivated, and the aerium projectors brought the airship gently down, like a feather made of ornate wood and metal. Luxuriously inlaid brass landing gear touched down on the sky-pad in front of Am'chak's home, situated high in the wall of the central cavern, and a young Sultain yes-man stepped out of the ship, waving eagerly at him.

Am'chak. Art by Kiana Hamm.

"You must be Am'chak!" He said in perfect Batarak, his nauseating enthusiasm emanating in noxious waves. "We're here from the Sultain—"

"Yes, yes, I know who you are and why you're here," gruffed Am'chak, nose upturned and arms folded in disapproval. "And I suppose you have a comfortable seat for me on this lavish monstrosity?"

The young man hesitated, choosing his next words to the stern diplomat carefully. "Serenity's Wind is one of our finest vessels, sir! We've prepared a comfortable, private room for your journey!" he said, as chipper as ever.

"Comfortable, eh? Well, I suppose I'll be the judge of that." Am'chak said, pushing past the yes-man and stepping up the gangplank. The yes-man turned to watch Am'chak climb aboard, smiling all the while. No sooner had Am'chak planted his feet onto the deck of the airship than the yes-man shouted to the pilot,

"Feet up, let's go!"

With a gentle whirring, the aerium projector rings situated beneath the hull of the ship began glowing a brighter blue, and the brass foot-plates retracted, leaving the ship suspended in mid-air. Am'chak's reaction might have given the impression that the entire ship lurched violently, but the reality was that it had lifted only gently, making his jerking grab for the rail seem uncharacteristically cowardly. He said nothing in response to the yes-man's unsettling grin and inquiring eyebrow, turning away from him and heading into the private room, closing the door firmly behind him.

In the room, Am'chak had a quiet, though unsettling, moment to reflect. He pointedly did not make mention of this being his first time in an airship, or his first time going to the surface. He eased his way into a soft chair, trying to think of what lay ahead of him, instead of what lay beneath him.

The airship climbed up into the center of the cavern, floating upwards towards the dark circle of the opening at the ceiling. Am'chak silently prayed.

"Xi'lat, I ask for your breath of guidance. I know not what to say to the Sultain. I know not how to forgive them. I know not if I can, or if I should..."

After several minutes, a bright light burst through the porthole, filling the room. Am'chak's eyes strained as they adjusted. He scooted along the soft, cushioned bench, over to the porthole, and looked out, for the first time, at the surface world: gray stone replaced by green grass and open air.

Am'chak sat in his thoughts. He longed for the familiar rock walls of his home in Onth'a—a home long-since reduced to rubble by the very people he was about to negotiate with. Could he forgive that? Would it help to build a better world for his children?

"On to Capitalis!" shouted the yes-man.

Am'chak supposed he would find out soon enough.

Antaa's Story

A Day in the Life of Antaa, textile merchant of Delard City
by Randy Knapp

The bazaars of Delard City are a colorful, loud, and often overwhelming experience, but Antaa loved them. She smiled as smells from the nearby kabob cart reminded her of a recent night out spent with her girlfriend. Amidst wandering through the early morning crowds, she gazed up at the bright scarves, pricey bags, and gaudy trinkets hanging around her.

"Antaa! If it isn't my greatest rival!" A voice boomed out from a stall just ahead of her. An older hinn man leaned out over his table. "Came out early to check my stock, eh?"

"Robby dear, you *wish* you were my greatest rival," Antaa said with a wry smile. She enjoyed teasing Robbik. They weren't really rivals, but rather friendly competitors in the fierce Delardian textiles market.

"Heh," Robbik chuckled half-heartedly. Antaa could tell that something was up. She stopped in front of his stall, draped with hundreds of colors and patterns, and looked at his wares out of professional and personal curiosity. Toying with the hand of a soft, dark-gray silk chiffon, she absentmindedly glanced at the price.

"Eight riyals a yard!" she exclaimed, looking at Robbik incredulously. "For chiffon? You can't be serious?"

"Hmmm," said Robbik, avoiding her gaze. "I know, I know. It's just..."

Antaa caught herself. Robbik was usually boisterous and bold, always quick with a witty rejoinder, but today he wasn't like his normal self at all. She dropped the dark cloth on the table.

"Robby," she said, with tenderness in her voice, "what's wrong?"

"It's..." he said, choking up. "Kigo's dead. His airship got hit by sky pirates on its way back. Lost the whole of next week's shipment..." He balled his hands into fists and looked down. Antaa saw a tear trickle down the man's dark face.

"No..." she said, putting a shocked hand to her mouth, "Oh Kigo, oh Robby. Gods, I'm so sorry!" Kiga was Robbik's nephew and business partner, inexperienced and still learning the trade of the textile merchant. Or, Antaa thought with sorrow, he *was* until yesterday.

Antaa quickly circled the table and enclosed Robbik's broad shoulders in a warm hug.

A low and craggy voice sounded from around the side of the textile merchant's stall. The scaly, crocodilian head of the person to whom the voice belonged appeared soon after.

"Hey, Antaa, Robbik! You two conspiring to cut me outta--" Antaa looked up sharply and he cut off.

"Kigo's dead, Eeyah," Robbik sobbed over Antaa's shoulder. "Sky pirates."

"No," Eeyah growled with a frown. "Smoke and ash! I liked Kigo."

"Antaa," Robbik said, extricating himself from her embrace. "I dunno why I'm even out here today.

I think I'm gonna just close up early." He began shifting things around on his stall table.

Antaa shared a look with Eeyah and came back around the front of the stall to join him. They looked at Robbik puttering around.

"I'll be fine," he waved them off. "I know you've probably got a lot to do today, Antaa. Don't worry about me, I'll manage."

A gnawing dread began to grow in the back of Antaa's mind. "Eeyah," she said, turning to the large jaan man. "Would you mind walking me to the Nexus office?" She turned back to Robbik, "Robby, seriously, if you need anything just let me know, okay?"

Eeyah offered her his arm and she took it as they walked away from Robbik's stall. He was an old friend of hers and Robbik's, a tailor that bought cloth from them both. It felt good to have his tall, strong presence near her as they walked through the bazaar.

Antaa. Art by Kiana Hamm.

The gnawing feeling wouldn't go away. Then Antaa remembered. In just a week she had some airship-travel planned too, along roughly the same route that Kigo has been on. As they walked, she told Eeyah her plans and that she was feeling uncomfortable about it. He was supportive, but it was good to just talk about it with someone she knew cared. They arrived at the Nexus office and she went to the desk to ask the officer for her messages. Eeyah wandered over and eyed the posted bills on the notice board near the door.

"Hey Antaa, listen to this: 'Secure, protected passage via airship with cargo room provided. Contact Tiz, captain of the Shearwater.'"

He was peering at an ad tacked to the bulletin board.

"What do you think?"

"I dunno," Antaa said dejectedly. "Maybe I should just cancel the trip."

"Naw naw," said Eeyah, shaking his head. He tapped one clawed finger against his temple. "I've heard of this crew—they're good. Did a job for the city-satrap a few months ago, worked security for some fancy party. Their new sapper's a snappy dresser, I made him a shirt that fits around his prosthetic arm."

"Well, alright," she turned to the Nexus Officer, "Please send a message to Tiz, captain of the Shearwater for me..."

Elli's Story

A Day in the Life of Elli,
owner of EZ Stevedore Company, Delard City
by Sean Van Damme

The morning was quiet inside the offices of the EZ Stevedore Company. Outside, the airship docks were a bustle of activity. Elli only had one *official* shipment coming in this morning, something that couldn't be moved. It was fine, she would have to take care of it alone since she'd given her assistant Doran the day off. Looking out the window she took a deep breath of the aerium-scented air. Elli was content with this life, stable but with the ability to leave as her wanderlust dictated.

The back door chimed. Turning, Elli looked up at the clock and cocked her head, confused. Nobody comes in the back but... Doran. The second door to the main office opened and the large tan-skinned man walked in. He moved like an unsecured cargo container, opposed to Elli who did everything with grace.

"I gave you day off," Elli said, setting down her drink.

"Never was good at sitting around the house," he said. "Besides, can't lose the money," He set a small box on the table, opened it, and pulled out a sandwich.

"It was paid time off, I'm not as cheap as people want to think," Elli snapped lightly. Just as she was about to calm down the door chimed. They were early.

Opening the door she was greeted by three men pushing a hovering crate her way.

"Sign here," the leader said, pushing a pad forward, lights flashing across the glass. Elli made her mark. This crate was just something she was holding, to resell later, so they could pay more bodies during the busy season.

"That'll be five hundred chits," the man said, holding his hand out.

"What?" Elli looked at them incredibly.

"Just pay him, it's only chits. That's what, 11 riyals?" Doren said in the same light snap she had used on him.

Elli fuffed a small amount of air from her mouth. It wasn't the money, well it wasn't the amount but the type. The seller she was expecting later only operated in chits, was very insistent on it. Almost nobody in Delard City used the weak currency, why would they? Now two in one day, it struck her as more inconvenient than odd.

"Here," she said handing the men a ten riyal note and a single silver riyal coin.

"This is too much." The man said.

"Is tip. Get extra drink tonight." she said, pressing a small button on the crate and sliding it to a corner of the office as they left.

"Never seen you overpay like that before, everything alright?" Doran asked, a slight tinge of concern in his voice. He could tell she was not being herself this morning.

Elli. Art by Kiana Hamm.

"I'm fine--just something later today and I've only got so many chits," she said. "And I gave you day off."

"Ya, ya I get the message." he said, putting his breakfast back in the bag.

"It's not you, just today is quiet day for me." she said putting a soft hand on his shoulder.

The calm returned for an hour and she enjoyed watching a massive luxury ship fly past off to ports unknown. It was almost time to go traveling again. There was another knock at her door. Opening it, a small ath'enki delivery person was standing there, a box in their hand. Elli offered to let them in. The delivery driver waved their hand and then held it out. Elli reached into her pocket handing over a bag of coins. The delivery person noded, pocketing the bag and setting down the crate before leaving.

Taking a deep breath, the air already smelled different from the box. Elli sat down and opened it. Green greeted her, as she pulled out the small tree sapling, a tree from her home village, a place she hadn't been in decades. Setting it down, a smile crossed her leathery emerald face. She knew that this place, Delard City, was her home even if she went traveling again.

Molichar's Story

A Day in the Life of Molichar Everis, skilled artificer and musician
by Milo Smiley

At the heart of Three Oases' bustling agora, beyond the crowded stalls and the rabble of shopgoers, a young hinn paced in the backstage of a tavern. The hinn, Molichar Everis, chanced a peek through the curtain at the gathering crowd.

As Molichar watched the activity in the bar, his stomach twisted with anticipation. This was his band's largest venue by leaps and bounds. He'd hardly believed Cal when they came back with the news of it. Molichar wondered if it was a full house...

"Have you seen my capo?"

The question broke his train of thought. He glanced at Yvette, his insaan bandmate, who was rummaging through her bag.

"I can't find it anywhere," she said, sounding anxious. "Any chance you grabbed it on accident?"

Molichar knew he didn't, but he opened his own bag anyways.

He laid each object out with care: extra strings, a tuner, their setlist, a portable amp, and his own capo. Everything was double-checked before going back; venues don't often carry extra parts for setars. Finishing, he shrugged to Yvette.

"I don't have it. Maybe it'll turn up." Seeing the worry in Yvette's eyes, he tried to lighten the mood.

"Maybe Cal can magic the strings in place for you."

Across the room tuning their drum set, Cal snorted and flicked their ears.

"I can play drums or be Yvette's capo, but I can't do both."

Yvette stared at the tall rhuthari, unamused, her fingers dancing nervously over the neck of her guitar.

"We're on soon, and I haven't even started tuning. Molichar, can you check if the bar has an extra or something?"

Molichar was up before she finished her sentence.

"Of course. And don't worry—it'll be okay."

* * *

Picking his way through the crowd, Molichar found a "Lost and Found" box perched on the bar's counter and began rifling through it. As luck had it, there was a capo at the very bottom. When Molichar slid the box back into place, the bartender caught his eye.

They were a hinn, too, with a cropped haircut and loose, earth-toned clothing. They were looking at him, but not his eyes. Molichar realized his shirt

had ridden down, exposing the pink lines of his top surgery scars.

A smile forming at the corner of his mouth, Molichar pulled the neck of his shirt up and returned the hinn's confused gaze with a wink. Blushing, the hinn went back to mixing drinks. Molichar didn't mind; he was proud of his scars, and he couldn't count how many times this had happened over the years.

Spinning the capo around his finger, he headed back to a relieved Yvette.

* * *

Yvette got her instrument together just in time for them to go on, and they opened to a lively audience. Everything was going well—Cal set a steady pace on the drums, Yvette was confident, and Molichar was providing a perfect counter-melody.

Spotting the hinn from before, Molichar smiled at them again. The band reached his solo, and he dug into his electric setar without hesitation, the vibrant, rhythmic tones of the music making the crowd go wild.

Fueled by their energy, Molichar closed his eyes and *felt* his instrument, pressing his left palm against the zephyrite crystal he'd embedded in the back of the instrument's neck to give the song's climax extra timbre. The set ended with a glorious fade out from all three of the band members, and Molichar kept grinning even after they'd left the stage. As soon as they took their instruments off, the band rushed together into a hug.

"I can't believe we just did that!" "Molichar, your solo was killer!" "We kicked ass!"

Their celebrations were interrupted by a creak of the floorboards—someone had slipped a note beneath the backstage door. Confused, Molichar examined it under the dim lighting.

It was scribbled on a napkin with a Nexus ID and a drawing of...a young hinn. Molichar put two and two together, blushing when he did.

Cal elbowed him. "Ooo, Moli's got a secret admirer?"

"Told you his solo was good!" Yvette said, joining in on the fun.

"Nothing! It's nothing!" Molichar struggled to hide his grin as he tucked the note safely in his bag.

It really was a good night.

Molichar. Art by Kiana Hamm.

The Sky Pirate King. Art by Angela O'Hara

10

Magic & Technology

Materials with Magical Properties

Zephyrite

The stone that changed the world, zephyrite is a crystal that holds raw magical energy. The stone is pale-blue colored, cloudy and crystalline and is mined from naturally occurring underground veins. Over eons the zephyrite crystals have absorbed the natural background magical energy of the universe, becoming charged with intensely concentrated arcane power.

Normally, mages use their own stamina and energy to power their spells, but with a zephyrite shard, a mage can draw upon its stored magical energy to power their spells. Once a piece of zephyrite is depleted of magical energy it becomes a dark, opaque blue color and no longer emits light. Depleted zephyrite has many other industrial uses.

Zephyrite and Auranite Shards. Art by Angela O'Hara

Auranite

A variant of zephyrite, auranite is a transparent golden-colored crystal that also naturally occurs in caves and veins underground. Auranite does not hold magical energy, but instead holds electrical energy. In addition, auranite has the unique property of absorbing sunlight and converting that into stored electricity. Any auranite left in sunlight or moonlight slowly charges until it's maximum storage capacity is reached. Auranite can also be charged very quickly by exposing it to lightning. The electrical energy stored in auranite can be discharged in a controlled manner by connecting it to baldyr contacts.

Auranite crystals hold an exponential amount of charge relative to their mass, i.e. one large crystal holds much more energy than several smaller crystals whose summed masses equal the mass of the larger one. Auranite can be manufactured by a combined technical and magical process, but

manufactured auranite is inferior to naturally occurring auranite.

Daevacite

Glowing purple instead of blue, daevacite is theorized to be a form of zephyrite corrupted by the Nether. The crystal is extremely rare and hard to find, as it does not appear near sources of zephyrite or auranite. In terms of raw power, daevacite can hold more magical energy than zephyrite by a factor of 10, but the power output is unreliable and prone to random power surges. Mages, scientists, spiritists, and artificers are working hard to fully understand the nature of daevacite and how to harness its power.

Those with an understanding of the daeva and the nether can use the power of daevacite to lure powerful daeva to the veil between the worlds.

It's reported but not confirmed that those who hold daevacite in their bare hands or spend a lot of time around the substance hear dark voices in the back of their mind.

Gaianite

Gaianite is zephyrite that has absorbed or been filled with pure life magic. Instead of blue, it glows a soft green color reminiscent of grass. It's rarely found in nature and so it is often created by life mages from depleted zephyrite.

Baldyr

Baldyr is a silvery, semi-malleable metal considered to be a magic catalyst. While it can be alloyed with stronger metals and made into tools, weapons, or armor, the techniques for doing so are not widely known. Baldyr ore can often be found in proximity to zephyrite, but isolated veins are not uncommon. A highly efficient electrical and magical conductor, baldyr is essential in utilizing the power of both zephyrite and auranite.

Daevacite and Gaianite Shards. Art by Angela O'Hara

Aerium

A gaseous substance with magical lift properties, aerium is created by pulverizing depleted zephyrite. When compressed and forced through a rotating projector, the lift power is multiplied by an order of magnitude. Once this substance was discovered, the age of airships began.

The gas is inert and highly stable. Trade in high-pressure compressed aerium is a major revenue source for companies across Zafir.

Nethane

Found in underground reservoirs, nethane is a highly-combustible, violet-tinted liquid. It's existence has been known for centuries and has found use in fire starting, open-flame lamps, and heating. It burns with a bright purple flame but the liquid itself gives off acrid and noxious fumes.

The most recent nethane development is the nethane jet engine. These powerful thrusters send a cone of vibrant purple fire out their aft for a massive propulsive force. Combined with aerium projectors, these two technologies revolutionized the transportation industry.

N-powder

N-powder is a purplish-silver dust created by combining several chemicals resulting in an explosive powder. The explosive has been in use by sapients for about 200 years, primarily as the propellant in ballistic firearms. The powder has a white-purple flame with very little smoke when burned and ignites with even the smallest spark.

Today, n-powder is the explosive used in all convention firearms, cannons, grenades, and bombs. It's relatively cheap to manufacture and the raw materials are readily available.

Magic

The Resurgence of Mages

Long ago, for the surface dwellers of Zafir, only those sapients with the most powerful latent magical abilities could become mages. Much of the power of magic lay beneath the earth, trapped in various forms of zephyrite and flowing sluggishly along the ley lines. These ancient mages were famous and sometimes cruel, but only a handful are recorded in history. That all changed when the first zephyrite was discovered.

In 844 MA3, the Delardian Empire began extracting zephyrite shards and crystals from deep within the earth. At first a curiosity, but within just a few months of research, zephyrite was revealed to be a powerful source of magical energy. Soon, massive amounts of the crystal were being mined and brought to the surface. The Empire tried to keep it a secret, but tales of its seemingly miraculous properties began spreading across Zafir and the other nations began mining zephyrite as well.

With all of this arcane energy being brought to the surface, the ley lines began to buzz with a massive influx of power. People with latent but previously unknown magical capacity began accidentally manifesting magical powers. After many accidents and a few years of intense scientific study, the mages guilds were convened to help control and guide the rapid rise in magical ability around the world.

Today, many people are mages. The innate talent of any sapient varies from person to person, some have no ability whatsoever and others take to using magic as easy as breathing. The use of magic by an untrained person is dangerous and thus amateur mages are rare. Either folks with the ability are too scared to use it, or, tragically, they are killed in their own reckless experimentation. To become a licensed mage, a sapient must show some evidence of magical power and petition to join a Mages Guild. Once a licensed guild mage, the practitioner is allowed to hold official magic positions in government and other licensed jobs. Practicing unlicensed magic is not illegal, per se, but most governments require submitting to regulation if one wants to sell their magical services in the market.

Intent/Trigger Spellcasting

Even if you have the innate capability, doing magic in Zafir is not easy.

To perform magic, a mage uses the technique of Intent/Trigger, or colloquially, "the will and the word". A mage first imagines in their mind's eye the magical effect they wish to produce. They pour their will into that thought, filling it with their desire to see their intent become reality. Once their will is fully focused on the spell, they trigger it using a magic word. Novice mages usually use a spoken word, but more advanced mages can trigger a spell with a subvocalized word or a gesture.

But magic is not just learning some magic words and arcane symbols. Magic is warping and twisting the very fabric of reality. To make true in reality what is not, one must fully understand that reality. A warmage that wishes to control elemental forces like lightning and fire must be a physicist; they must understand the nature of electromagnetism and thermodynamics. A mage that wants to set something on fire doesn't simply desire fire

Vishtek uses fire magic. Art by Kii Weatherton.

and speak the word. They must desire for energy to be concentrated on the point they wish to ignite, pulling heat from their surroundings and pouring it into a concentrated area.

Likewise, a life mage must have the skills and knowledge of a doctor or surgeon. It's not enough to desire a wound to heal and will it so. A practitioner of healing magic must know how to counter infection, stitch the flesh together in the right places, and prevent shock.

Ley Lines

The world of Zafir is a place steeped in magic. Woven across the landscape, through the oceans and skies and within the subterranean caverns, are the ley lines. A ley line is an invisible strand of concentrated magical energy stretching from one point to another. A crossing of ley lines is called a confluence. Confluences where many ley lines intersect are powerful places of magic, a mage performing magic near a confluence sees their magical effects multiplied. In contrast, spaces with no ley lines nearby require more effort from the mage to perform any magic at all.

Ley lines also connect the confluences they intersect. While at a confluence, a skilled mage can project their consciousness along the ley lines while their body remains in meditation in the real world. This projection can experience the real world at the other confluence at the end of the ley line, seeing and hearing whatever is going on there. They can also communicate with any mage projecting from that confluence. In this way, the earliest mages could send messages and information across vast distances nearly instantaneously.

Since the invention of artificery and zephyrite-powered logical drives, the Nexus was created to automate the projection process. The Nexus is a worldwide, automated communications network built onto the confluences and running its information along the ley lines. See below for more information about the Nexus.

Zephyrite-powered Magic

When the sapients began to realize that the glowing blue crystals they pulling from the depths of the earth were storage vessels for magic, the markets received a massive spike in demand. Scientists, laboratories, and the new mage guilds all desperately studied the potential power of zephyrite.

A mage that holds a shard of charged zephyrite in their hand while casting magic can take the power required for casting the spell from the zephyrite instead of their own body and mind. Over time, doing so depletes the stored magical energy in the zephyrite.

Recharging Zephyrite

Zephyrite gets its magical energy from being stored in the earth for so long, absorbing the latent magic of the Earth and the Sky over millennia. Magic can be discharged very quickly from a shard of zephyrite, but refilling it is a long and time-consuming process. To recharge a shard of zephyrite, one or more mages must touch the shard, exert their will, and focus their mental and physical energies into it. For a complete recharge of a palm-sized zephyrite shard, the standard size used by mages to power their spells, it requires the constant energy input of one mage's magical energy for a period of 24-30 hours. Multiple mages working simultaneously can speed up the process, and the process does not need to be consecutive. Zephyrite holds its charge in a very stable state, so a mage could charge the stone partway, take a break, and finish charging it at a later time. The process is mentally and physically taxing, leaving the mage completely exhausted, as if the time spent charging the shard were spend performing strenuous physical labor.

Arcane Shielding

One of the magic-technologies born out of the fires of the blue war was magical shielding. Mages learned to project solid layers of force to protect themselves, their comrades in arms, and even the warships they crewed.

In modern times, magical shielding is often too expensive to put on every airship or piece of armor.

Mage Armor uses arcane shielding. Art by Biagio D'Alessandro.

It requires active zephyrite power for long periods of time, and quickly drains the energy of any mage constantly projecting arcane shields. They are, however, highly effective at blocking projectiles and magical energy.

The Warped

When zephyrite's magical properties were first discovered, many rich people with no innate magical ability began crushing the active zephyrite into a powder, colloquially called "zee-zee" or "z-dust", and snorting or ingesting it. They hoped to somehow absorb the magical energy and awaken powers within them. This practice was, actually, mildly successful, as some people who snorted z-dust found their magical abilities slightly enhanced. They were not aware of the problems this abuse would cause.

Z-dust is highly addictive. It gives the user a rush of endorphins and a sense of power and confidence when used, but leaves them feeling weak, alone, and miserable when it wears off. The first sign of z-dust abuse is the lightening of the color and a faint blue glow emanating from their irises. As the abuse progresses, their skin also begins to turn blue. At this point, most z-dust addicts are still able to function in society, if only barely, and if they get help, they can recover from their addiction without permanent brain damage. In the next stages, the sapient damages themselves irreparably.

Once a z-dust abuser gets to the third stage, the substance begins to affect their brains permanently. They begin to hallucinate, seeing people or dangers that exist only in their minds. They begin to lose their grasp on language and often have uncontrollable outbursts of angry words and animal noises. During this phase, their bodies shed weight quickly as their metabolism kicks into high gear, desperately trying to process the zephyrite dust through their systems, in addition to the lack of appetite users experience at this stage. Folks who have succumbed to this level are generally incurable and cannot function in society. If they're cut off from a constant supplying their drug, they become violent, and even if restrained, never recover.

The fourth final stage is the worst. Bluish bone protrusions begin forming under the skin of the addict. These growths rapidly distort the appearance of the user until they eventually break through the surface of their face and joints. The user's eyes glow a bright blue and their grasp on reality is completely gone. They are now known as the Warped. These things are no longer sapients, but beings of pure magic and bone driven by a need to absorb more of their precious zephyrite.

The Warped have little to no sapience left. They spend their days listless, often in groups driven out of society. Sometimes the Warped attack each other, animals, or inanimate objects. Some retain some ability to function, probably just out of habit, and can cook food or make a tent. Sometimes folk at earlier stages of the addiction help the Warped feed and clean themselves. The irony of the situation is that at this point in their transformation, the Warped have actually had their magical abilities significantly enhanced. The Warped are liable to lash out with lightning at the slightest provocation or burn down a village on a whim. With no grounding in reality and no control over their powerful spells, they've become a menace to the communities they settle near.

Artifacts & Magitech

Artificers

Artificers create magitech: mechanical and magical contraptions, devices, tools and other technology, by combining machines with magical enchantments. By default, an artificer must be both a proficient engineer and skilled mage.

Shortly after the discovery of zephyrite, mages began to play around with the idea of enchantments powered by the mystical stone. The first artificers created lights and flame by crafting intricate metal devices connected by baldyr contacts to zephyrite shards and imbuing the contraption with some of their own will. From that time, the advances in artificery have come a long way.

Molichar the hinn artificer. Art by Kiana Hamm.

Logical Drives

One of the most important technologies of this Mortal Age is the artifact logical drive. This highly complex feat of artificery and magic has revolutionized the world with its capability for automation.

Logical drives themselves can be visibly deceiving. They are often a simple box, about the size of a leather bound textbook, with their only distinguishing marks being a series of ports and connectors on one end. Inside is a different story. Hundreds of layers of zephyrite and auranite sheets, as thin as paper, connected through an indescribably intricate network of baldyr, gold, ceramic, and glass components, each etched with artifact runes and glyphs of power. Logical drives are expensive, valuable, and fragile.

The value of a logical drive comes not from it's intricate construction or from its rare components but from its capability to think. Skilled mages with specialist enchanting abilities imbue the drives with reason and behaviors. Once imbued with reason, these drives can take input from various devices like an audio recorder, typing keyboard, or light sensor, evaluate that input and then send predefined and appropriate response signals to other machines.

Some of the first logical drives were used to help factories become more efficient and drive large, simple machines. These days logical drives are getting smaller and smarter. The Nexus is driven by logical drives automating the confluence projection process. Airship navigators rely on logical drive systems to accurately position themselves and control the large mechanisms of huge ships. Even entertainment has changed as people build games played on a logical drive and light display.

Logical drives are almost always custom made and imbued for a single, highly-specific job, but newer models are being made that can load thin, etched sheets of zephyrite, pre-imbued with any set of reasoning and behaviors.

Light Displays

Even in ancient times, mages used magic to create light. The most novice of mages just arrived at the

colleges start their education making light with magic. This simple light spell, combined with advanced enchantments on a specialized logical drive, allows for a three-dimensional projection of colored lights in displays for any number of purposes.

This display magitech is used for airship bridge readouts, giant maps in war rooms, signs over noodle shops, interactive dart boards, and Nexus terminals.

The Nexus

In the last 20 years, artificers and mages proficient in confluence projection have worked together to build an automated confluence network called the Nexus. The Nexus is a series of zephyrite powered artifacts called Nodes placed at thousands of confluences across Zafir that connect to each other via the ley line network. These artifacts have been outfitted with specialized logical drives that route communications through the network from point to point. The Nexus now enjoys widespread use allowing worldwide, near-instantaneous communication and is operated and controlled by the Nexus Corporation International.

In smaller towns and villages, the Nexus Node might be in a Nexus office. The Nexus office is run by a Nexus officer who takes messages to deliver and relays them through the Nexus using their terminal. In addition, they accept incoming messages and write them down to be delivered to or picked up by the recipient. In wealthier or more populous areas, the Nexus corporation sells Nexus terminals for personal use and provides access to the Nexus for a monthly fee. These terminals are a small logical drive, display for reading message, and keyboard for composing messages and use a wireless magical tether to connect to the nearest Nexus Node (within a range of about 200 meters). In large cities the Nexus corporation has installed several Nexus access points around the city, providing their patrons with Nexus access from nearly anywhere in town.

To send a Nexus message, you first need the Nexus address of the recipient. Each Nexus node has a special number associated with it that the system uses to determine the location of each Node on the network. Once you know what Node your recipient is using, you can send them a message addressed to them, and they'll either receive it on their terminal or the Nexus officer receives it for them and deliver the message later. A Nexus address has two parts, the first part is a personal identifier and the second is the Nexus node number. The two parts are separated with a period, like this:

vishtek-okamran.29863

The Z-Tech research and technology firm recently announced a special, nodeless message service called Z-mail. With just a single, unique Z-mail address, you can send a message to the central Z-mail service, which then holds the message until the intended recipient, who had previously signed up to use the service, requests all their messages. This way, even a traveller can access their messages from any Nexus node and the sender doesn't need to know the destination node when sending that person a message. A person's Z-mail address is formatted like a Nexus address but uses the suffix "zmail" instead of a node number like this:

dalinus_shootz_u.zmail

Magitech Polymer Composites

During and since the Blue War, materials technology has advanced quickly due to the need for improved armor for troops and hull plating for military airships. Scientists in Sultai made a discovery. They learned that combining certain chemicals and precision magic in a specially constructed artifact crucible created a hard, strong, durable, moldable, and heat-resistant material. They called it polymer composite and it made extremely effective body armor. It only saw a tiny amount of deployment at the end of the Blue War due to production costs, but since then the other nations have developed similar materials and costs have dropped due to research and development. Full armor made from polymer composites are still relatively rare, but not impossible to obtain. Many mercenary companies keep some on hand for serious business and all the world's militaries manufacture suits of composite armor.

Artifact Mechanicals

After the development of logical drives and the improved mechanical capabilities of auranite and zephyrite powered machinery, some artificers began experimenting with creating semi-autonomous mechanical devices, referred to as artifact mechanicals. The first of these automatons were simple lifters and carriers, built on a sturdy chassis with wheels or treads for locomotion. They could be imbued with protocols to do any kind of heavy labor, like stevedore work or factory assembly.

In time, with practice and more advanced motors, logical drives, and protocols, the artificers created bipedal and quadrupedal mechanicals, allowing them greater mobility and a wider range of applications. Bipedal artifact mechanicals were first deployed in battle in the late stages of the Blue War, and are known as battlemechs.

The modern battlemech. Art by Biagio D'Alessandro.

Airships

Beautiful, soaring aircraft of artificery, craftsmanship, and magitech, airships dominate the skies of Zafir. From tiny one-seater fighter jets to hulking, monstrous dreadnoughts crewed by hundreds, every nation, even the ath'enki Prelacy, has dedicated shipyards creating these flying machines.

Aerium Projectors

When zephyrite was first brought to the surface, the people there learned quickly how to use the stored magical energy within the stones to power their own arcane abilities. Once a zephyrite crystal's energy has been drained, it becomes depleted zephyrite. For a long time, nobody knew what to do with depleted zephyrite. Some mages or aristocrats wore it as jewelry, polished and faceted like gemstones. Others simply discarded the stones. A few forward-thinking artificery companies stockpiled the depleted crystals and spent time and money researching the industrial applications of the inert rock. And they were in luck.

When pulverized, these companies discovered, depleted zephyrite produces another magical substance: aerium. This lighter-than-air, gaseous material has a number of highly valuable properties. Not only is it lighter than air and highly compressible, when excited by electricity and run through a nozzle, it produces a magical lift force much greater than expected. Through research and exhaustive testing, the aerium projector was invented by Galter Saeph & Co. (Now Saeph-Sadie Heavy Industries) in 878 MA3.

Aerium projection was found to be most efficient when passed through a spinning ring-shaped nozzle while electrically excited via baldyr contacts. The rings are found by many sapients to be a beautiful invention. Hung on a central axis, the rings spin quickly and emit a pleasant blue light downward as the magical energies provide lift.

Nethane Jet Engines

While nethane has been in use for centuries as fire-starter, fuel, and explosive, only in the last 40 years has it been used en masse for transportation. In the early days of aerium-powered airship travel, sailing ships were retrofitted with aerium projectors to provide lift, but thrust was still provided by large canvas sails. With the advent of the technomagical revolution, skilled engineers invented the nethane jet engine.

The nethane jet engine is a long, cylindrical metal apparatus with an air-intake at the front and a thrust nozzle at the back. While in flight, the engine moves air from the intake over a narrow manifold while simultaneously injecting concentrated and refined nethane jet fuel into the airstream and igniting it. The resulting propellant exits the thrust nozzle in a brilliant purple cone of flame.

While nethane engines are powerful, they are expensive and difficult to maintain. The larger they get, the more time is needed by skilled engineers and mechanics to keep them running. Many airships opt for smaller thrust engines and longer travel times, especially for long haul caravans.

Deadsky

A complete mystery to mages and artificers today, deadsky is a region of the atmosphere in which aerium completely fails to provide lift. Since most airships are heavier than air and get the entirety of their lift from aerium projection (rather than from aerodynamic lift from wings), deadsky is, as its name implies, deadly to airship travel.

Since the birth of aerium flight, the nations of Zafir have been constantly charting and recharting the areas of deadsky across the known world. The deadsky remains consistent only for a limited time, and can change, move, grow, or shrink unpredictably. Deadsky charts and a skilled navigator are essential for any airship flight.

Cormorant-class Light Transport. Note the two aerium-projector arrays and the nethane engine. Art by Henry Ng.

Artificers and mages are diligently working on finding an aerium projection technique that will let airships safely travel through the deadsky as well as devices to accurately detect the deadsky itself.

Famous and well known areas of deadsky include: the area around the islands in the center of the Hyril ocean where the sky pirates are rumored to roost, the sky above the aquatic jaan homelands that prevented airship contact for millenia, and vast swaths of evershifting deadsky over deep ocean to both the east of Evera and the west of Iblix.

List of Airship Classes

Airships are built in hundreds of different shapes, sizes, and configurations for a variety of tasks and purposes. The table below lists several of the more well-known classes of airship from the Delardian Federal Navy and the Sultain Imperial Sky Navy, with their approximate length and crew size.

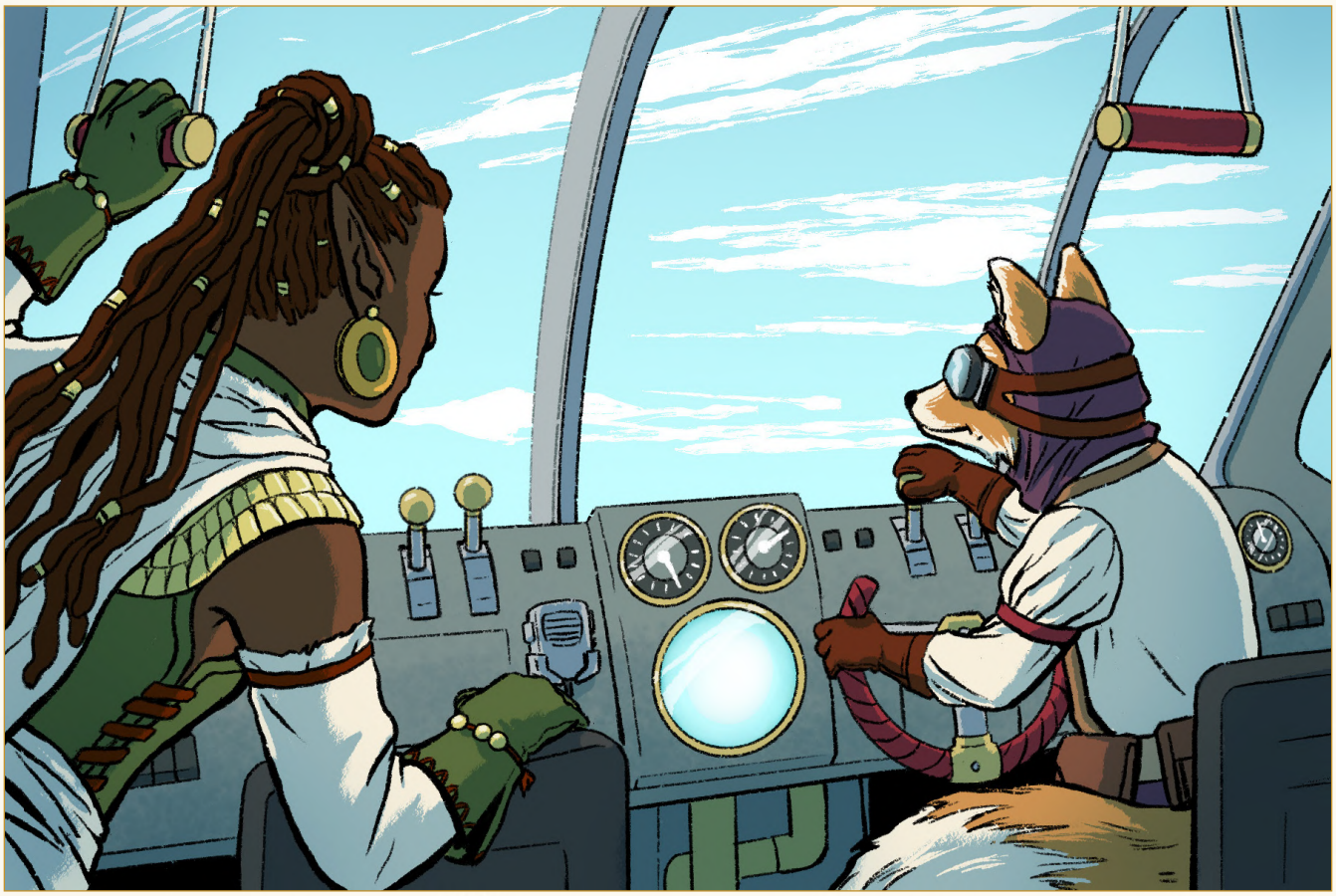
List of Airship Manufacturers

The following is a list of airship manufacturers across Zafir.

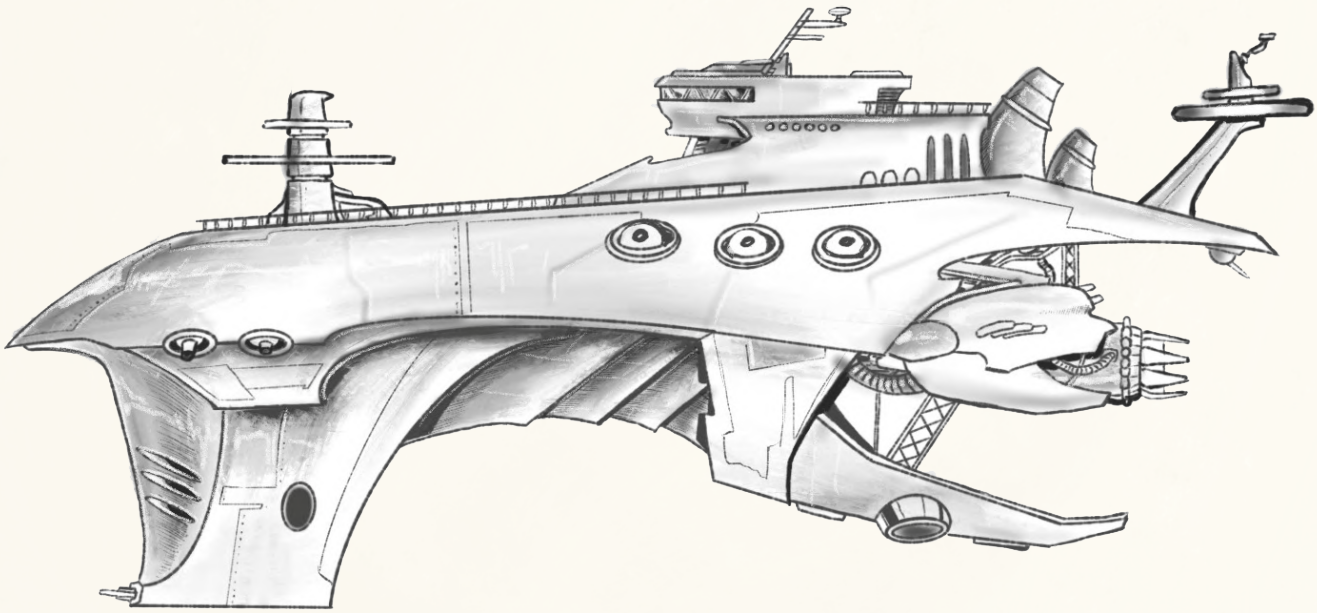
- Blackriver Aeronautics Co. (Delard)
- Isher Iron Company (Drax)
- Oldport Airdock and Shipbuilding (Delard)
- Sadra-Tari Shipyard (Burvor)
- Saeph-Sadie Heavy Industries (Astin)
- Seimr Imperial Shipworks (Sultain Imperium)
- Staunch Iron Works (Tri'ester)
- Traeger Manufacturing Ltd. (Delard)
- Vosper Thornycroft Systems Maritime (Morril)
- Alala Airship Yards (GTS)
- Tar'akk Skyworks (Gorr'a, Ath'enki Colony)

List of Airship Classes by Role:

ROLE	CLASS (DELARDIAN)	CLASS (SULTAIN)	LENGTH	CREW SIZE
Fighter	Courser, Sandpiper	Kodak, Gizmo, Eskay	9-12m	1
Strike Fighter	Kestrel	Seld, Asuke	10-13m	1
Gunship	Falcon, Skylark	Pyrx, Savoe	10-16m	2
Bomber	Crane, Crake	Keans, Look	30-39m	5-8
Hunter-Killer	Redwing	Ameko	50-65m	12-15
Frigate	Ouzel, Gyrfalcon	Labrat, Dont	120-135m	95-105
Destroyer	Shrike	Teru	90-100m	140-160
Battleship	Monarch	Galaga	180-250m	150-165
Cruiser	Raven	Kastro	150-175m	200-220
Battlecruiser	Kingfisher	Carne	250-275m	210-240
Dreadnought	Great Skua	Stayup	290-325m	350
Carrier	Jackdaw	Reks	200-350m	275
Patrol	Starling	Devn, Dzert	15-55m	4-25
Transport	Cormorant, Goldcrest, Merlin	Kaos, Mosef	80-100m	12-16
Command/Logistics	Avocet, Crag Martin	Ibeam, Forge	65-90m	60-80
Warmagic Support	Hypocolius	Saran	55-80m	30-50
Auranite Recharger	Sunbird	Zeum	50-60m	35-40
Mine Countermeasures	Turnstone	Noears	100-110m	70-80
Air Tug	Bullfinch	Murad	15-20m	2



Kira and Tiz on the bridge of the Shearwater. Art by Cat Parra.



Teru-class Destroyer. Art by Alex Von T.

Firearms

The world of Zafir is a dangerous place. Strapping a pistol to your hip or slinging a rifle over your shoulder (and knowing how to use it), is a tried-and-true way to keep yourself safe in some of the lawless lands of Zafir.

Conventional Firearms

Firearms commonly available to the sapients of Zafir use n-powder for propellant and lead (sometimes jacketted in copper or steel) for bullets. Any city, outpost, trading hub, or caravan is bound to have some guns and ammo for sale.

Arcanite Railguns

"Arcanite" is the common name for the Baldyr-Auranite Electrified Rail System developed by Aero-nock Technologies. The system uses a two-part magazine system to power parallel electrified rails that use artificery and magic to propel a tiny projectile at extreme velocities. The two rails glow yellow and crackle with arcs of golden energy. Arcanite weapons are powered by auranite cores and usually bundle an auranite core with the small metal projectiles in a swappable magazine like traditional firearms. Arcanite weapons are expensive and rare but much more powerful than traditional

firearms.

Z-Tech Weapons

The experimental arms firm Z-Tech produces rare, exorbitantly expensive, and extremely powerful weapons, armor, and airships. Z-Tech weapons are powered by purified zephyrite cores and fire bolts of concentrated magical energy. They're crafted from magitech polymer composites that are strong and

lightweight and offer high levels of customization.

Conventional, Arcanite, and Z-Tech autorifles. Art by Biagio D'Alessandro.

Mechanoids

Created in desperation during the Blue War due to a shortage of living soldiers, the mechanoids were intended to be simple automatons, capable of following orders and nothing else. During deployment, the often malfunctioned or acted haphazardly. Some insaan troops stationed with mechanoids even claimed that some of them gained all the apparent signs of sapience...

Creation

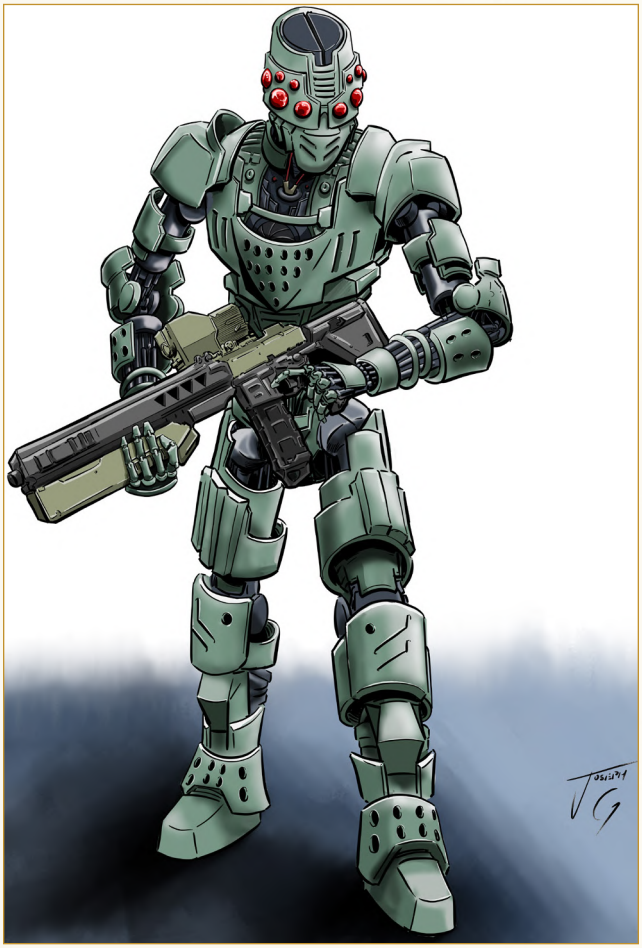
Like the mechanicals designed to assist sapient workers, the mechanoids were originally designed to fight alongside soldiers in the Blue War. Whole platoons of the automatons were shipped to the frontlines to fight. The thought was that these non-living units would have a better defence against the magic attacks of the Delardian mage-soldier armies and require less supply.

Invented by Dr. Madaline Kerubo, the mechanoids were a closely guarded secret by the Sultain military until deployment. Dr. Kerubo was a divisive figure in the early days of the war. Many scientists didn't respect her methods and questioned her ethics. Even the logical drives used to power the mechanoids subroutines are mysterious. A standard, if complex, logical drive is created to be the mechanoid's brain, but it then undergoes a black-box process, hooked up to a machine created in secret by Dr. Kerubo and re-imbued with unknown protocols. As Dr. Kerubo died partway through the war and the re-imbuing machines were accidentally destroyed, the world may never know the secrets of the mechanoid intelligence.

Mechanoids in The Blue War

Initial deployment seemed promising, as the Dr. Kerubo assured the imperial war council that the mechanoids could feel no pain, never tire, and never disobey orders. Units of mechanoid troopers decimated several entrenched enemy strongholds and caused the rout of enemy units with larger tactical force.

When deployed alongside sapient soldiers, however, the effect was a drastic drop in morale. The mechanoids made the living soldiers uncomfortable and paranoid. Many soldiers reported strange behavior by the mechanoids. They say that sometimes the mechanoids would act like people, trying to engage the other soldiers in conversation or joining their card games, only to abruptly stop, mid-sentence, and return to a more automaton-like behavior. Others reported waking up in the middle of the night to a pair of glowing blue pinpoints of light, mechanoid eyes, watching them sleep through the flap of their tents. In addition, once a mechanoid was created, it seemed that it's level of intelligence and self-control began to wane almost immediately. Some soldiers reported their mechnoid allies suddenly standing up out of the trenches, and marching into enemy fire while playing strange sounds out of their voiceboxes.



Abandoned mechanoid soldier. Art by Joseph Garcia.

In the end, the mechanoid project was scrapped, but not before tens of thousands of mechanoid troopers and heavies were deployed to battlefields worldwide.

Modern Day

Decayed mechanoids are a real problem in former battlefields across Zafir. They're unpredictable and violent, and since most people don't wear antique Sultain Imperium or Delardian Empire uniforms anymore, mechanoids tend to classify everything that moves as a hostile enemy unit. Military and police teams often hire warmages with lightning abilities to help them clear out infestations of malfunctioning mechanoids. Adventurers and mercenaries can always find work in destroying pockets of these broken and dangerous automatons.

Resonance Technology

The veil between the material world and the spiritual realms of the Ether and the Nether is normally quite robust. The average person lives their entire life without interacting with the spiritual world or the world of the daeva at all. Some, despite many laws forbidding the activity worldwide, intentionally connect with these supernatural worlds.

Spiritists, as these brave and determined folks are called, use a tool called Spiritual Resonance to help them access the spirit realms. The veil between the worlds is so strong because the individual space-time of the dimensions is out of sync, discordant and non-resonant. To thin the veil, spiritists must resonate the material world in harmony with one of the spiritual worlds. In ancient times, the only solution was vibrating an object. Ancient spiritists used only their voice, bells, or other devices that vibrate (known as idiophones) to resonate the material world with a spiritual one.

Magitech resonator. Art by Biagio D'Alessandro.

The sapient mind and soul are directly connected to both the material and spiritual worlds, and musical resonance can strengthen that connection. But music by itself does not thin the veil.

If one hears and experiences spiritual resonance, it is often eerie and unsettling. The notes, chords, and harmonies of spiritual resonance are not musical and often strongly discordant, especially when resonating with the Nether. It's an acutely uncomfortable experience, but the spiritist, through practice and dedication, has desensitized themselves to the discomfort in order to perform their art.

Resonators

In order to resonate the worlds into alignment, a spiritist needs a resonator. Some spiritists begin learning by using their voice or whistling to perform the basic resonances. The voice alone isn't enough to conjure more powerful spirits, however.

Most spiritists use vibrating ideophones to resonate. An ideophone is an object that makes sound by vibrating its whole self. Tuning forks, bells, and singing bowls are all examples of ideophones used by spiritists. In order to be useful for spiritism, these types of resonators must be of a high quality and produce pure tones. Fortunately for beginner spiritists, they are commonly available.

For the more advanced spiritist, who must produce multiple discordant and very precise tones simultaneously at separate volumes, an electronic resonator is required. These tonic oscillators produce a single wavelength tone through the use of electromagnetic speakers powered by electricity (usually an auranite core).

It is rumored that some master warlocks have developed an ultra-precise resonance fluctuator that generates tone based on the exact positioning of the user's hands and fingers. These advanced objects of complex artificery are extremely difficult to use, but are the most powerful resonators.

Effect on Modern Music

As spiritists around the world, but specifically Sultain spiritists, began to advance the technology of spiritism with artificery, others found secondary uses for it. Since 900 MA3, the world has known a new form of music, electric music.

The common setar, the four-stringed wooden lute played by Zafiri musicians everywhere, was connected to electromagnetic pickups and amplification speakers. The electric setar was revolutionary to Sultain pop and dance music, increasing it's popularity even outside the Imperium.

Common Technologies

Some technologies on Zafir are just like or very similar to things that exist in the real world. The following technologies are common and in widespread use in Zafir:

- Electric light (powered by auranite)
- Typewriters and mechanical calculators
- Elevators
- Cigarette Lighters (nethane-fueled)
- Antibiotic Penicillin
- Oral Contraceptive
- Refrigeration (magitech powered)

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Dramatis Personae

These are but a few of the great and powerful people of the world of Zafir, inspired by the generosity of this project's biggest backers. They are provided as inspiration to GMs and players alike and can make for powerful allies or deadly villains.

Each member of the Dramatis Personae listed below, if they are a combattant, has an unit entry included along with their description. See Chapter 15 - Enemy Units for more information on unit entries.

Thank You, Backers!

A deep and sincere thank you to all the Dramatis Personae backers! You are wonderful people that truly believe in the project, and the Kickstarter for Zafir wouldn't have been possible without you. I hope that I can honor you with these pages. In addition, I want to give a huge thank-you to the artists who brought these awesome characters to life!

Thank you so much! Looking forward to seeing you in Zafir!

+Randy

Leif Baldyrsbane

Insaan Sharpshooter (he/him)

Inspired by David Lloyd,
illustrated by Ana (Ringlov) Comor

This mountain-man stands almost 2 meters tall, muscular arms emerging from his deer- and sheep-skin vest. His craggy and weatherworn face sports a bushy gray beard and a shiny bald dome. Leif Baldyrsbane lives alone in the mountains of Astin, where locals know him only as "Big Timber", and nobody quite remembers when he arrived in the area.

Leif can't help but remember. Seventeen years ago he came to these mountains to escape his past. Baldyrsbane led one of the infamous tunnel squadrons of the Sultain invasion of Shum'a, viciously slaughtering dozens if not hundreds of ath'enki at the height of the Blue War. He was hired by the Imperium to lead one of the empire's paramilitary death squads, but the Sultain leadership maintains to this day that they did no such thing. But Leif remembers.

And so, at the end of the conflict, his conscience got the better of him and he fled. He deeply regrets his actions and has removed himself from society in a kind of self-imposed exile. He works now to help folk in the hostile environment in which he now resides, instructing them in hunting, tracking, and mountaineering.

Age: 54 years old

Current Location: Log cabin in the Astin mountains, where he spends his days hunting and helping the locals.

Plot Hook: Leif Baldyrsbane hates to get involved in any kind of conflict anymore. He doesn't trust himself to make the right decisions anymore. If encountered by the players, he's more than happy to help them in indirect ways: share specialized knowledge of the area, give them information about points of interest nearby, or share the location of a few secret zephyrite deposits he knows about. However, deep within him, maybe buried in a place that he doesn't even know about, is a deep need for redemption. If there's a cause that is strictly helping ath'enki civilians, the players may convince him to join them, for one last mission.
Equipment: Leif has a custom-built scout rifle called "Thunder" mounted over his hearth. If the players ask about it, he explains that he keeps it as a reminder of "what he was," but won't go into details. It's equipped with a unique weapon mod that destroys enemy armor. Both the rifle and mod are listed below.

Leif Baldyrsbane

HP: 17 **AP:** 1
Speed: 8 **Aim:** 2 **Will:** 2
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 24 **Type:** Living

Attacks

Thunder:
Range: Long, **Aim Dice:** 3, **Crit Dice:** +2
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** 3
Breaking 1

Smoke Grenade:
Range: Short, **Radius:** 3
Duration: 3 turns. Attacks made against units inside the effect radius take a -1 hit die penalty

Flashbang Grenade:
Range: Short, **Radius:** 3
Applies Disoriented to all targets, removes Overwatch, removes Mind Control

Tactics: When attacked, Leif takes to high-ground and full cover if possible, then opens with his Flashbang Grenade. Each turn, he attacks the most vulnerable enemy unit with his scout rifle. If enemies get too close, he throws the Smoke Grenade to protect himself or his allies.

Leif Baldyrsbane - Unique Weapon Table:

NAME	RANGE	AIM DICE	CRIT DICE	DAMAGE	CRIT DAMAGE	AMMO	MODS
Thunder	Long	+1	+2	d3 + 2	+2	3	*Integrated Optics:* +1 Aim Dice, *Big Game Caliber:* +1 Breaking

Abilities

High Ground

Activation: *Passive*

Type: Support / Training

Effect: Attacks made with a primary ranged weapon from elevation gain +2 Crit Dice.

A little altitude can bring a lot of perspective... which is a deadly blessing to a sniper.

Kill Shot

Activation: >|
Cooldown: 3
Range: Weapon

Type: Offensive / Training

Effect: Make a ranged attack with a primary weapon with -1 Aim Dice and +3 Damage.

A focused sharpshooter will hold their breath, adjust their stance and, for one brief moment, shut out the rest of the world.

Subterfuge

Activation: *Passive*

Type: Stealth / Training

Effect: When the team is revealed, this unit may remain concealed.

Hiding in plain sight is the ultimate test of the covert ops soldier.

Leif Baldyrsbane. Art by Ringlov.

Tzepish Tachman

Azurhinn Warmage (he/him)

Inspired by Blaine Higdon,
illustrated by Kiana Hamm

Tzepish is a naturally gifted magic user who was shunned from his family. His parents thought that he was cursed because he exhibited neuro-atypical symptoms. At a very young age, he fled to the ath'enki prelacy to seek out more understanding mentors. While in exile underground, he discovered a piece of forgotten lore that he obsessed over to the exclusion of all else. It eventually drove him insane despite greatly increasing his magical power. He now commands more magical power than his fragile mind can completely comprehend or control.

An incredibly selfish man, Tzepish prioritizes his own knowledge and power over the wellbeing of any other. He's learned to at least pretend some kind of manners and social interactions, and will happily ally with the players if he sees some benefit for himself, like uncovering ancient magical secrets or the total destruction of a rival mage. Even while acting as an ally, he cannot be trusted and will act unpredictably.

Age: 18 years old

Current Location: Ruins of Onth'a, one of the Prelacy cities completely destroyed during the Blue War. He thrives on the isolation and buried secrets of the once great city, and survives by hunting wild katta'ka.

Plot Hook: Tzepish has never told another soul the secret of the forgotten lore that he gained when he fled underground. Maybe the players' quest leads them to him as someone who can solve their current problems. Alternatively, maybe Tzepish tracks them down to stop their plans for an inscrutable reason.

Tzepish Tachman

HP: 20 **AP:** 3 **SP:** 5
Speed: 8 **Aim:** 1 **Will:** 4
Vulnerable: Explosive Damage
Detection Range: 10 **Uses Cover:** Yes
Power Rating: 33 **Type:** Living

Attacks

Arcanite Heavy Pistol:
Range: Short, **Aim Dice:** 1, **Crit Dice:** 0
Damage: 4, **Crit Dmg:** +1, **Ammo:** ∞

Tactics: Tzepish relies entirely on his magical abilities, attacking ferociously but staying back in good cover. He begins by using Foe-shatter and Lethargy on armored and melee attackers, then falls back to Chain Lightning. He'll use his pistol only if cornered and he can't escape via Teleport.

Abilities

Foe-shatter

Activation: › **Charges:** 2 **Range:** Medium

Type: Debuff / Arcane Magic

Effect: Target an enemy unit within range and line of sight. The target unit gains Shattered.

A magical assault embrittles your enemy's armor and weakens their body and mind.

Lethargy

Activation: › **Cooldown:** 3 **Range:** Medium

Type: Debuff / Arcane Magic

Effect: Target a radius 2 circular area. Living enemy units in the area gain Exhausted.

When Xi'lat steals the air from their lungs, it drains the vigor of even the hardiest and mightiest of creatures.

Lightning Strike

Activation: >| **Charges:** 4 **Range:** Long

Type: Offensive / Lightning Magic

Effect: Target an enemy unit within range and line of sight. Deal 3 Lightning Damage to the target unit, ignoring cover. Deal double damage to shields.

One of nature's fiercest manifestations takes on an unearthly hue as it streaks through the air, striking with unerring accuracy and staggering speed.

Teleport

Activation: > **Charges:** 2 **Range:** Medium

Type: Mobility / Arcane Magic

Effect: This unit disappears and instantly appears on any tile in range and in line of sight. Does not trigger overwatch fire.

One of the oldest, most difficult, and most revered of enchantments, it never goes out of fashion. A well-timed teleport can change the course of an entire battle.

Chain Lightning

Requires: *Lightning Strike*

Activation: *Passive*

Type: Offensive / Lightning Magic

Effect: Lightning Strike now jumps to 2 additional targets, player's choice, so long as the next target is within 4 tiles. Each target takes a cumulative -2 Damage from Lightning Strike.

This fiercer, more furious combination of electricity and magic leaps from target to target as if it had some predatory instinct of its own.

Tzepish Tachman. Art by Kiana Hamm.

Elleglette
Art by Angela O'Hara

Elleglette

Dyn-essat Acolytes

Inspired by Sam Grawe,
illustrated by Angela O'Hara

These two dyn-essat sisters are inseparable. Born to parents who were skilled life mages, the two young girls were expected to display some of the same magical affinity at young ages. However, when no such ability manifested, it was assumed that they would at least assist their successful parents in some way. No matter how much their parents or their numerous aunts and uncles tried, however, the two simply never showed any desire in pursuing careers in magic. They grew extremely close, even for sisters, and soon it was difficult to tell which was which.

Secretly, the sisters had discovered a love for spiritism. They had an extremely powerful natural affinity for the art and practiced constantly in secret. As they grew more powerful and spent more time sending their souls and minds into the spiritual realms, their personalities began to blend together. After many years of this, they were no longer distinguishable as two people, but a combination of the two that form a greater whole.

Eventually their secret practice was found out. A massive disappointment to their parents, Elleglette, a portmanteau of their original names and a new syllable, left their family to explore the world and find mentors to train them to perform more powerful summonings.

Ten years later, Elleglette's appearance reflects their nomadic habits, their intense curiosity, and their exacting practice of spiritual summoning. Dressed in well-worn travelling garb, they are always seen carrying their notebooks and a variety of resonance equipment. To them, there is always something in the world worth observing and taking a note of.

They've left the life of the agrarian dyn-essat behind, as well as the religion and goddess of their parents. Today, they're not sure what they believe, especially with what they know of the Ether and the Nether, but they're seeking, endlessly if need be, to find some answers for themselves.

Once one gets past the strangeness of one person in two bodies, Elleglette is a friendly and companionable traveling partner. They're always cheerful, polite, and curious and have a tendency to see the best in people, even when others don't. One traveler, famous for his tall tales and extravagant stories, said that he had the unique experience of talking to one of the sisters alone as the other slept nearby, and that it was one of the most peculiar conversations of his life. As he spoke with the awake half of Elleglette they were apparently dreaming and conversing in reality at the same time.

Elleglette only has one pair of reading glasses, and keeping track of which pair of eyes wears them is an effort in futility. The sisters always find it amusing whenever someone asks them, "Wasn't the other one just wearing those?" The ensuing conversation always reveals far more about the person asking than it does about the sisters.

Ages: 17 and 18 years old

Current Location: Elleglette can be found anywhere in Zafir. They might be travelling the caravan routes by camel, helping chart deadsky in an airship, or touring the Ath'enki Prelacy in the hover-trains, but one thing you can be sure of, they are always travelling.

Plot Hooks: While Elleglette won't join the players on the battlefield, they'll gladly trade their spritist expertise for a spot on a world-travelling airship crew. They love the opportunity to observe new spiritual phenomena and may approach the players if they've heard of a particularly nasty or strange daeva encounter. If the players' crew already has a spiritist, that player might seek out Elleglette for mentorship and advice, or Elleglette might seek out the player.

Elleglette is more of a research scientist than a combat spiritist. They have a very strong dislike for fighting and battles and thus no unit info is listed for them. If they find themselves in combat, treat them as a single Civilian unit that occupies one tile.

Sprik Srok Diz

Dyn Operative (she/her)

Inspired by Cody Thompson,
illustrated by Kiana Hamm

Born with only one leg, Sprik spent her early years working in uncle's machine shop in Gar, the capital city of the Delardian state of Garrera. Her parents ran caravans across the great desert but never allowed her to join. Due to missing the leg from birth and lack of nerve endings, the artificers were never able to craft her an artifact prosthetic that worked properly. However, her uncle, who doted on her, was an amazing inventor and made her an auranite-powered artifact wheelchair.

When she was fifteen, she finally convinced her parents to let her come on a caravan trip. Three weeks into the trip and halfway across the desert they were attacked by marauders. The vicious brutes killed her mother and father and stole everything the caravan was transporting. The marauders stranded Sprik in the desert, wounded, laughing at her disability, and leaving her to die rather than wasting a bullet. Even though her wheelchair was useless in the soft sand, she refused to give up. She crawled for days, half-mad from thirst. One night, while she was desperately scrabbling up the next sandy rise, a bright streak of light crossed the sky above her. At first, she thought she was hallucinating, but then a piece of the heavens fell from the sky and hit the desert with such force that it threw her off the dune she was crawling across and knocked her unconscious.

She awoke to the burning desert sun in her eyes. Just a short distance away was a perfectly circular, bowl-shaped crater. It was like nothing she had ever seen. The--whatever it was--from the sky had unearthed an underground spring, forming a deep pool of clear water in the center of the crater. Desperate in her need for water, she half-crawled, half-fell down into the bowl to the edge of the pool. Finally, she slaked her maddening thirst.

Sometimes at night the pool would glow deep within. When Sprik looked down into the depths she swore she saw the night sky, not reflected from above, but emanating from the bottom of the pool, like an aurora she had seen years ago up north on a trip to Delard City. On nights like that she would have strange dreams of a life she hadn't lived yet, adventuring in far-off lands.

Unexpectedly, trees and plants started to grow around the pool. They grew tall and strong within days, much faster than she would have thought possible. Sprik was able to eat the unusual fruit that hung on the trees and was able to craft crude crutches using their branches. While not exactly comfortable, her new life in the strange oasis was at least sustainable. She couldn't believe her luck when she found an antique rifle and a whole case of ammunition exposed by the strange impact. The verdant oasis brought a seemingly endless supply of small animals for her to hunt, honing her skills with the rifle and keeping her belly full. However, without some form of transportation and navigation she knew she would never make it out of the desert on her own.

She spent months in her paradise of a prison, her wounds healing and her strength returning. One night, as fate would have it, the very same marauders that had attacked the caravan came across Sprik's oasis. All of a sudden, they were everywhere. Crack! Her rifle put one down, but more kept coming over the ridge into her little crater. One of the bandits caught her from behind, by surprise, and clubbed her across the back of her head. Stunned and dizzy, vision blurred by pain, she saw a newcomer walk over the lip of the crater. The insaan man wore simple traveling robes and had an unearthly presence. With his appearance all went quiet. The bandits turned as one to look at him and in response he reached in robe, pulled out a curved sword, and vanished. A blur of barely-visible starry night sky flew around the crater from marauder to marauder, followed by screams and gushing blood. One by one, the men trying to kill Sprik were slaughtered until none remained.

The mysterious man reappeared in front of Sprik. She was unafraid. He held his hand out to her and she took it. The moment they touched, her mind was flooded with visions of her previous dreams, all the adventures she might go on in her future

cascading over one another. She stood and looked behind the man, the pool in the center of the crater roiled and bubbled. Something was emerging. A dark crystal, the size of her forearm, floated up out of the water. In its depths were the glittering stars of the night sky, at once contained within its shape and infinite.

"Come, child," the man said. He had a warm voice, familiar, like a beloved uncle she'd never met. "Let's get you home."

Sprik. Art by Kiana Hamm.

As Sprik gathered her rifle and her crutches, the dark, glittering crystal floated up and hovered behind the man. They walked over the lip of the crater and it followed him, bobbing along like an obedient dog. As they walked in silence, Sprik felt like the night was absorbing her, and that she had never experienced the night as pure as this. She looked above her into the night and saw the vast expanse of stars and nothingness in the Void beyond the sky. Everything was changing so suddenly, she felt like she was getting caught up in something beyond herself. As she walked she lost track of herself. She met the Void as if it was a part of her. She heard the man talking and realized he had been for a while.

"My name is Jack," he was saying. "I know you lost your parents, and I know the secrets of your ordeal in the desert. I know very many things."

The sand flew by beneath her foot. She was hardly aware of the desert moving around her, entranced by the power of the man that guided her.

"Sprik Sprock Diz, welcome to your new family. I'm sure we'll see each other again soon, but for now, welcome home."

Sprik stopped dead in her tracks. She was standing atop a sand dune, crutches under her arms in the blazing sun of midday. How had she gotten here? When had the sun risen? Where was...? She looked around. Jack was gone. On the horizon, no, it couldn't be. On the horizon, the city of Gar sat like a glittering jewel. She was almost home. But how?

She turned around and looked behind her, a single track of one foot and two crutch-prints led back into the desert. And lying there, on the sand, was a black stone with all the stars of the night contained within.

* * *

Sprik's uncle couldn't believe his eyes when she showed up in front of his shop. He was even more surprised when she showed him the voidstone she had brought from her ordeal in the desert. She swore him to secrecy, but being the skilled artificer he was, he had a hunch about the stone's power and its connection to Sprik. After a few months of testing, calibration, and rehabilitation, they created a magitech prosthetic leg for Sprik powered by the strange crystal. With the new leg installed, she found that she could jump higher and run faster than anyone she knew.

Age: 24 years old

Current Location: After her ordeal in the desert, Sprik trained herself to be an expert with the long rifle. She's spent the last several years taking on security and sharpshooting jobs in the Garreran area. She can be found visiting her uncle's artificery or in one of the many taverns and clubs frequented by mercenaries and guards in Gar.

Plot Hooks: Word of her magnificent and unique power crystal eventually got out. A Flemeni Rex (a priest of a shah daeva) in the Sultain Imperium has heard fantastical stories of a magical stone made of pure night and desires it above all else. Sprik has dodged two assassins sent by loyalists from the Adeptus Daevonium already and may be looking for help avoiding more or eliminating the threat altogether. The players may also find out about the voidstone themselves and seek out Sprik for more information. Additionally, they might seek out Sprik as a Disciple of Jack.

Sprik Sprok Diz

HP: 15
Speed: 10 **Aim:** 3 **Will:** 2
Immune: Void Damage
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 23 **Type:** Living

Attacks

Arcanite Sniper Rifle:
Range: Long, **Aim Dice:** 4, **Crit Dice:** +1
Damage: d3+5, **Crit Dmg:** +2, **Ammo:** 3
Move or Fire, Mods: Autoloader, Hair Trigger

Arcanite Autopistol:
Range: Short, **Aim Dice:** 3, **Crit Dice:** +1
Damage: d3+1, **Crit Dmg:** +1, **Ammo:** ∞
Versatile

Tactics: Sprik is an expert sharpshooter and stealthy combatant. The voidstone in her prosthetic leg automatically absorbs any incoming Void damage.

Abilities

Elusive

Activation: *Passive*

Type: Defensive / Training

Effect: Half cover counts as full cover.

Try to look unimportant, the enemy may be low on ammo.

Shadowstrike

Activation: >| **Charges:** 1 **Range:** Weapon

Type: Stealth / Void Magic

Effect: While concealed, make a ranged attack and remain concealed.

The most elite covert warriors pride themselves in striking unseen.

Mirage

Activation: *Passive*

Type: Defensive / Void Magic

Effect: This unit does not trigger reaction attacks (including overwatch or melee reaction attacks).

That shifting, blurry thing can't possibly be a tangible target, right?

Voidwalk

Activation: - **Charges:** 1 **Range:** Self

Type: Stealth / Void Magic

Effect: This unit immediately becomes concealed.

In the split-second it takes to perform one shimmering sidestep, the caster disappears from view.

Magitech Leap

Activation: > **Range:** Self

Type: Dramatis Personae / Magitech

Effect: Make a move action with the ability to spend a single movement point to leap to an adjacent tile up to 8 tiles above the unit's current tile.

Sprik's powerful magitech leg lets her jump tall buildings...

Superhero Landing

Activation: *Passive*

Type: Dramatis Personae / Magitech

Effect: This unit can Safe Drop from any height without spending Agility Points.

...and land safely from any height.

Kira Hyacinth Damavand

Hinn Trencher (she/her)

Iconic Trencher, Hotheaded Warrior Woman

A friendly and excitable young woman, Kira is sometimes a hot-headed companion. She tends to act first before thinking things through, and it gets her into trouble quite often. When trouble finds her, however, this normally happy-go-lucky woman is deadly serious and dangerously competent.

Kira is a black hinn woman in her early twenties. Very pretty, with a complicated twisted dreadlock updo on top of her head. She's short in stature, but fit and strong; her muscles honed through a year of intense endurance and close combat training with a mercenary outfit.

Age: 24

Current Location: Kira currently serves as the security officer on the crew of the Shearwater.

Plot Hooks: Both of Kira's parents died to Sultain death squads in Eskandar. They were prominent members of the resistance and had Kira smuggled out of the country as a young child. She doesn't talk about this part of her past, but she hasn't ever forgiven the Imperium for what they did to her family. Now, she trains relentlessly, vowing to never let an enemy take advantage of her again.

Kira (Level 4 Trencher)

HP: 8
Speed: 10 **Aim:** 1 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 12 **Type:** Living

Attacks

Shotgun:
Range: Short, **Aim Dice:** 1, **Crit Dice:** +1
Damage: d3+3, **Crit Dmg:** +3, **Ammo:** 4
Point Blank

Sword:
Range: Adj, **Aim Dice:** 2, **Crit Dice:** +1
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** -

Kira.
Art by Marzena Piwowar.

Frag Grenade:
Range: Short, **Radius:** 1.5, **Damage:** d2+2
Breaking: 1, **Damage Type:** Explosive
Destroys cover

Tactics: Kira loves to fight up close. She closes the distance with melee attacks and Charge and uses her shotgun on targets with no cover for maximum efficiency.

Abilities

Charge

Activation: >| **Cooldown:** 3 **Range:** Self

Type: Mobility / Training

Effect: Make a free move action followed by an attack action.

Sometimes bravery and self-confidence are just as important as skill and raw speed.

Mirage

Activation: *Passive*

Type: Defensive / Void Magic

Effect: This unit does not trigger reaction attacks (including overwatch or melee reaction attacks).

That shifting, blurry thing can't possibly be a tangible target, right?

Trench Fighting

Activation: *Passive*

Type: Melee / Training

Effect: Melee attacks made by this unit deal +1 Damage.

Extensive experience in hand-to-hand combat makes for a deadlier and dirtier fighter.

Tiz Kyp Denk Shar

Dyn-errad Arcanist (she/her)

Iconic Arcanist, Wise Motherly Captain

Originally hailing from a caravanner family, Tiz has traveled the world high and low. She's recently become captain of the Shearwater's crew after the previous captain met his demise in an encounter that went suddenly sideways. A skilled negotiator, hunter, cook, engineer, navigator, fighter pilot, and midwife, Tiz has a knack for learning useful skills quickly and effectively. She's just picked up some magical ability after discovering she had the innate talent for it while training with an ath'enki mentor.

Tiz is nearing the end of her middle age and roughly 120cm tall, but makes up for her small size in sheer presence. Her calm, collected demeanor and kind, wise words extend her self-confident personality into any situation. A soft comment from her can often capture the attention of an entire room. Never married and without children, she carries the wisdom of a pilgrim with her and imparts it on those who will listen. When their former captain passed, the crew of the Shearwater unanimously chose Tiz to be their new captain.

Tiz. Art by Angela O'Hara.

Tiz has reddish-brown fur and a muzzle that's streaked with the white of eld. Her quick golden eyes belie her age and sparkle with youthful energy. She wears utilitarian clothes with several custom toolbelts attached, and often forgets her welding goggles atop her head after a day in the engine room or the armory. No stranger to conflict—she served in the Blue War as a combat engineer—she keeps her autorifle and ballistic armor in pristine, battle-ready condition.

Age: 51

Current Location: Captain of the Shearwater, which operates out of Delard City.

Plot Hooks: Tiz served with the Morrillian Expeditionary Force during the Blue War as an infantry soldier, forming close bonds with her unit. During her time in the war, she fell in love with a young insaan man, but she lost contact with him during a particularly nasty battle and has never seen him since. Secretly she hopes to meet him again one day, but for now she's content being the "mom" of the ruffians that make up her crew.

Tiz (Level 4 Arcanist)

HP: 8
Speed: 8 **Aim:** 2 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 13 **Type:** Living

Attacks

Autorifle:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** 4
Mod: Optics

Autopistol:
Range: Short, **Aim Dice:** 2, **Crit Dice:** +1
Damage: d3, **Crit Dmg:** +1, **Ammo:** ∞
Versatile

Tactics: Tiz commands the battlefield from full-cover, high-elevation positions. She's an excellent shot, so she relies on basic ranged attacks with her autorifle for most of the encounter. When her position is compromised, she'll move to a new position using Baldyr's Gait. If any of her allies get hurt, she'll have her artifact familiar perform first aid on them with her medkit.

Abilities

Artifact Familiar

Activation: *Passive*

Type: Utility / Artifact

Effect: When the character gains this ability, they build and imbue a small mechanical automaton with pseudo-sapience. +2 Will when making Will Attacks against Artifact units. Non-attack actions and abilities including Use Item and Interact that are normally performed at Adjacent range can be performed by this unit's familiar at up to Medium range.

It might look a little like a toy, but it's just about as shrewd and smart as the person who animated it.

Disrupt Artifact

Activation: › **Cooldown:** 2 **Range:** Medium

Type: Hacking / Arcane Magic

Effect: Make a Will Attack against an enemy Artifact unit within range and line of sight. *On Success:* Target unit gains Stunned 2, *On Resist:* No effect.

Hack into an artifact's logical drive and wreak havoc. Constructive application of magic can create wonderful things. Disruptive application can make a real mess of things.

Hack Logical Drive

Activation: › **Range:** Medium

Type: Hacking / Arcane Magic

Effect: Make a Will Attack against a logical drive's Will attribute, which represents the complexity of the system's security. *On Success:* The system is accessed, *On Resist:* No effect.

Attempt to hack into a logical drive, bypassing its security and overriding its protocols. "If I can't take control of it, you can bet I'm still gonna make sure nobody else gets it!" -Tiz

Baldyr's Gait

Activation: > **Charges:** 2 **Range:** Self

Type: Utility / Fire Magic

Effect: Make a move action with double Movement points and +3 Agility Points. Every tile this unit leaves while moving gains the Flames tile feature.

Put on a burst of speed as you channel the energy of the Sun King, leaving a pillar of fire in every footprint.

Arcane Target Marker

Activation: *Passive*

Type: Support / Arcane Magic

Effect: Attacks made with this unit's primary ranged weapon, hit or miss, apply Marked to the target.

To you and your allies, the enemy is surrounded by a bright outline and becomes clearer, sharper, against the background of battle.

Combat Medic

Activation: *Passive*

Type: Healing / Training

Effect: Medkits carried by this unit gain +2 charges and when used by this unit heal for +1 HP.

Advanced trauma training allows a combat medic to work both more skillfully and more efficiently.

Use Medkit

Activation: >| **Charges:** 3
Range: Medium

Type: Healing / Equipment

Effect: Heal target allied unit in range for +5 HP.

Lotoku. Art by Angela O'Hara.

Lotoku el-Ashi

Rhuthari Sapper (he/him)

Iconic Sapper, Impeccable Rhuthari Gentleman

In exile for refusing to fire on Sultain civilians during the Blue War, the handsome, dashing and roguish Lotoku (luh-TOE-koo) has plied his trade as a mercenary, bouncer, and bodyguard all around the world. He wears modern Sultain clothing and speaks Everan (the insaan common tongue) with a Sultain accent, having spent quite some time there after the war. Initially he spent his time doing charitable work, helping to rebuild destroyed towns and settlements, but inevitably he was drawn back into conflict. Recently caught up in a Sultain loyalist plot to foment war between the Rhuthari Great Tribe of the Savannah and the Delardian Federation, Lotoku was badly beaten. During his captivity, loyalist torturers amputated right arm below the elbow. After the crew of the Shearwater rescued him, Lotoku joined them as a heavy-weapons and security expert, and with Tiz's help, replaced his missing gunhand with an auranite-powered artifact prosthetic.

Lotoku has tawny fur, a lion's mane and a white muzzle. Large even for a Rhuthari, he stands at 210 cm tall with a broad chest. He waxes the fur on his upper lip into a rakish curled mustache that he claims gives him an aristocratic air. Attired in Sultain gentleman's clothes, he wears breeches tucked into knee-high boots, a close-fitting and brightly colored shirt, and an elegantly patterned waistcoat and vest. In combat, several grenades hang from his bandolier and he carries a massive autocannon.

Age: 35

Current Location: Serving as the demolitions expert on the crew of the Shearwater.

Plot Hooks: Lotoku wishes to seek re-enfranchisement with the GTS one day. He's just got to find a current member willing to sponsor him, but he's also wary of dredging up the past. Lotoku doesn't have a lot of information about the loyalists that abducted him, but he's seeking answers and vengeance against the terrorists that took his arm.

Lotoku (Level 4 Sapper)

HP: 8 **AP:** 1
Speed: 8 **Aim:** 2 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 15 **Type:** Living

Attacks

Autocannon:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+3, **Crit Dmg:** +2, **Ammo:** 3
Breaking 1

Pistol:
Range: Short, **Aim Dice:** 3, **Crit Dice:** 0
Damage: 2, **Crit Dmg:** +1, **Ammo:** ∞

Frag Grenade:
Range: Short, **Radius:** 1.5, **Damage:** d2+2
Breaking: 1, **Damage Type:** Explosive
Destroys cover

Flashbang Grenade:
Range: Short, **Radius:** 3
Applies Disoriented to all targets, removes Overwatch, removes Mind Control

Tactics: Lotoku prioritizes enemy units with Armor Points, and uses his primary ranged attack with Breaking 1. If enemies are in full cover, he tries to destroy the cover with his Frag Grenade. If there are lots of enemies grouped together, he uses his Flashbang Grenade wherever it will affect the most targets.

Abilities

Grenadier

Activation: *Passive*

Type: Explosives / Training

Effect: Gain an additional grenade pocket in any equipped Body Armor. This pocket can only hold Grenade items.

"Look, this one has pockets! Very, very special pockets." -Lotoku

Suppressive Fire

Activation: >| **Range:** Weapon

Type: Debuff / Training

Effect: Uses 2 primary weapon ammo. Target an enemy unit within range and line of sight. Until the beginning of this unit's next turn, the target unit has a -3 Aim Dice penalty on attacks. Once per round as a reaction, if the target unit moves, this unit may make a reaction attack with their primary weapon against it. Suppression is removed if this unit takes damage.

If you can't neutralise your enemy, restricting their ability to act is the next best thing.

Breaker

Activation: *Passive*

Type: Debuff / Training

Effect: Attacks made with this unit's primary ranged weapon have +1 Breaking.

Some attacks not only punch right through, they also leave a gaping hole in their wake.

Tripmine

Activation: >| **Range:** Short

Type: Explosives / Equipment

Effect: Make a grenade attack, but instead of the grenade exploding immediately, the effect radius of the grenade is marked on the battlefield. If any unit (enemy or allied) moves within the area of effect, the grenade is detonated. (This is a grenade attack, other abilities that affect grenade attacks affect this ability.)

The simplest battlefiend boobytrap remains one of the most effective.

Dalinuraluanimach-alichianomarius "Dalinus"

Jaan Sharpshooter (they/them)

Iconic Sharpshooter, Quiet Non-binary Loner

Dalinus is a green skinned aquatic jaan, tall and whip-like. Early in their life, they knew that something insatiable inside them demanded adventure. Their natural wanderlust caused them to leave their family home in early adolescence and find their fortune in the greater world. Since then, they've seen and done enough to know that the world is in a dire position. They've resolved themselves to an understanding that sometimes violence is necessary in this life, and have taken up with a variety of private militias and mercenary groups, currently as a sniper on the crew of the Shearwater.

Dalinus is wearing pants, kneepads, a brightly colored scarf, a gunbelt with ammo boxes on it, and a ballistic vest. They wear glasses to help them see. Dalinus is quiet, thoughtful, and serious. They can sometimes be brooding and reserved. They are, however, very curious and love to travel, learn new things, and meet new people. They're friendly and dependable, but not always very talkative.

Age: 37

Current Location: Sniper on the crew of the Shearwater.

Plot Hooks: Dalinus loves what they do. They're available for hire as long-range support in battle and the crew of the Shearwater is more than happy to hire them out on loan to a worthy crew.

Dalinus (Level 4 Sharpshooter)

HP: 8
Speed: 10 **Aim:** 2 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 13 **Type:** Living

Attacks

Sniper Rifle:
Range: Long, **Aim Dice:** 3, **Crit Dice:** +1
Damage: d3+3, **Crit Dmg:** +2, **Ammo:** 3
Move or Fire

Pistol:
Range: Short, **Aim Dice:** 3, **Crit Dice:** 0
Damage: 2, **Crit Dmg:** +1, **Ammo:** ∞

Tactics: Dalinus grappling-hooks to the best cover at high ground and lays down devastating long-range fire for the whole encounter. They're good at one thing, and that's shootin' bad guys.

Abilities

Grapple

Activation: - **Cooldown:** 4 **Range:** Short

Type: Mobility / Equipment

Effect: If equipped with a grappling gun, this unit shoots a grappling hook at a tile within range, line of sight, and at a higher elevation and moves to it instantly.

"Climbing is too slow, too hard and so last year."
-Dalinus

Spotter

Activation: › **Range:** Long

Type: Support / Training

Effect: Target enemy unit in range and in line of sight gains Marked. Only one unit can be Marked by this unit at any one time. If Spotter is used again, the previously Marked unit loses Marked.

A little triangulation goes a long way.

High Ground

Activation: *Passive*

Type: Support / Training

Effect: Attacks made with a primary ranged weapon from elevation gain +2 Crit Dice.

A little altitude can bring a lot of perspective... which is a deadly blessing to a sniper.

Dalinus. Art by Alexandre Honoré.

Vishtek Okam'ran

Ath'enki Adept (she/her)

Iconic Adept, Glamorous Bisexual Flirt

Vishtek is a mage from the Prelacy of Ath'enki City-States that moved to the surface nine years ago to pursue her training and seek out fame and fortune. She's spent most of that time traveling from city to city looking for teachers of magic, improving her skills, and selling her services as a mage. She still has a lot to learn, but her determined attitude and forward, honest demeanor help convince others to share their expertise. Vishtek is a flirtatious bisexual person and has been in several relationships with both men and women from the surface world, but hasn't formed any intimate attachments yet.

Tall and slender like most ath'enki, her skin is blue but somewhat darker and richer than the pale blue of ath'enki who've lived their whole lives out of the sun. She wears ornate, flowing robes and special baldyr artifact jewelry that projects a magical shield around her. She carries with her a rod of blue crystal to help focus her magical energies in battle. No stranger to non-magical trouble, she straps a heavy pistol to her hip for dealing with more mundane problems.

Age: 30

Current Location: Battle mage on the crew of the Shearwater.

Plot Hooks: Like Vishtek herself, the players might seek her out to learn more about magic. Alternatively, they may try to hire her for her magical abilities. Vishtek is Tiz's second-in-command, but still unsure of herself in the role. If the players become respected in Delard City, Vishtek might approach them for help, Tiz is missing and Vishtek doesn't know if she can find her on her own.

Vishtek (Level 4 Adept)

HP: 5 **SP:** 3
Speed: 8 **Aim:** 1 **Will:** 2
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 13 **Type:** Living

Attacks

Heavy Pistol:
Range: Short, **Aim Dice:** 1, **Crit Dice:** 0
Damage: 3, **Crit Dmg:** +1, **Ammo:** ∞

Tactics: Vishtek unleashes her entire arsenal of magical powers with ferocity, starting with the debuffs Foe-Shatter and Blinding Sunlight, and then moving to damage spells with Lightning Strike and Ignite.

Abilities

Ignite

Activation: >| **Cooldown:** 3 **Charges:** 2
Range: Short

Type: Offensive / Fire Magic

Effect: Target unit in range and in line of sight gains Burning.

You focus your will on an enemy, snap your fingers, and set them alight.

Lightning Strike

Activation: >| **Charges:** 4 **Range:** Long

Type: Offensive / Lightning Magic

Effect: Target an enemy unit within range and line of sight. Deal 3 Lightning Damage to the target unit, ignoring cover. Deal double damage to shields.

One of nature's fiercest manifestations takes on an unearthly hue as it streaks through the air, striking with unerring accuracy and staggering speed.

Foe-shatter

Activation: > **Charges:** 2 **Range:** Medium

Type: Debuff / Arcane Magic

Effect: Target an enemy unit within range and line of sight. The target unit gains Shattered.

A magical assault embrittles your enemy's armor and weakens their body and mind.

Blinding Sunlight

Activation: >| **Cooldown:** 3 **Range:** Medium

Type: Debuff / Fire Magic

Effect: Target an enemy unit within range and line of sight. The target unit gains Disoriented.

The light of Baldyr can penetrate even the very depths of the earth and the very darkest corners of the night.

Channel Energy 1

Activation: - **Charges:** 1 **Range:** Self

Type: Spell Focus / Equipment

Effect: Once per mission, the unit equipped with this focus may reduce the cooldown of one of their magic abilities by 1 turn.

Platinum Lattice (Lethargy)

Activation: > **Cooldown:** 3
Range: Medium

Type: Spell Focus Mod / Equipment

Effect: Target a radius 2 circular area. Living enemy units in the area gain Exhausted.

Vishtek. Art by Julia Nguyen.

R Ryan WENNEKER (order #20260939)

Tyrain al-Abin

Insaan Acolyte (he/him)

Iconic Acolyte, Pious Soft-hearted Spiritist

Tyrain is a kind and caring soul. He loves to listen to his friends and comrades complain about work, vent about relationship problems, or gush about their latest crush. Tall, strong, burly, and a little chubby, Tyrain is a handsome tan-skinned insaan man with a neatly-trimmed beard and long dark hair. His quick smile and cheerful demeanor can often mask his incredibly strong will, as he has trained himself to interface with the Nether and control the daeva lurking there. For the last few years he's been shipping out with mercenary companies as a kind of spiritual advisor. He joined the crew of the Shearwater eight months ago when his former company dissolved.

Deeply devout, Tyrain reveres the Five as an adherent of the Fivefold Church. He is often seen preparing for battle by praying, or in the aftermath blessing the souls of the fallen. Therein lies his great shame, contact with the daeva is strictly forbidden by the Church, and if found out, Tyrain could be excommunicated from the Church and forced into apostasy. Maybe one day he will find a community that shares his beliefs that breaching the veil between our world and the Nether does not defy the will of the gods.

Age: 29

Current Location: Providing daevic power and spiritual guidance on the crew of the Shearwater.

Plot Hooks: Tyrain is constantly hiding his ability with spiritism from the Fivefold Church. If he was found out, he might go to the players for help. A devout spiritist played by one of the players might go to him for advice upon discovering he is in the same position.

Tyrain (Level 4 Acolyte)

HP: 7
Speed: 8 **Aim:** 1 **Will:** 3 (4)
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 12 **Type:** Living

Attacks

Autopistol:
Range: Short, **Aim Dice:** 1, **Crit Dice:** +1
Damage: d3, **Crit Dmg:** +1, **Ammo:** ∞
Versatile

Frag Grenade:
Range: Short, **Radius:** 1.5, **Damage:** d2+2
Breaking: 1, **Damage Type:** Explosive
Destroys cover

Tactics: Tyrain is an expert tactician and shines when providing support for his allies. He uses Encourage, Soul Rend, and Terrorize at opportune moments and finishes off weakened enemies with Daevic Claws.

Abilities

Terrorize

Activation: › **Cooldown:** 2 **Charges:** 2
Range: Medium

Type: Debuff / Daeva Summoning

Effect: Target a Living unit in range and in line of sight and make a Will Attack against it. *On Success:* target unit gains Panic. *On Resist:* target unit gains Disoriented.

You subject your enemy's mind to the abject terror of the Nether, destroying their confidence and sending them into a blind panic.

Soul Rend

Activation: >| **Cooldown:** 3 **Range:** Long

Type: Offensive / Daeva Summoning

Effect: This unit makes a Will Attack against a target Living or Animated unit. *On Success:* Target unit takes 2 Nether Damage, gains Disoriented and Panic. *On Resist:* Target unit takes 2 Nether Damage and gains Disoriented.

A terrifying attack that attempts to rip the soul itself asunder.

Encourage

Activation: > **Cooldown:** 3 **Range:** Long

Type: Support / Spirit Summoning

Effect: Target ally within range and line of sight gains one action. If their turn is already over, they get to use the additional action at the end of this unit's turn.

Just when you thought you couldn't make it, your ally's voice, powered by a surge of spiritual energy, lifts you up to greater things.

Daevic Claws

Activation: >| **Cooldown:** 3
Range: Medium

Type: Offensive / Daeva Summoning

Effect: Deal Nether damage equal to this unit's Will + 1 to target unit within line of sight, ignoring cover and armor (Damage is still blocked by shields).

For a moment, reality itself is sliced asunder, as is the unfortunate soul caught in the cut.

Improved Resonator 1

Activation: *Passive*

Type: Resonator / Equipment

Effect: When making Will Attacks, this unit gets +1 bonus Will Attack Dice.

Tyrain. Art by Ringlov.

R Ryan WENNEKER (order: 20220939)

The Escape Pod

by Paul Dean

From above, the desert had seemed like a gently rolling ocean of gold, its surface painted with subtle ripples and its dunes cresting like waves. But down amongst it all, that sand stung and found its way into absolutely everything. Vishtek had lost count of the number of times she had emptied out her boots or, worse still, found it lining yet another pocket of her pack.

Finally getting into the ravine and out of the morning sun had been a welcome reprieve and had given them all a chance to clean the stuff out of so many creases in their clothing. All except Lotoko, who somehow manifested some superb sand-proofing ability. Like the rest of them, he'd also bent his head and swathed himself against the warm wind, the great rhuthari disappearing amongst layers of fabric, and yet he'd remained upbeat, ambivalent, and even outright refreshed. The only thing that seemed to concern him was the condition of his gigantic autocannon, which he had spent a full twenty minutes stripping and oiling.

"It's all about the sort of boots you have," he said, as he slid the weapon's magazine back into place and chambered the first round. "Happy feet make a happy traveller… you've never heard a rhuthari say that?"

Vishtek looked at him, mouth slightly agape. Vishtek would've had a more sarcastic reply if she could've gotten over her bafflement at how immaculate he looked. His fur seemed entirely unruffled and his mustache, which he fastidiously groomed as part of his morning ritual, could not possibly be as curled and precise as it was. If she hadn't gotten to know him so well in the last few months since they'd rescued him from terrorists, she'd have guessed he was using some sort of magic.

"My boots are perfectly fine," she said in her thick but sonorous ath'enki accent, peering off into the shady curves ahead of them. "I hope we're right that our man landed somewhere down—"

"He definitely did," said Kira, from behind her. She'd been silently sweeping her binoculars between the lip of the ravine and the slow curve of it a quarter of a mile ahead of them. She pointed back up toward the point where they had climbed down from.

"Look. He hit the patch of deadsky and his airship struck the top of our canyon there, coming down fast, and that's the debris and displacement we saw from the air," she turned and pointed to a rock face just before the curve. "Then over here, he scraped the wall as he tried to follow the course of the canyon, probably going too fast, running on thrusters alone. I think our boy crash-landed further down here somewhere. It was possibly just bad luck, or maybe it was an attempt to avoid pursuers." She tsked. "Shouldn't've tried to run through the deadsky. What was he thinking?"

Vishtek gave a slow nod as the hinn spoke. While she and Kira sometimes had their differences, she held a great respect for this woman's tracking skills and how she read clues, even entire narratives, from the landscape around her. There was no way they'd have got this far without that.

A day before, their task had seemed impossible. Hired to track down a wealthy Garreran trader called Ramek, after his family reported him missing for a week, they had found his pleasure yacht wrecked against the side of a remote mountain. It was Kira who had spotted evidence that some sort of escape pod had left the airship before it had gone down and it was Kira who had correctly guessed that this small vessel had set off not toward the nearest settlement, but in what seemed like an attempt to cross this desert.

"Pursuit makes sense," said Lotoku, slinging his autocannon across his back, clapping his hands to his knees and rising to his feet. "If these folks are paying us so much to find their dear brother, I can imagine all sorts of kidnappers see ransom possibility in him."

"But then why bring his fancy airship down and risk killing their quarry? Why not board instead?" Vishtek asked, brushing herself down again. "It makes no sense. Honestly, right now, it looks like this Ramek was a bad pilot, ran into deadsky, crashed his airship, abandoned ship and then crashed his escape pod too."

"Well, when we find him we can find whatever answers we need," Lotoku replied, with a big shrug of his broad shoulders. "And we get our money. Which is surely just as important as solving our mystery, yes?"

The trio had already spent so much of their search speculating that there was little more to say as they followed the curve of the ravine. The sun had climbed high in the sky, but the desert hadn't been as warm as any of them had expected and down here it was almost cold, especially when the air moved. The ravine, not marked on any of the second-rate maps they'd been using, seemed to trace a series of wind-smoothed twists across several miles and, as the passing minutes collected into an hour, Vishtek began to wonder if it was if it was worth returning to the Shearwater and landing a few miles onward. The walk wasn't an easy one, as the ravine was uneven, littered with scree and punctuated by hulking boulders.

Before she voiced her idea, the glint of metal around the next bend showed they'd finally found what they sought. A small, sleek escape craft had carved its way into the ravine floor, its single aerium projector scattered into a sparkling trail of debris behind it. To her great surprise, the main body of the craft was remarkably intact and, conspicuously, the bubble canopy at the top sat wide open.

The trio approached cautiously, the only sound the subtle crunch of their boots, but none of them expected the pilot to still be inside. Even to those without Kira's keen eye, it was obvious that someone had scrambled their way across the ravine floor, likely in an extremely clumsy fashion, before making their way to a rock face at one side and… vanishing. Kira followed Vishtek's gaze upward, her dark braids draping across her shoulders.

"What do you think?" Kira asked. "A grappling hook and a sudden climb? We know this guy is young and fairly fit. And, by the looks of things, he was in a real hurry."

"But why?" Lotoku folded his arms and looked around. "There's no sign anyone else landed here and the wind would be so much harsher up there. Why just head off into the desert again?"

As he reached the escape craft, Lotoku unslung the autocannon from his shoulder and easily pulled himself up onto the top of the short, pointed

airship. He leaned over, looked down into the open cockpit for a moment and then glanced at his companions.

"This seems like a fancy rich guy's escape pod, all right," he said. "Nice leather seats, decent control set-up and an impressive collection of survival gear and rations. All of which is still here. I reckon this guy left with barely anything."

Kira and Vishtek exchanged silent glances while Lotoku gave the cockpit a cursory search. They both looked beyond him, further into the ravine, but it offered no clues beyond shadows lengthening in the afternoon sun. Lotoku drew himself back up to his full height, following their gaze, before looking back the way they'd come.

"What do you think?" Vishtek asked, starting to feel the burn of the day's fatigue in her joints. "We continue again from the air? Work out what he was headed toward? Or… from?"

"I don't know," Lotoku said, suddenly narrowing his eyes. He raised his arm against the sun as he continued to look past the other two. "Perhaps these people know."

Vishtek turned to look behind her and, in one sudden and sickening moment, she felt as if her feet were rooted to the floor. She knew immediately, almost instinctively, that what she saw was something terribly wrong.

Five or six dyn were scurrying across the ravine floor toward them, darting between rocks and boulders, but there was something very obviously wrong with how the small beings moved. They almost flailed, as if not entirely aware of how their limbs should work, and they stumbled carelessly over rocks and divots in the ground, with no apparent care for the scrapes they must be suffering. Their clothing was tattered and none of them seemed to have shoes.

Lotoku squinted, confused, but Kira needed only the look in Vishtek's eyes to know how to respond. Within a moment her shotgun was in one hand while the other was already reaching for the coils of rope slung across her shoulder.

"Vish, what are they doing here?" she asked.

"They're dead," the ath'enki replied, too quiet for anyone to hear, her body taught like a wire. Then, again, "They're dead, Kira. I never…"

"Hey!" Lotoku called, his voice bouncing off the walls of the ravine. He'd picked up his autocannon again and was lowering it toward the dyn. "Hey there, friends! That's close enough. Who are you?"

For a moment, it seemed like they would stop. Two of them climbed up onto a small boulder and seemed to peer toward him. The others slowed their pace and spread out. Then, behind them, more ragged figures rounded the corner. A dozen, at least, but these weren't dyn. They were larger, a mix of insaan, ath'enki, and hinn.

Vishtek looked at those who had mounted the boulder and saw what she had hoped she would not. Faint purple wisps twisted their way out of the eye sockets of each creature, eye sockets rounded by crisp, dry, grey skin. Eye sockets that had long been empty.

"They're dead," she said, one more time. "They're ghuls. We have to get out of here. We have to get out now!"

Her final word was swallowed by the sudden sound of Kira's shotgun, a noise that made Vishtek stagger in shock and which suddenly restored all movement to her body, turning it from a rigid tension to an almost violent shuddering she couldn't control. She wanted to shout more instructions to her colleagues but it was as if her throat had pulled itself shut. She fumbled inside the layers of fabric she'd pulled about herself until her hands found a rod of cold obsidian. Kira fired a second time and began to sprint toward the ravine wall.

If Vishtek was about to speak again, nobody would have heard. Lotoku had climbed onto the airship once more, planted his feet and pulled the trigger on his freshly oiled autocannon. It bellowed as it hurled high caliber rounds toward the dyn atop the boulder and their bodies almost splintered in response, scattering as if they were nothing more than a dessicated bundle of sticks. Reacting to another he saw moving on his right, he immediately swivelled and fired once more, the sound of his weapon hanging in the air as hot brass shells clattered off the airship.

"Vish, what the hell are these?" he called down to her. Before she could respond, he was turning to fire again at movement he'd caught in the middle distance. Vishtek pulled forth the rod and hoped that the quivering in her arm wasn't as obvious as it felt.

"They're ghuls. They're ghuls, Lotoku, and they're dead," she called back. "And I think we should get out of here." There was another thunderous report from the autocannon toward something that moved between two rocks and the rhuthari spoke again.

"How do we kill the dead?" he asked, brusque, and Vishtek knew he was only curt when he was scared.

"With fire."

"Can you do that? Can you make that?" he was breathing heavily, his chest swelling as he scanned for more movement. It reminded Vishtek that she should breathe too and, for one short moment, she felt like things might be all right. Her colleagues hadn't for a moment doubted her and she had exactly the right answer for Lotoku. She turned back to him.

"It was literally the first thing I learned."

Somewhere in her peripheral vision she was aware of Kira already scaling the ravine, likely to secure and then lower a rope for them. Behind her, Lotoku's weapon opened up once more, answered by the sound of distant ricochets. Ahead of her, three of the ragged dead came almost tumbling over a rock, but now… now she felt ready.

The obsidian rod hummed in her hand and a gigantic ball of fire erupted ahead. What parts of the ghuls that weren't immediately turned to ash in the expanding flames were hurled backward and dashed against the ground. Half a second later, a wash of intense and yet familiar heat rippled her clothing, bringing with it the acrid taste of burnt corpses.

Kira had clambered to the top of the ridge and stood, staring at Vishtek, eyes questioning. Vishtek caught her gaze and returned it for a moment, raising her chin slightly, before redirecting her rod toward the next group of ghuls. Above her head, another salvo of bullets tore through the arid desert air.

12

Running the Game

Zafir is played on two phases, the Adventure phase, where players role-play their characters interacting with the world, and the Mission phase, where players control their character unit on the battlefield to defeat their enemies. As the GM, you have important jobs to do in both phases.

Adventuring

In Zafir, the adventure phase is highly free-form. No rules govern the actions your players can take, only you as the GM can set the limits for your world, and only a few rules govern the interactions between player characters and non-player-characters (NPCs). This part of the game is often a discussion or negotiation between you and the players on how to further their story.

Note

The following is the author's advice for running a game of Zafir as the GM. It should be taken as opinion and not rule. You, as the GM, are empowered to run the game your way (with the consent of your players, of course) and may use any, all, or none of the advice presented in this chapter as you see fit.

However, as this is still a role-playing game, let your players describe their goals and desires to you instead of making them act out everything their characters do. Most people simply aren't actually as good as their characters are in heroic or dramatic situations, so allow their characters to do heroic or dramatic things by description. Say your characters are negotiating with a particularly scummy crime boss. You'll play the part of the boss but remember that you want your players to have fun and succeed. Don't make your players actually use shrewd negotiating tactics if that's not a skill they possess in real life. Let them say things like, "I want to haggle with the boss for better pay on this job," and decide how to proceed from there. Heavily favor saying "yes" and tend towards an increase in drama instead of stopping it. If you like, have the player defend or justify if their character has the skills to do the things they're proposing.

One of the most important things to do with the players is set up the next mission. Work with the players to figure out their goals. Maybe they want to upgrade their equipment, set up a base

of operations, acquire an airship, do good in their community, eliminate a threat, or simply make a name for themselves. Discussing their goals and how they hope to accomplish them will probably get them into conflict of some kind.

Additionally, it's your job as the GM to build up believable antagonists for the players. Villains that try to thwart the players' plans are often more fun to play than villains with plans for the players to thwart.

Non-Combat Conflict Situations & Skill Actions

Sometimes the players are going to get into trouble outside of the mission that doesn't involve fighting. For these cases, prefer a negotiation between you and the players, especially when the conflict doesn't have consequences for failure. When players are attempting actions in conflict with other players where they need to expend effort and risk consequences for failure, those situations are ideal for Skill Action rolls to determine the outcome.

The players should be clear with you about what they're trying to accomplish, and you should be clear with them what the consequences are for failing the roll.

When players are attempting to convince you to allow bonus skill dice from their responsibilities, tend towards saying yes, unless it's completely unreasonable. The responsibilities are there to encourage roleplaying and outside-the-box thinking, so be permissive within reason. It's more fun to try and fail something unexpected than to never try at all!

Missions

During the mission phase, it's the GM's job to provide an interesting combat challenge and set the scene. Describe the place where the battles are happening and let the players get a sense of being there as their characters. This is important as a practical note of advice, because it often takes time to set up the battlefield and you don't want your players getting bored while you do so. This is also the time for you to remind the players of the mission objectives and give them the relevant enemy unit attributes.

You'll be controlling the enemy units. It's important to remember that you are *not playing against the players*! You are there to provide an interesting and challenging tactical puzzle for them. Your greatest ally in that endeavor is **consistency**. You want the enemy units to **behave predictably** so that the players can effectively make tactical decisions about how to deal with them

The enemy unit entries in the Chapter 15 - Enemy Units explain the behaviors generally shown by that enemy type. Enemies don't have to behave 100% predictably, but if they're entirely unpredictable, you will force your players into playing defensively and the pace of the game will grind to a halt. Wild and unpredictable behaviors by enemy units will also feel unfair to the players and may reduce the fun they're having.

A good example is the Enforcer unit. It has a stun baton that it favors over its rifle and has a long movement range. If the players cleverly set up a vulnerable unit in sight of the Enforcer, but keep their other allies on overwatch, you want to reward that kind of tactical maneuvering. Instead of doing

The Voidstone Shard

The author strongly recommends rewarding your players with a Voidstone Shard within the first few missions. This item is incredibly powerful, but it allows the players to break a nasty streak of bad rolls or tactically eliminate an enemy they are struggling with.

nothing or shooting on the enemy turn to thwart the player's overwatch, have that Enforcer unit rush in to try to stun even though it will trigger the overwatch attacks. Your players will feel smart and accomplished if their plan pays off.

To the converse, it's also okay to react to the players' mistakes by exploiting them. If a player aggressively advances their character during a melee attack and leaves them in a position that is easily exposed with no cover, do so with the enemy units. The enemies aren't stupid (and neither are you), they're just predictable. Players will feel the consequences of moves like this and will begin to learn from their mistakes.

The game has a significant element of randomness involved in combat. Most of the tactical and strategic decisions made by the players will involve mitigating risk and maximizing potential gain, but random is random. If a series of rolls goes very badly for the players, it's perfectly alright to respond in a way that makes sense for your group. Are you a bunch of hard-core strategy-game nerds? Push the advantage! Force them to use all their skill and teamwork to get out of a bad situation. Are you a heavy role-playing group who loves the power fantasy more than the tactical risk? Play a little easier, make non-optimal moves, reduce some pressure. As the Game Master, you have the ability to increase or decrease the threat level of the game to suit the enjoyment of your players. And remember, it's all about having fun!

Player Death

Player characters can die in Zafir. There are quite a few mitigating circumstances of course: they have to get reduced to zero HP, then roll Bleeding Out on the casualty table, then not be healed before they eventually bleed out, then their surviving team members may opt not to resurrect them, then finally roll an 11-13 on the Grievous Wounds table. But it can and will happen. The death of a beloved character and ally is emotional and hard on the players. They've put hours of their lives into the imaginary person and doing that begins to make them feel real. Should player character death occur, let it be a big deal. Let the other characters *and the players* mourn for their fallen comrade.

It is reasonable for the remaining characters to recruit a new ally to be played by the player who just lost their character. Let the player of the character who died create a new character of their choice. If you are feeling generous, let the new character join the crew at the same level as the previous character and similarly equipped. If you want to present a harsher consequence for death, require that the new character be one level lower than the previous one or have them start with little or no equipment.

How to Play Zafir on Your Table

Zafir requires a 3D grid to play on, as it's essential to the tactical element of the game's strategy. However, creating a grid like this can be difficult to do based on your space available and materials you have on hand. The section describes a series of ways the author recommends to set up your table for engaging, tactical, intuitive play.

Unit Tokens

Each player will need some token that represents their character on the battlefield, and you'll need a similar token for each enemy unit. This token should match the scale of your grid and be no more than 1 tile wide and 2 tiles tall. So if your grid is 1-inch, your tokens should be on a 1-inch-wide base and be no more than 2 inches tall. Standard 28mm miniatures for other RPGs and wargames are ideal for this scale. For graph-paper scale, usually ¼-inch is the standard, and so a much smaller token like

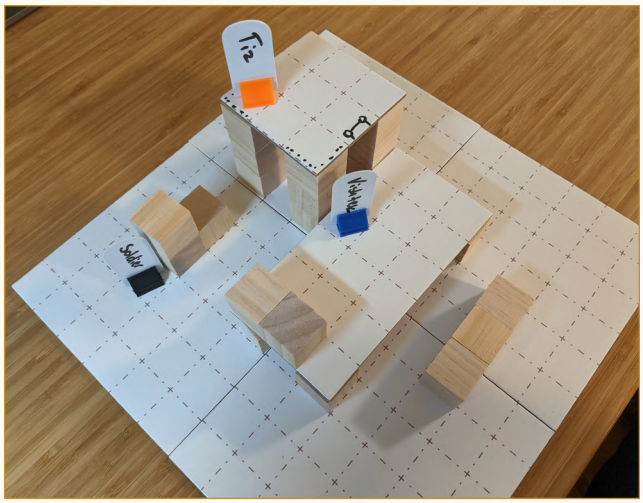
A Battlemat & Blocks style battlefield from one of the playtests with miniatures borrowed from a board game

a thumbtack or other small colored plastic game pieces should work, like the pieces from a travel chess set.

Battlemat, Blocks & Platforms

This is the author's preferred way to create intricate but easy-to-understand 3D battlefields for Zafir. The three main components are: a 1-inch-grid battlemat that can be marked on with dry-erase markers, 100+ 1-inch wooden cubes, several cardboard platforms of various sizes marked with a 1-inch grid. In addition, you'll need some dry-erase markers to make marks on the battlemat, and if your cardboard platforms have the right surface, on the platforms.

Use the wooden blocks to create cover for the units. They can be stacked and provide full cover if 2 or more tall, or used as half cover if just left at 1 tile tall. Varying floor heights can be created using large platforms and setting them atop block "legs" on each corner. Three lines drawn on the side of a block can indicate a ladder or stairs depending on if the lines are on the side face or on the top face.



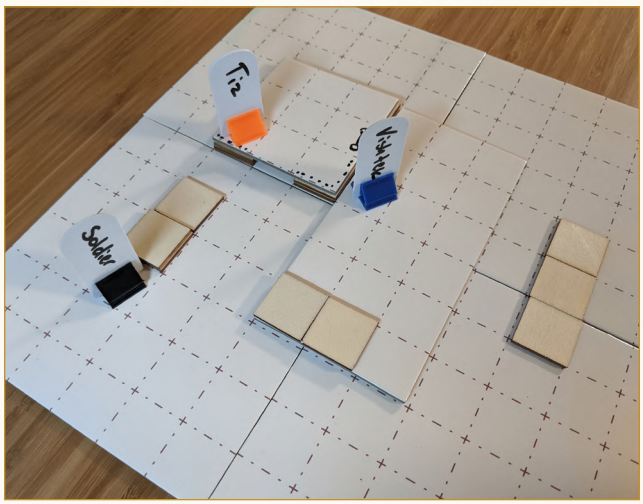
Battlemat, Blocks & Platforms style battlefield

It's recommended to use solid lines drawn on the battlefield to represent a solid wall at least 2 tiles tall (and provide full cover), and use dotted or dashed lines to represent walls that are 1 tile tall (half cover). This way you can create railings or low walls around the edges of platforms or separate rooms from each other without having to build the walls out of blocks.

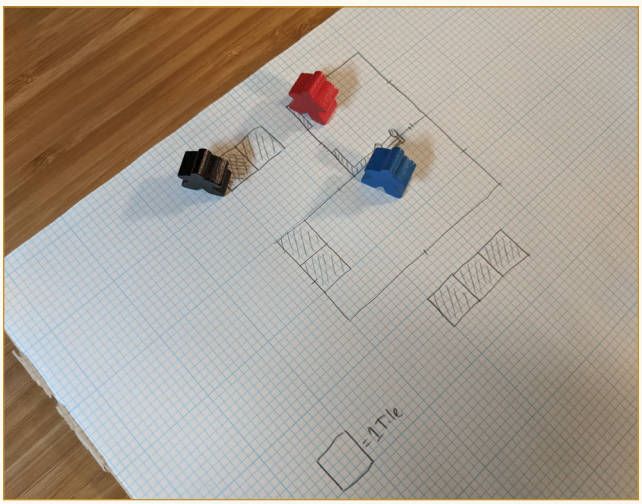
1-inch wooden blocks can be purchased cheaply from various online retailers. 1-inch battlemats are a little more costly, but also readily available from anywhere that sells RPG tools and accessories. Gridded cardboard platforms are often marketed as "dungeon tiles" and come in a variety of shapes, sizes, and colors, but the author's preference is to use some that are compatible with dry erase markers.

Battlemat & Tiles

An alternative to the bulky blocks, laser-cut wooden tiles that are 1-inch square but only ⅛ inch tall can provide a sense of height without having to be the full height of the blocks. These are even cheaper than the blocks and many more of them can be stored in a much smaller space.



Battlemat & Tiles style battlefield



Graph Paper style battlefield

Graph Paper

Battlefields can be easily laid out using pencil and ¼-inch graph paper. Use solid lines with an increasing number of hash marks to indicate areas of elevation, like topographical lines. Use double lines to indicate walls and dashed double lines to indicate half-walls, like above. Squares can be filled in with single hash strokes to indicate cover that is 1 tile tall, and cross-hash strokes to indicate 2 tiles tall. Once you're done with the encounter, just tear off a sheet from the graphing paper pad and get the next one ready. In addition, you could prepare the battlefields in advance and just swap out the sheets of paper for the next encounter.

Just be aware that you'll need tokens that are much smaller than normal miniatures to play on graph paper. In a pinch, you can cut a piece of colored paper out that is 6 tiles long and 1 tile wide (1 ½ inches x ¼ inch) and fold it in half, then fold over the last ¼-inch of each end to form a base. This makes a little colored tent-shape that could easily be used as a unit token.

Online RPG Platforms

Zafir is able to be played using online roleplaying game platforms like Roll20® and Fantasy Grounds. Import your maps as normal, placing props to act as cover, and label each piece of cover with a (1) or a (2) depending on if it gives half or full cover, respectively. These applications generally assume the floor is flat for dungeons in other games, but with a little tweaking and extra markup on the maps, it's easy to designate parts of the floor as raised or lowered.

Rolling the number of d6s necessary for Zafir can be hard on these applications. Fortunately, both provide a scripting tool to create custom actions. Please visit www.zafirgame.com to download attack roll scripts for Roll20® and Fantasy Grounds.

A Battlemat & Blocks style battlefield from one of the Zafir playtests

This Game is Too Hard!

Are the players rolling Grievous Wounds a lot? Are they struggling to feel confident and capable on the battlefield? Have there been too many player deaths? Are your players telling you straight-out, "this game is too hard!"?

That's very likely the case. Tactical strategy games are not for everyone and your players may be getting frustrated and not having fun with the level of difficulty present in Zafir. But it's important that they don't miss out on experiencing the world of Zafir if they're interested and invested in it! Here are a few ways you can make the game easier on your players. Remember, each of these rules are completely optional and you can mix and match whichever you like in a way that fits your game. For some of these, it's vital to get consent from the whole group that this is the direction you want to take the game.

Health Bonus

This is one of the simplest ways to make the game easier. You can give your players a flat bonus of extra health between +1 Max HP and +5 Max HP and you'll immediately see a difference. Making it impossible to get one-shot-killed by critical hits is a huge reduction in player fear when fighting enemies.

Another way to add a health bonus is to modify the Max HP calculation so that you have more and more health over time. Use the following formula for Max HP instead of the standard one:

Max HP = 3 + Character Level + Toughness + Body Armor

This will provide +2 HP at first level and continue to increase the character's Max HP over the length of their career.

Note: Health Bonus

The author feels that it's important that all your players agree to the HP bonus and that it's applied equally to everyone, but every table is different, so do what works for you.

No Grievous Wounds/Alternate Death Rules

The penalties for taking Grievous Wounds are designed to provide interesting roleplaying opportunity as an outcome for failure and to present an inclusive option for disabled characters in the world of Zafir. However, as a gameplay element, they represent what is called a "Death Spiral," meaning that failure results in a penalty, creating a higher chance of failure in the future, with even more penalties, and so on. Failing too often can lead to your character "circling the drain," spiraling towards death.

If your table strongly dislikes this concept, remove the act of rolling for Grievous Wounds after a battle for each character that ended the mission Out of Action.

This potentially removes the possibility of player death altogether, which might lower the stakes for some players. If you want to add back in player death, use this rule. For every character that ended the mission Out of Action, roll 2d6. On a result of 2 (double 1's) that character dies. This reduces the chance of death to 1 in 36 from 1 in 12 (on the normal Grievous Wounds table).

Reduced Enemy Count

Often players feel overwhelmed when they feel outnumbered. As a general rule, it's okay to outnumber the players by one or two enemy units, provided there are some weaker units on the battlefield that could be eliminated early before they have a chance to act. However, if your players are struggling to keep from getting overwhelmed by multiple enemies, cut back on the number of units you field against them.

Go Easy On 'Em

It might seem obvious, but maybe you're just really good at the game and you're accidentally or subconsciously playing against your players instead of giving them interesting challenges to solve. Instead of always making optimal moves and destroying your player's characters, try to follow the tactics advice for the enemy units in the Enemy Units Chapter. It's more important that the enemy units act *consistently* than they act optimally.

13

Mission Design

Creating Missions

This chapter is full of advice on how to design missions that are fun, engaging, and fair for your players. At the end, a sample campaign of five missions is available for personal use or for inspiration.

Number of Encounters

To start designing a mission, you'll need to choose the number of encounters for your players to fight through. Each encounter will take place on a single battlefield and have some number of enemy units.

Missions with 3 encounters are the standard. Fewer encounters allow the players to be less frugal with their limited-use abilities and exert more power in fewer turns resulting in easier missions. Longer missions with more encounters are more challenging, requiring players to carefully conserve their resources to deal with more threats.

Mission Start

Missions can start with or without concealment. If the players start in concealment, they'll get to place their miniatures anywhere on the battlefield at the beginning of the first encounter after you've placed the enemy units. If not concealed, they'll start with their units on an area of the battlefield that you specify as the starting area, usually a space along one edge.

Mission Length

Missions may have a timer limiting the number of turns before a mission is considered a failure. Sometimes the players are racing against the clock to disarm a bomb or escape before overwhelming reinforcements arrive. If a mission doesn't have a timer, the players simply play the mission at their desired pace.

If the mission has a timer, create an easy to read countdown timer on the battlefield where all the players can see it. Decrement it at the beginning of the players turn (except on the first turn). If it reaches zero, the players have failed the timer objective. Before the mission, be clear with your players about what the timer represents and what the consequences will be if it reaches zero.

Some players find mission timers overly stressful or restrictive. If you want a slower, more thoughtful pace you can opt not to use mission timers at all. Timers tend to encourage players to use overwatch

less frequently and to engage enemies more aggressively. However, they are a great way to increase tension and put pressure on your players.

Mission Success

Some missions simply end when the last enemy is defeated, but missions can have a variety of goals for the players to accomplish in order to succeed.

Before the players start the mission, you should clearly explain what the rewards and other outcomes of a successful mission will be.

Here are some examples of mission goals:

- *Default:* Eliminate all enemy units.
- Assassinate a particular enemy unit before they escape.
- Extract all soldiers from the extraction point.
- Disrupt and recover data from an artifact system.
- Plant a bomb at a particular location.
- Diffuse a bomb before it goes off.
- Rescue a unit from a prison cell.
- Prevent excessive civilian casualties.
- Recover a particular item from a lockbox or secure vault.
- Rescue allies in trouble.
- Stop the summoning of something evil.

Mission Failure

Sometimes missions fail, so you want to create clear expectations with your players about the conditions under which the mission might fail. Additionally, it's important to clearly explain to the players the ramifications and penalties that result from failing the mission before the mission even starts.

If the mission fails, it may not necessarily end. Sometimes the players may still need to escape from a mission even if things go bad.

Some failure conditions:

- *Default:* All the player characters are incapacitated (Unconscious, Bleeding Out, or Out of Action).
- Too many civilians died.
- The unit the players were supposed to assassinate escaped.
- The unit the players were supposed to capture was killed.
- The unit the players were supposed to rescue was killed.
- The players did not diffuse the bomb before the timer went off.
- The players did not extract all characters before the timer expired.

Optional Objectives

Not all objectives need to pertain to the overall success of the mission. These optional objectives can provide an extra challenge for your players and give extra rewards. Clearly describe the optional objectives and their potential rewards before a mission begins.

Some examples:

- Flawless: no soldiers were wounded during the mission.
- Don't destroy supplies: there is a bonus reward that decreases for each supply crate destroyed.
- Save the civilians: for each civilian still alive at the end of the mission, receive additional rewards.

Alternative Mission: Long Form

If a fast paced firefight isn't the right sort of mission to represent what your players are doing, the long form mission might be what you need. Perhaps they're delving into an ancient dungeon, or surviving a trek across a hostile desert. In those cases, you want to provide a long form mission. Here's how it differs from the standard mission:

Encounter Number: The players should expect two to three times the number of encounters in a standard mission. Between 6 and 9 encounters would be reasonable.

Encounter Transitions: Instead of having short transitions (two actions to use between encounters) like in standard missions, during the transition the players can take any number of actions, all their cooldowns are reset, and all their weapons are reloaded. Charges for abilities and items are *not* reset.

Rest: The players will have a number of rest periods that they are allowed to take between encounters on a long form mission. If the players choose to take a rest, each character heals 2 HP, and each ability with charges recovers one charge, up to the max, including ultimate charges. It is recommended that the players have one rest period for each set of three encounters beyond the first three. For example, 1 rest for 4-6 encounters and 2 rests for 7-9 encounters.

XP & Rewards: A long form mission is more challenging and time consuming than standard missions. You should reward 2 or 3 XP after a successful mission instead of just one, depending on how long you made it. Additionally, you should award a greater monetary or item reward for the players should they complete it successfully.

Encounters

Designing fair and challenging encounters without making them punishing for your players is a balancing act. In general, you want one or, rarely, two enemy groups engaging the players at a time. Too many enemy units and the players will quickly become overwhelmed. Too few and it will feel too easy.

Crew Power Rating

Start by calculating the players' crew power rating. This will give you a benchmark for how difficult an encounter they can handle. Calculate the power level for each individual player character on the crew, then add them all together.

Player Power Rating:

+1 per Level

+1 per point of HP, AP, and SP

+1 per point of Breaking on primary attacks

+1 per equipped Grenade

+1 if using at least one Tier 2 weapon

+2 if using at least one Tier 3 weapon

Enemies have a power rating that is calculated in a similar way. It is listed in each enemy unit's entry in Chapter 15 - Enemy Units. When determining the power rating for a custom enemy unit you've created, use the same formula as above, except instead of +1 per level, add +1 per ability (both active and passive) that the enemy unit has. If the unit doesn't use a weapon from the weapon list, estimate the bonus points of power rating based on equivalent damage amounts.

Enemy Power Rating Budget

The Enemy Power Rating budget for the entire mission should be 2-3 times the Crew Power Rating for a standard mission and up to 5 times as much for a difficult mission. Spend points from this budget when selecting enemies and building groups until the budget is exhausted.

Enemy Unit Groups

Each encounter should have one or more enemy groups consisting of 2 to 4 enemy units. Usually a group is composed of a leader unit and some number of weaker units. A group might also contain additional support units, or no leader and only weaker enemy units.

Build up a number of groups that have a combined enemy power rating close to your enemy power rating budget, then assign each group to one of the encounters in the mission. If you assign more than one group to an encounter, the second and subsequent groups should be designated as reinforcements. Any single enemy unit group should not have a significantly higher or lower power rating that the crew power rating.

A series of suggested enemy unit groups of various power ratings are given in last section of Chapter 14 - Random Generation Tables.

Reinforcement

Reinforcing units in encounters act kind of like mini mission timers. It puts pressure on the players to defeat the current group before the next group arrives, because facing both groups simultaneously would put them at a severe disadvantage. The

standard number of turns for reinforcements is on turn 3. Increase the difficulty for your players by reducing it to 2 turns or even 1 turn for maximum pressure.

Transitions

When going from one encounter to the next, you can give the players a number of actions they're allowed to perform between encounters. This is listed as the Transition in each example encounter below. The types of transitions between encounters are: Instant, Short, or Long.

Instant: The players may take no actions during the transition, as the next encounter begins instantly after the end of the current one and players don't have time to take any actions. Players move into the next encounter in exactly the same state as they finished this one.

Short: The players may take up to 2 actions during the transition, there's a short period of downtime between encounters, but only a moment or two. Players have their cooldowns reduced by 1 during this transition. Any mission timers are reduced by 1 during this transition as well.

Long: The players may take any number of actions during the transition, there's no rush or time pressure between the encounters at all. All the players' cooldowns are reset. While this transition is a long time on the scale of encounters, it's still only between a few minutes and a half-hour.

Boss Battles

Sometimes you want to make an encounter with a single enemy into an engaging and difficult fight for the players. Maybe they're taking down a big baddie of your campaign and you want to make that "boss fight," to borrow a video game term, feel cool, important, and dangerous. Use the following rules to turn any regular enemy unit into a boss enemy unit. First, increase their toughness so they take more hits before going down. Then, optionally add a Boss Reaction, a Boss Weakness, and/or a Boss Immunity.

The point of a boss battle isn't just to give the players a giant bullet-sponge of hitpoints to chew through, it's to provide interesting tactical challenges that change-up the standard gameplay and get the players thinking of new strategies and making interesting choices.

Increased HP and Armor

Start with the base enemy unit you'll be using, **triple their HP and add +3 Armor Points**. This will let the boss unit withstand several rounds of combat with the players, even if they're all targeting it simultaneously.

Boss Reaction

Add a special reaction ability to the boss that gives the players some interesting problem to solve. Some example boss reactions are listed below, but feel free to make up your own. These have varying difficulty, some add a lot of challenge to the encounter, some add only a little flavor.

Leader: Each round, the first time time this unit takes damage, it grants an allied unit an immediate free attack action.

Shielded: Each time an attack misses this unit, it gains +3 Shield Points.

Teleporter: Each time this unit takes damage, the unit may teleport to a tile in line of sight and in Medium range.

Nether Summoner: Each time this unit takes damage, it summons a Legion Ghul onto an unoccupied tile in Short range.

Armored: Each time an attack misses this unit, it gains +1 Armor Points, up to a maximum of +3 from this ability.

Return Fire: Each time an attack misses this unit, it makes a free attack action at the unit who attacked it.

Stealthy: At the end of every round, this unit becomes concealed and gets a free move action.

Boss Weakness

These weaknesses let your players gain an advantage over the boss with interesting and unique battle strategies. While the weaknesses might feel powerful and make your boss easier to defeat, they are guaranteed to make the players feel clever and capable when they exploit them. The list below is non-exhaustive, feel free to make up additional weaknesses for your boss fights.

Brittle: Attacks with Breaking do an additional +2 Damage.

Fragile Ego: Will attacks gain +2 Will Attack Dice when targeting this unit.

Slow Reactions: Melee attacks gain +2 Aim Dice and +2 Damage against this unit.

Overwhelmed: The third and subsequent successful attacks per round deal +3 Damage to this unit.

Low Ground: Attacks from elevation against this unit have +2 Aim Dice, +1 Crit Dice, and +1 Damage.

Beloved Pet: If an attack deals damage to this unit's pet ally unit, for the rest of the round attacks against this unit have +2 Aim Dice and +2 Crit Dice. If the pet unit dies, attacks against this unit have +1 Aim Dice and +1 Crit Dice for the rest of the encounter.

Boss Immunity

Adding an unexpected immunity to the boss also mixes up the player's normal strategies and makes them think on their feet. You can use any standard Damage Immunities, but feel free to get creative with them.

Damage Type Immunity: This unit is immune to damage of a specified type: Normal, Melee, Explosive, Fire, Poison, Acid, Lightning, Nether, or Void.

High Ground: Attacks from elevation against this unit always miss.

Mindshield: This unit is immune to Will Attacks and psychological conditions.

The Battlefield

In the tactical combat system that Zafir uses, cover and elevation are vital for gaining superior fire positions. For each encounter, you set the starting area for your players, so the more full cover locations and elevated platforms you put on the players' side of the battlefield, the more advantage they'll have against the enemy. Conversely, if you put more elevated positions and full cover where the enemies start, it will put the players at a disadvantage.

Any configuration will present a puzzle for your players to solve, but it's vital to keep the battlefield varied from mission to mission and encounter to encounter. Players will quickly get bored of similar configurations one after another.

Several examples of battlefield setups are provided in the following example campaign for your use or inspiration.

Example Campaign

The Ferry Job - Keep 'Em Safe - The Artifact Job - The Nethane Rig - Revenge!

If you're new to Zafir, you can use the following campaign guide to play with your group through the first few levels. It's designed for crews of **3-5 Players**, but can be modified for more or fewer. The campaign is inteded for a crew of brand new characters at **Level 1**.

Session Zero: Safety, Honesty, Communication

The author recommends sitting down with your characters for a "session zero" while making characters. Describe for them the X-card and give them some opportunity to describe their lines and veils (see Safety Tools in Chapter 4 - Adventuring). This gets everyone off to a good start and on the same footing.

Introduction: The Bar

Like any good adventure, the players start in a bar in Delard City. They're all brand new, level 1 characters, so they don't have any real combat experience, but they might have some training. They know each other because they've been working low-stakes security jobs for a couple of months together. Their last job just finished up, guarding a huge fish warehouse. It stank, but at least they got paid. This represents the starting money they have from character creation. The bar is full of people, there's a great band playing tonight with a handsome black hinn man on electric setar, an insaan woman on electric guitar, and a tall rhuthari on drums.

Hook: An Upset Pilot and an Opportunity

The players are enjoying their drinks and listening to the band when they overhear a commotion from a nearby table. An ath'enki man is wildly gesticulating while complaining in a frustrated tone of voice to his jaan companion. Give the players their very first skill action, let them try to overhear this conversation. It's an easy task (2 Skill Dice) and pretty much any responsibility might be useful. Also allow an assist (+1 Skill Die) if one of your players comes up with something clever. If they fail, they might have to just ask the man what he's so frustrated about or offer to buy him a drink.

The ath'enki man is Agar, a dark-purple-skinned ath'enki (meaning he's spent some time on the surface world, out in the sun) and his friend is Kiala, an aquatic jaan woman, and his business partner. Agar owns and operates a skyferry, an airship with lots of passenger space, and is currently ranting about his ferry guards backing out at the last minute. He's extremely upset, because the new route that's opening up tomorrow morning is over bandit territory, and he'll never get any fares if he doesn't have security! Kiala just gives him a bemused look and lets him rant while she drinks.

The players should pick up on the hook right away. This man needs hired guns, and they're guns for hire. Agar is desperate, and will offer them ₹100 per person for this two-day ferry job, one day there and one day back.

If the players ask for more info, he tells them that he's transporting folks across a large stretch of badlands to a new zephyrite mining town called Marathia that just opened to the east of Delard City in the foothills of a mountain range.

If the players haggle for price, have them perform a Skill Action. They have Agar over a barrel, he's desperate and doesn't really have any other choice, so it's an easy task (2 Skill Dice). Security or Leadership are the obvious responsibilities that could be used, but let your players make a case for any others. If successful, Agar will offer an additional ₹20 per person plus ₹100 in hazard pay if they actually encounter trouble.

The players need to report to the skyport at dawn. Let them do whatever for now, finish their drinks, chat with Agar and Kiala more, listen to the band, or skip time directly to dawn at the skyport.

Mission 1: The Ferry Job

Expected Crew Level: 1

The players arrive at the skyport at dawn and board the ferry, a stout airship called the Eyebright. They meet with Agar, who's the pilot for the day, and board before any passengers.

Set up the battlefield similar to the diagram below:

Let the players start this mission by placing their tokens anywhere they want in the skyferry. Have them describe to you what they're doing while the passengers board. Random passengers board the ferry for the next thirty minutes or so, mostly young families looking for a new life, business people going to look over their investments, or professional miners. Include a family with some young children, for later. The whistle blows, the doors close, and the skyferry takes to the air.

A few hours after takeoff, the bandits attack. A plume of exhaust is seen out the window of one of the sides of the ferry and it rapidly approaches. Any player that sees it can call it out to the others and they can reposition their tokens as they respond to the incoming threat. In the player's vision, the plume becomes an airship made of scrap. It's essentially a fighter craft cockpit, a shipping container, some refurbished aerium projectors, and a engine salvaged from a much larger ship all welded and wired together.

Psh TINK, psh TINK, psh TINK! The bandits shoot grappling hooks from the top of their ship onto the hull of the ferry and reel the two ships together with a crash. At this point, the civilians are terrified, and the players will probably be looking out for them. Let the players move them to the back of the passenger compartment and have the civilians hunker down behind whatever cover is available.

As this is their first mission, explain that this is the start of the mission. It will be two encounters long and the main objective is to drive off the bandits.

Encounter 1 - Boarding Party

Objective: Eliminate all enemy units.

Optional Objective: Do not let any civilians die.
On failure: the players will feel bad.

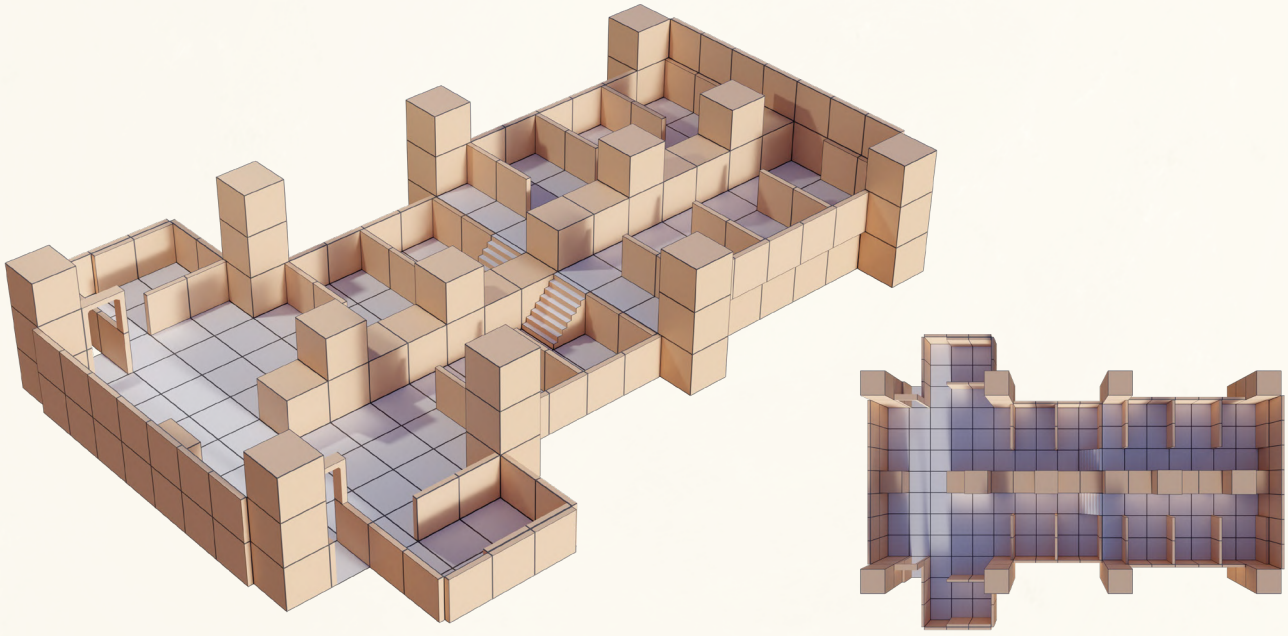
Enemy Units:

3 Players: 1 Overseer, 2 Grunts

4 Players: 1 Overseer, 3 Grunts

5 Players: 1 Overseer, 4 Grunts

Setup: An explosion blows one of the doors in and the enemy units board the ferry. The Overseer yells, "Everybody stay calm and nobody'll get shot! The Badland Kings are here and we're takin' your stuff



Mission 1 - Encounter 1 Battlefield.
All battlefields designed by Randy Knapp and rendered by Dave Kertesz.

and the ship!" At this point, the Overseer notices that the players are on board, armed, and ready to defend it. She orders her Grunts to dive for cover (standard free move action) and the encounter begins.

Tactics: This is a learning opportunity for the players. The goal isn't to crush them, but to let them practice counting up their attack rolls and moving around the board. The Overseer should start by using Spotter on one of the players. The Grunts should make non-optimal moves, leaving themselves exposed occasionally or easily outflanked. If the players miss a few shots in a row, the grunts can fire at the civilians on their turn, wounding or killing one or two (this adds tension and ups the stakes while letting the pressure off the players). The Overseer will NOT use her Improvised Bomb at all, because she doesn't want to damage the ship too badly.

On Failure: If all the players go out of action on this mission, you are playing far too aggressively. Reset to the beginning conditions, give them some suggestions for better tactics (gain high ground, move to full cover, try to maneuver so that the enemy units don't have cover), and try the encounter over again.

On Success: The players succeed in eliminating the Overseer and her Grunts, but as soon as they do the ship lurches and goes into a shallow nose dive. Looking out at the bandit airship's cockpit, the players can see the bandit pilot pushing hard on the control stick, dragging the ferry to the ground with the scrap ship.

Transition: Short. The players get 2 actions as a transition between encounters. If they want to take more, warn them that the timer for the next encounter will be shorter if they do.

Encounter 2 - Take the Fight to Them

Objective: Eliminate all enemy units.

Timer Objective: Within 4 rounds, gain flight control of the bandit airship. *On failure:* see below.

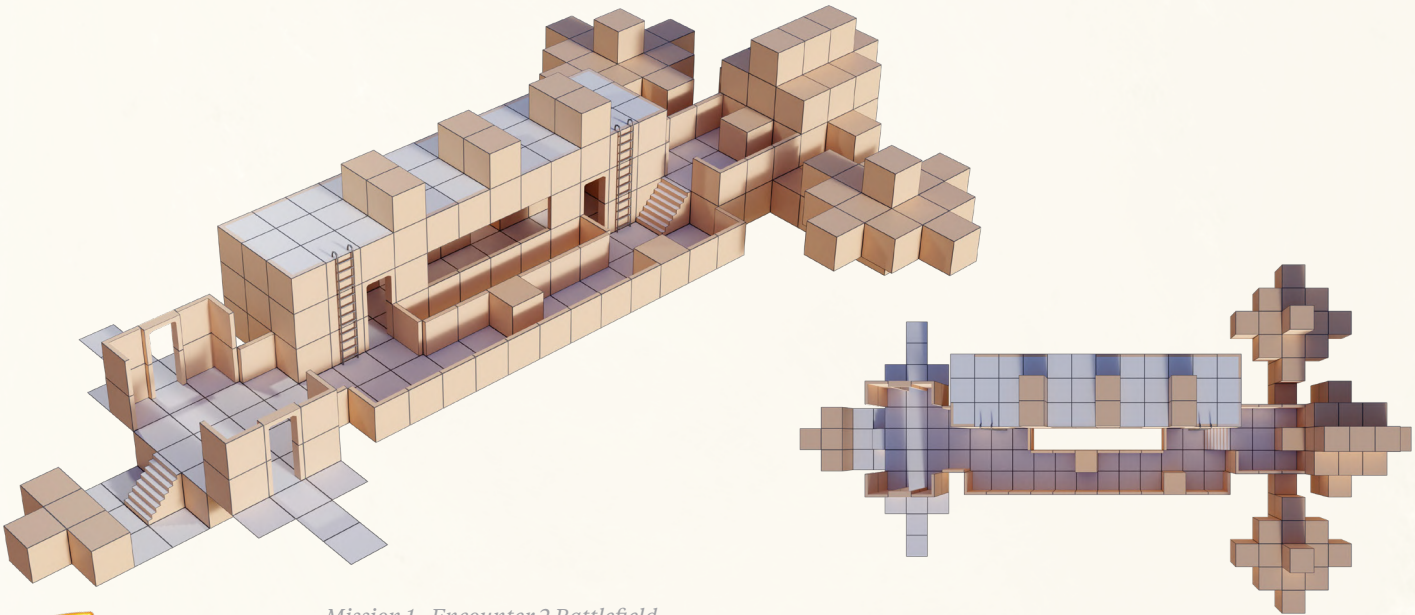
Enemy Units:

3 Players: 3 Grunts

4 Players: 4 Grunts

5 Players: 5 Grunts

Setup: They players rush across to the enemy ship. Their goal is to eliminate the pilot and grab the control stick themselves, bringing the ships out of their dive. Draw a timer on the board and explain the goals to them. Mark the tile that the pilot is on. One of the player's units must get to that tile and interact with the control stick to stop the timer. Once they've done that, the timer is paused and they can move away from the tile.



Mission 1 - Encounter 2 Battlefield

Tactics: The players should feel more confident now. Let them explore the space and feel out what it's like to maneuver on the battlefield and use cover. This shouldn't be a hard battle, let them mop up the last of the bad guys and feel powerful.

On Failure: Same as Encounter 1 if the players all go out of action. If the countdown timer expires, both ships crash into the ground, all the players take 2 Damage and some civilians are seriously injured. The encounter ends immediately, assume the player characters finish off the remaining enemies on the ground.

On Success: The players are victorious! They've saved (most of) the civilians and the ferry. One of the player characters can pilot the bandit craft and coordinate with Agar in the ferry to bring the two connected ships down for a safe landing. The players, Agar, and the ferry passengers are now stranded in the middle of the badlands with sundown fast approaching.

Rewards: Like any mission, the players earn 1 XP, which is enough for them to level up. Let them pick their new classes and abilities now. In addition, the bandit airship had a small cache of weapons stored inside, let the players pick a new primary weapon from this list, if they want: **SMG**, **Shotgun**, **Autocannon**, **Sniper Rifle**, **Scout Rifle**. Trenchers can choose a **Sword** as well. If the players used any medkits, they can replenish their medkits with supplies from the ferry, which Agar offers freely out of thanks. In addition, they find a weapon mod, a **Grip**, and an armor mod, **Flexible Materials**.

Mission 2: Keep 'Em Safe

Expected Crew Level: 2

The ships have been landed safely, but it will take some time to repair the blown-open door and damage from the impact. The players are likely making plans to keep everyone safe. One of the players' characters is approached by a passenger, a young child brought by her parents. Use all your puppy-dog eyes and pathos you have and have the child tell the players she's scared. Agar backs her up, these badlands can be dangerous. The players might as well look around the area and eliminate any threats that might be waiting.

Encounter 1: Forgotten Toy Soldiers

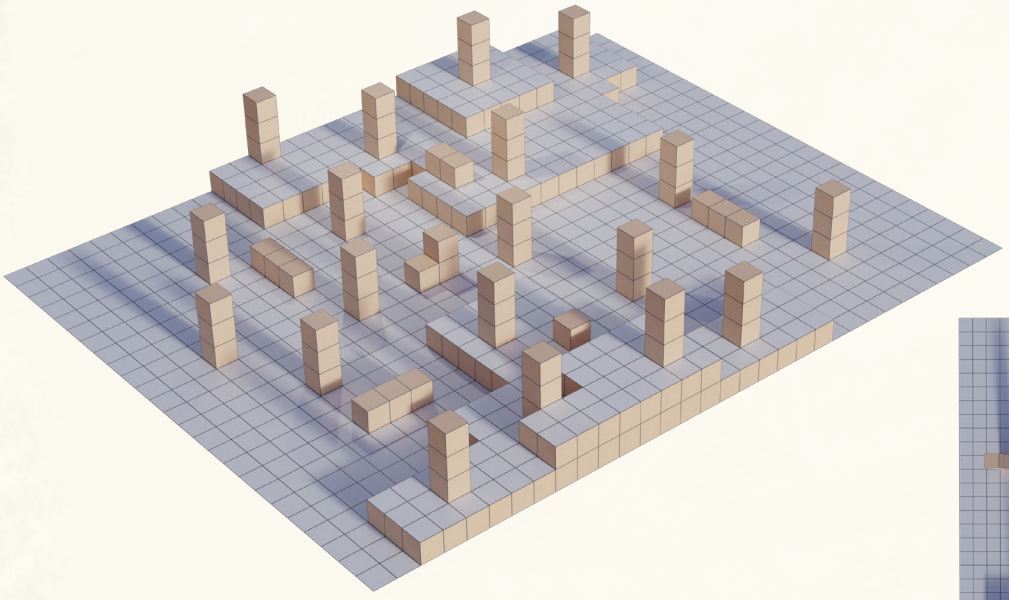
Objective: Eliminate all enemy units.

Enemy Units:

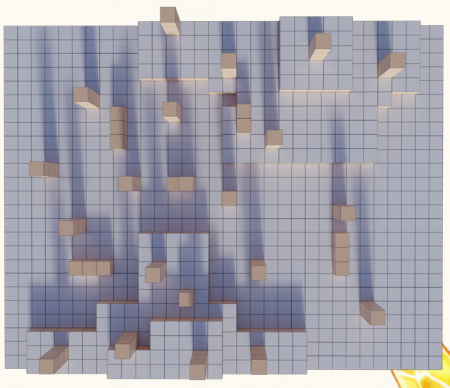
3 Players: 3 Soldiers (Mechanoid)

4 Players: 4 Soldiers (Mechanoid)

5 Players: 3 Soldiers (Mechanoid), 1 Heavy (Mechanoid)



Mission 2 - Encounter 1 Battlefield



The players see some glints of metal amidst a group of stone pillars. As they go to investigate, they see several bipedal metal soldiers in tattered uniforms marching and performing drills. Occasionally the whole group will just freeze in place for several minutes before continuing as if nothing happened.

Setup: The players start with concealment. Place the enemy units 2 tiles away from each other in a line roughly in the middle of the battlefield. Let the players place their units wherever they want to start, so long as they don't start revealed.

Tactics: This is an opportunity for the players to try out their new class abilities. Adepts that took Lightning Strike are going to have fun here, as well as arcanists with Disrupt Artifact and Sappers with Breaker. Remember that the mechanoids have 1 AP (2 for the Heavy), which reduces incoming damage *and then* is destroyed by breaking. You can choose when the mechanoids "act like soldiers" or not, or you can roll a die for each one at the beginning of the enemy phase. On a 1-3 they do random things like stand out in the open, hug each other, or sing various national anthems (from 20 years ago). On a 4-6 they act like soldiers and use the Soldier unit tactics. In general, they use half-cover and take pot-shots at the players.

On Failure: If all of the players go out of action during the mission, those that survive (those that didn't roll Dead on the Grievous Wounds table) are recovered hours later by Agar and the civilians. The mission failed, and several civilians were killed by enemy units from Encounters 2 and 3 during the night.

On Success: The players move on to the next threat.

Transition: Long.

Encounter 2: From Beyond Death

Objective: Eliminate all enemy units.

Enemy Units:

3 Players: 2 Grunts

4 Players: 2 Grunts

5 Players: 3 Grunts

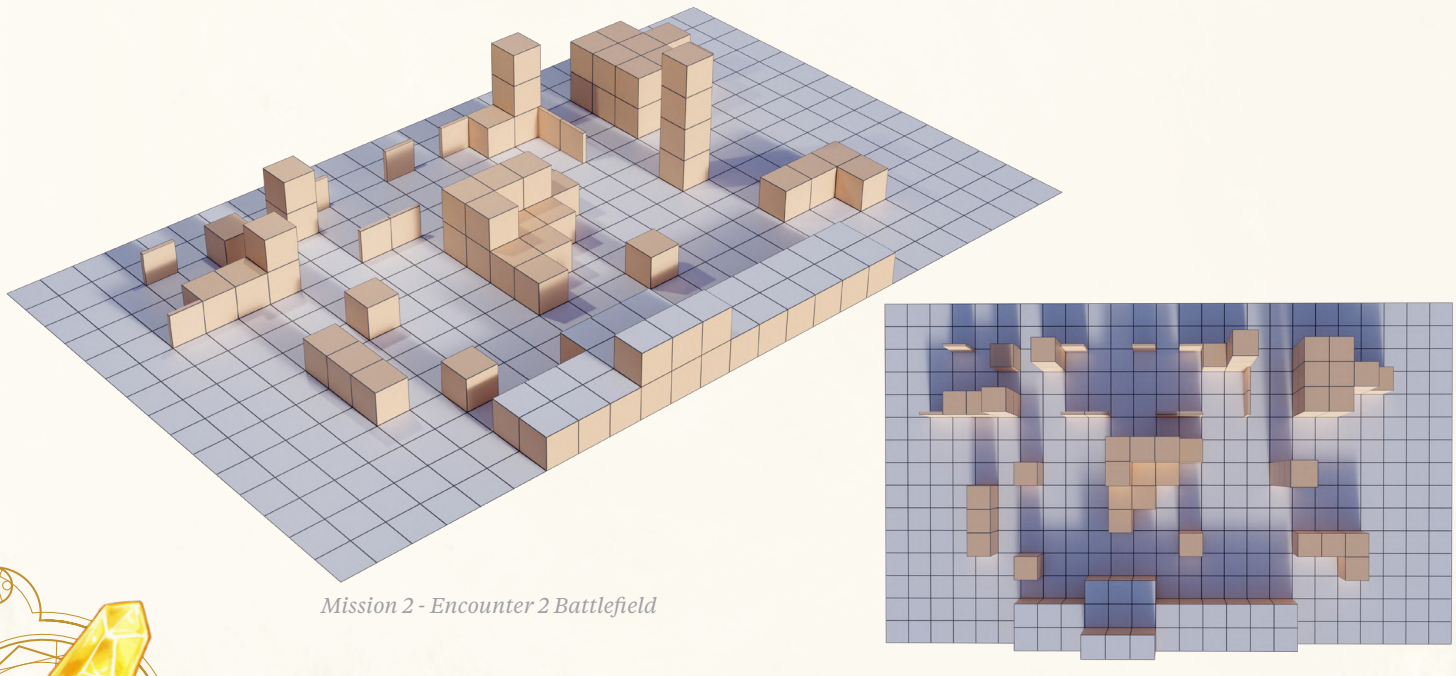
Reinforcements on Turn 2:

3 Players: 1 Netherwracked, 1 Ghul

4 Players: 1 Netherwracked, 2 Ghuls

5 Players: 1 Netherwracked, 2 Ghuls

The players come across the wreck of an old military airship from the Blue War. It was a big thing, and it's pieces are scattered all over. In the center of the wreck, a number of old men in tattered uniforms stand, unusually still. When the players approach, the old soldiers notice them immediately and turn their faces to the player characters, revealing glowing purple halos of light around their heads.



Mission 2 - Encounter 2 Battlefield

These Grunts are being mind controlled by the Netherwracked a little ways away. Once the soldiers notice the players, the Netherwracked will come to join the battle with their Ghuls.

Setup: The players begin at one edge of the battlefield, place the Grunts in half-cover on the opposite side.

Tactics: This is the first time the players will experience reinforcements. Heighten the tension by simply placing the Netherwracked token on the track without describing it at all. Only reveal its name and stats once it joins the battle. The Grunts act as normal, and shouldn't really be a problem for the players to deal with in a turn or two. Remember that the Grunts are living, mind-controlled units, so if they gain the Disoriented condition, mind control is lost. If a Grunt loses mind control, roll a d6. On a 1-3, they flee the battlefield. On a 4-6, they join the players as an ally for the rest of the mission. Once the Netherwracked joins the battle, it should use its Animate Ghul ability on one of the Grunts' corpses. The Acolyte players may have been a little disappointed with the first round because of the lack of living targets, but this battle will provide some opportunity to try out their new abilities.

On Failure: Same as Encounter 1.

On Success: The players move on to the next threat.

Transition: Long.

Encounter 3: The Cave

Objective: Eliminate all enemy units.

Enemy Units:

3 Players: 1 Manticore

4 Players: 1 Manticore

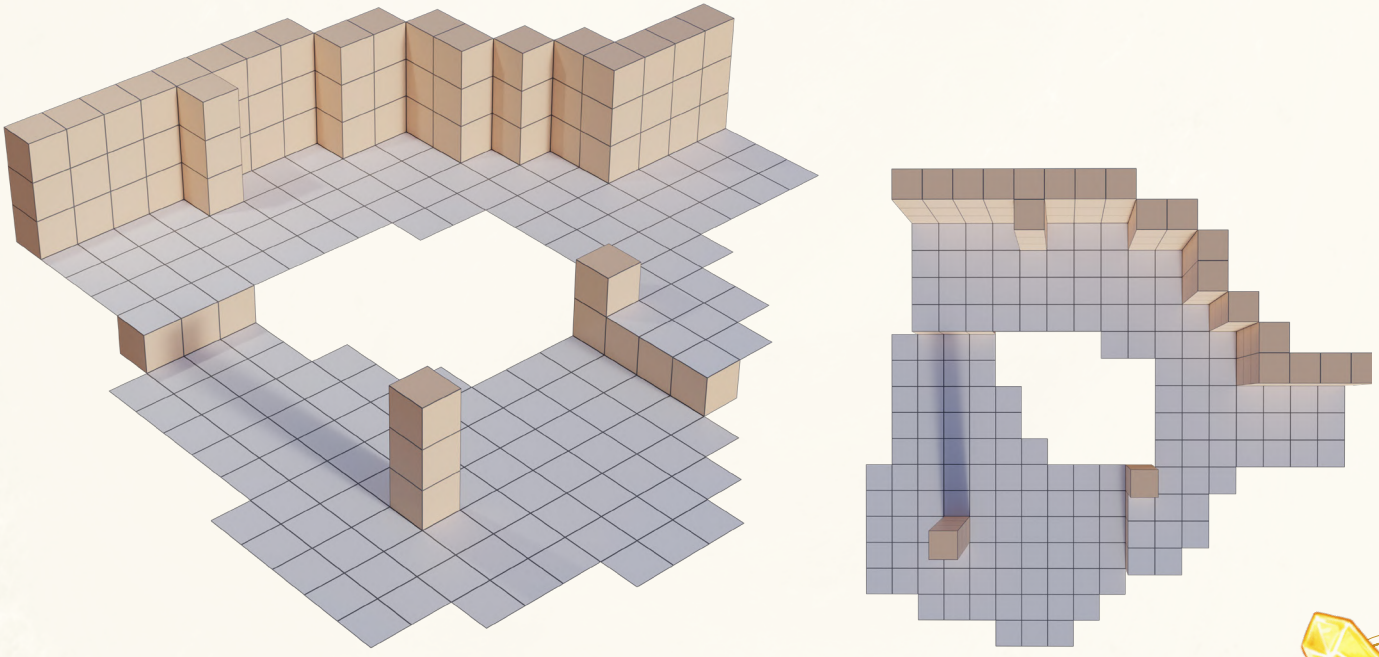
5 Players: 2 Manticores

Finally, just as the sun is setting, the players find a cave that's close to the downed ferry and the civilians. They resolve to check it out in case any of the civilians go exploring and find the cave themselves.

Setup: The cave splits into two paths that converge on a main chamber. A manticore lies burrowed in that chamber.

Tactics: Fairly straightforward, create some suspense by simply telling the players that all the enemy units are already on the battlefield (even though you haven't placed any tokens). Once they players move within the manticore's detection range (5 tiles) the manticore unburrows and attacks the nearest player. Don't forget to tell the players that the manticore is vulnerable to Fire Damage. Even one manticore can be a pretty tough challenge for the players.

On Failure: If all of the player characters went Out of Action during this encounter, they awake many many hours later. The cave is empty, but when they



Mission 2 - Encounter 3 Battlefield
(The entire exterior of this battlefield has tall walls, as well as the center portion)

return to the downed airships, they find a massacre. Many of the surviving civilians may have fled, according to tracks in the sand. From here, you may need to stop using this set of missions and create your own missions based on what the players choose to do next.

On Success: The players are victorious! They've vanquished all the threats against the stranded airships for tonight.

Rewards: At the back of the cave, the players find the corpses of a small squad of soldiers, who must've died here during the Blue War. Among their gear, you find **two Frag Grenades**, a **Flashbang Grenade**, and two ranged weapon mods: an **Extended Magazine** and a **Small Bayonet**. Sitting in the sand nearby is a **Voidstone Shard**. If any of the characters choose to be a Disciple of Jack during character creation, tell that character that they are strongly and strangely drawn to the crystal. When any one of the characters touches it, the players learn the rules of how it is used. It remains inscrutable to the characters.

Aftermath: The players return to the downed airships just as night falls and ensure everyone that the surrounding area is now safe. Agar offers them a cash bonus for their altruism today (₹100), which he'll pay when the players return to Delard City. The rest of the night is spent resting and repairing the ships.

Interlude: Delard City

Since the owners of the scrap airship are dead, everyone agrees that the ship now belongs to the crew that saved the ferry. If the players want to be paid in full, they'll need to complete the job and get the civilians to Marathia. They can fly along with the ferry the remaining way, or ride along and just pick up the scrap ship on the return trip to Delard City. No further incidents occur on the trip.

Nobody will buy the scrap airship as a whole, but the players could probably get ₹2,000 for the parts. Of course, they can keep it, but only someone with at least 2 points in the Navigation responsibility can pilot it without crashing it. If the players want to keep the ship but don't have a pilot, they can certainly find a variety of pilots for hire in Delard City.

The players have a chance to rest and recuperate for as long as necessary. There's currently no time pressure on the players except for living costs (see Cost of Living, Chapter 6 - Equipment & Items). Word will spread a little bit about their thrilling heroics and altruistic self-sacrifice during the Ferry Job and the aftermath. Let Agar and Kiala become friends with the crew. Either the crew has kept the scrap airship, which they'll want to upgrade, or they'll be saving up for a new or used airship of their own, so eventually they'll want to make some money.

They'll also want to upgrade their gear. At this point allow them to purchase gear from the lists within a limit. Since the players are only level 2, limit their equipment and item purchases to Tier 1.

Technically, the next two missions can be done in any order, so feel free to let the hooks come naturally to the players. Both of the missions are jobs for clients that will approach the crew directly or through some broker. The Artifact Job is completely above board and a good chance for the crew to prove themselves as resourceful and capable treasure hunters. The Nethane Rig job's client is a criminal, and the players can choose to skirt the law to make some extra cash or keep it above board by negotiating with an industrial company instead.

Mission 3: The Artifact Job

Expected Crew Level: 2

The crew is approached by a wealthy collector, seeking an ancient spearhead of the Mylaxian empire. The collector is Lady Audrey Blanche, a late-middle-aged insaan woman, and the owner of several high-profile archeological pieces. Most of her collection is currently in the Royal Delardian Museum of History, but she keeps a few pieces on display in a private showroom in her manse on the edge of the city. Lady Blanche offers the players ₹400 up-front just for the search, and another ₹100 per player for the successful retrieval of the spearhead, undamaged.

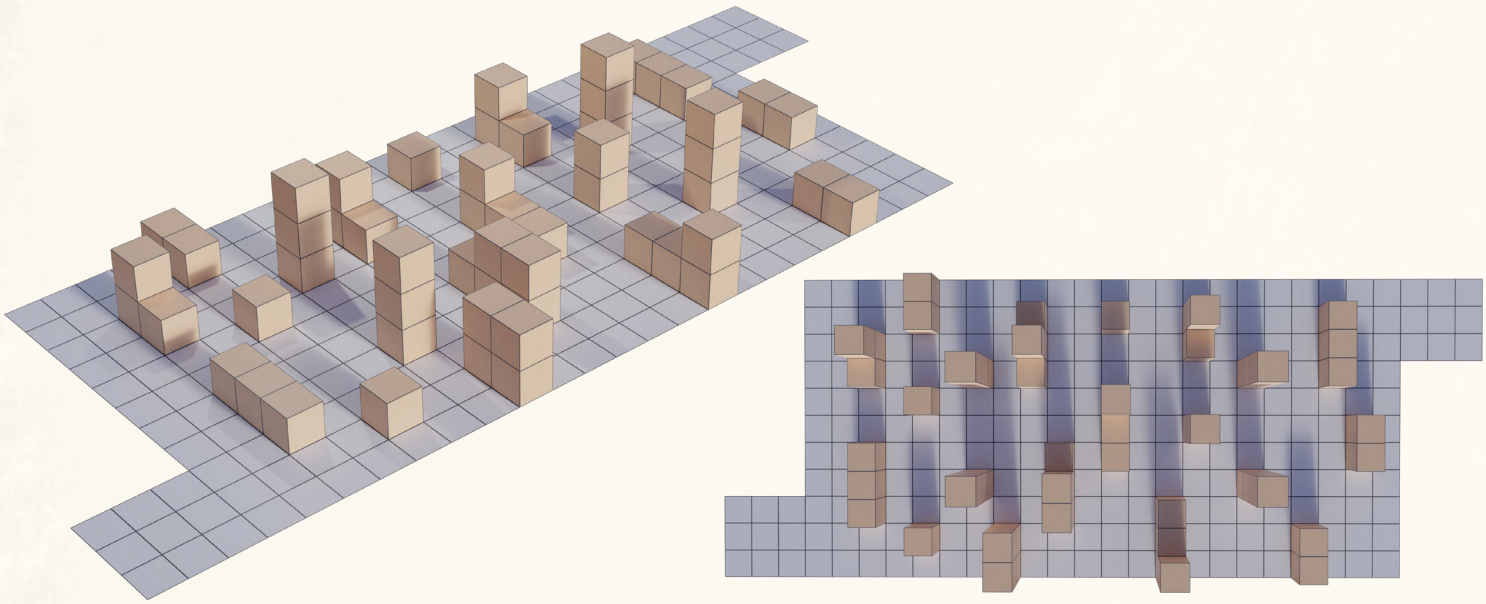
The players will need to book passage to Gar, and from there to the ruins of Mylax. In Gar, they can find a guide. Sir Archibald Grumptious is a stocky, elderly Garreran man with a bushy white mustache. He's an archeologist and old friend and rival of Lady Blanche. He's also a secret admirer of hers, and will agree to join the players if they promise to pass on a message to the Lady and speak highly of Sir Grumptious to her.

The crew lands on the outskirts of the formerly great and terrible city of Mylax. They'll need to search around for the entrance to the underground crypt that the artifact is located in. It's a difficult task (0 Skill Dice) and only Arcana or Navigation can be used for the Skill Action. If they succeed, the countdown timer begins at 4, otherwise it takes them longer to find and the timer begins at 3. Regardless, they find the entrance and begin the mission. If the players convinced Archibald to join their expedition, he will automatically succeed at finding the catacombs.

These catacombs were already old when the old Mylaxian Empire fell in 622 MA3, three-hundred years ago. Now, they're decrepit and crumbling. The crypt complex is comprised of several large, vaulted rooms supported by stone columns and connected by narrow passageways. Each room is like a whole cemetery in itself.

The players soon find out that they're not the only ones searching for the spearhead. A cult of daeva-worshipers and netherwalkers apparently heard about the location of the spearhead and have moved equipment and personnel into the crypts in an attempt to summon a powerful daeva. The players can overhear some of the cultists talking in the first chamber and they reveal the cults plans. The spearhead is apparently made of daevacite that the cult hopes to use as a focus for the summoning.

Summoning Timer: The players encounter a standing resonator (like a giant, powered tuning fork) in the first chamber of the crypts (where the first encounter is). This is the first of several resonators that are currently being used by a netherwalker cult to summon a daeva. The cult will successfully summon the daeva in 4 turns (or 3 if they found the crypt quickly). Each time the players destroy one of these resonators (each one has 1 HP) the countdown timer is increased by one, delaying the summoning. If there is an Acolyte among the players, the acolyte can spend 2 full actions while adjacent to the resonator to retune it, causing it to be discordant with the others and increasing the summoning timer by 2 turns. If the summoning happens during Encounters 1 or 2, the summoned daeva (a Corruptor) will be present from the start of Encounter 3. If the countdown expires during Encounter 3, the Corruptor joins that encounter from the focal point of the resonators (see Encounter 3 setup).



Mission 3 - Encounter 1 Battlefield

On Failure: If all players go Out of Action during the mission, the surviving characters wake up hours later, bound and captured by the cultists. This mission is over. Prepare a new mission for escaping the cultists' clutches.

Encounter 1: Catacombs

Objective: Eliminate all enemy units.

Enemy Units:

3 Players: 2 Soldiers, 1 Hedge Mage, 1 Resonator

4 Players: 2 Soldiers, 1 Hedge Mage, 1 Resonator

5 Players: 3 Soldiers, 1 Hedge Mage, 1 Resonator

These cultists are guarding the main entry chamber to the catacombs. One is a self-taught magic user and the rest are armed thugs. One summoning resonator is set up in this room.

Setup: The players begin this encounter with concealment. Set up the cultists towards one side of the room and the resonators randomly around the space.

Tactics: The crypt is a cramped mess of narrow passages between graves, sarcophagi, and mausoleums. Once the initial ambush from concealment takes place, the soldiers will find half cover and take pot-shots at the players while the mage pelts them with spells.

On Success: The players move on to the next encounter.

Transition: Short. Reduce the summoning timer by 1 during the transition. An acolyte can use both of their transition actions to re-tune a summoning resonator, if one still exists on the battlefield at the end of the encounter.

Encounter 2: The Pit

Objective: Eliminate all enemy units.

Enemy Units:

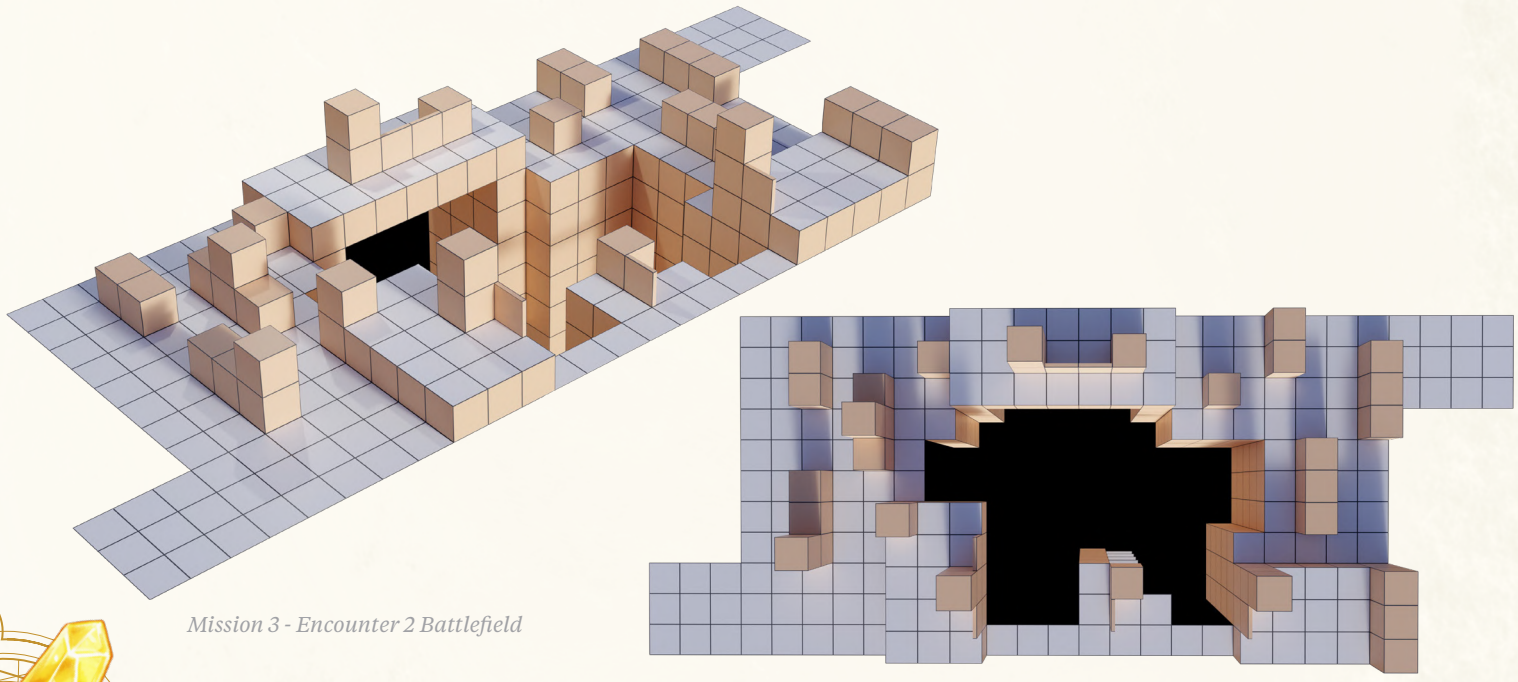
3 Players: 1 Netherwracked, 1 Enforcer, 2 Resonators

4 Players: 1 Netherwracked, 1 Enforcer, 1 Soldier, 2 Resonators

5 Players: 1 Netherwracked, 1 Enforcer, 2 Soldiers, 2 Resonators

Hearing gunfire, the cultists in this chamber are ready to engage the players as they enter. This room has had a cave-in and a sink-hole open up underneath it, leaving a large hazard in the middle of the battlefield.

Setup: The players and the enemy units start on opposite sides of the sinkhole.



Mission 3 - Encounter 2 Battlefield

Tactics: Play the enemy units as described in the tactics section of their respective enemy unit entries.

On Success: The players move on to the next encounter.

Transition: Short. Reduce the summoning timer by 1 during the transition. An acolyte can use both of their transition actions to re-tune a summoning resonator, if one still exists on the battlefield at the end of the encounter.

Encounter 3: A Summoning

Objective: Eliminate all enemy units.

Optional Objective: Stop the summoning by removing the artifact from the primary summoning resonator. If the primary resonator is destroyed, the artifact is also destroyed.

Optional Objective: Kill the summoned Corruptor.

Enemy Units:

3 Players: 1 Shield Mage, 1 Antique Autoturret, 1 Netherwracked, 3 Resonators

4 Players: 1 Shield Mage, 1 Soldier, 1 Antique Autoturret, 1 Netherwracked, 3 Resonators

5 Players: 1 Shield Mage, 2 Soldiers, 1 Antique Autoturret, 1 Netherwracked, 3 Resonators

The summoning chamber and the location of the players' goal. This large room has a wide raised platform in the center, with resonators set up around its edge. In the middle is the primary summoning resonator with the daevacite spearhead installed.

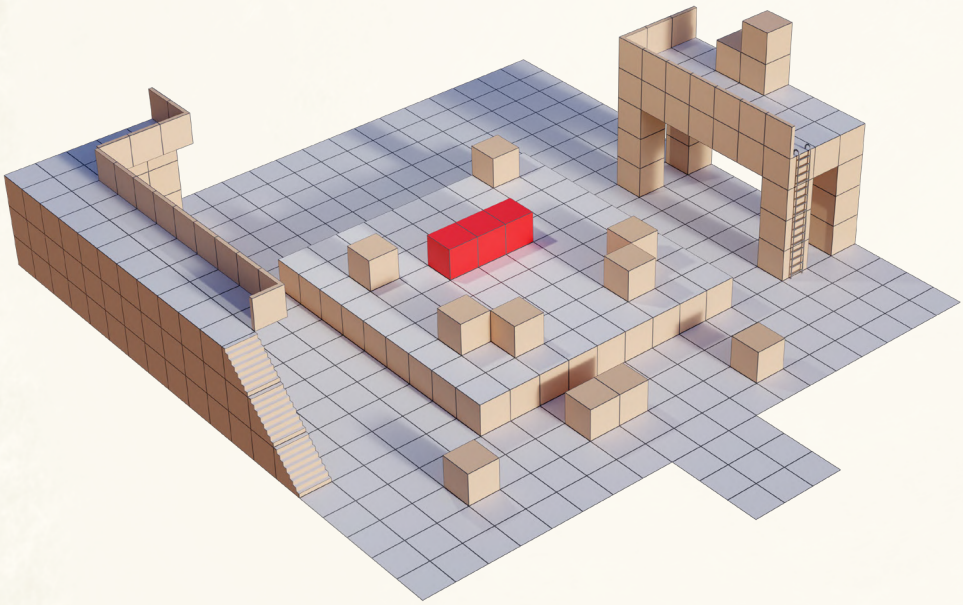
The primary resonator is destructible, so the players must be careful with explosives and abilities or else they may destroy the spearhead.

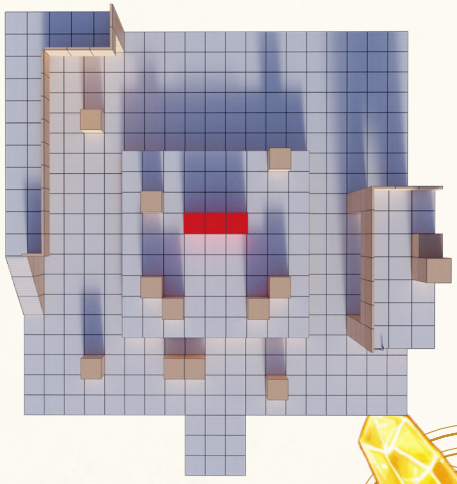
Setup: Have the Netherwracked start the encounter near the center, while the soldiers and shield mage stand roughly in the opposite half of the room from where the players start. Place the autoturret off to one side or the other but not at elevation.

Tactics: The shield mage will try to activate her Arcane Shields so that at least one other unit gets the bonus. The Netherwracked will, annoyingly, use the primary resonator as cover. If the summoning timer expires, place the Corruptor in an unoccupied tile adjacent to the primary resonator.

On Failure: If the players destroy the spearhead, they'll have to return empty handed to Lady Blanche. They will not receive any additional payment and their reputation will be tarnished.

On Success: The players complete the mission, successfully retrieving the daevacite spearhead. The primary resonator is easily shut down simply by removing the spearhead from the machine. They can return it to Lady Blanche for their reward.





Mission 3 - Encounter 3 Battlefield

Additional Rewards: The players find additional loot if they search the cultists and catacombs after the mission. Roll **twice** on the **Tier 1 Reward Table** in Chapter 14 - Random Generation Tables.

Mission 4: Eliminating the Competition/The Nethane Rig

Expected Crew Level: 2

At some point, an anonymous note invites the players to a meeting. It says to meet them at the docks on the oceanfront at midnight. When the players go to the meeting, they're greeted by a ragtag group of mixed-species sapients from the rough part of town. They identify themselves as some of the Westside Skeleton Crew, rivals of the Badland Kings. They've got a job for the players' crew, and one that will royally piss off the Badland Kings. The Kings recently took over an offshore nethane drilling rig owned by Saeph-Sadie Heavy Industries. The rig was under maintenance with a only small team of engineers aboard when the Kings boarded the rig and murdered the workers. The Badland Kings then took over production themselves. Using it as a base, they build their scrap ships out there and send them inland to hit the caravan and ferry routes. The Skeleton Crew wants the players to take back the rig, kill the leader of the Badland Kings, Khaibar, and then blow the whole thing up. They're offering ₹500 for the job, and an extra ₹400 if they manage to kill the Kings' gang boss. They tell the players that this is strictly between their two crews, and one whiff of this to the police and there'll be trouble. **In the encounter descriptions, text that is bold and gold-colored only happens if the players are doing the job for the Skeleton Crew as asked.**

If the players decide not to go to the meeting, one of them will be kidnapped, given an order to perform the job by the Skeleton Crew with threats of retribution, and then released into the streets in an unfamiliar part of the city.

If the players think to bring this criminal request to the Saeph-Sadie satellite office in Delard City, Vice President Mark Law will gladly speak to them. After hearing the Skeleton Crew's offer, he'll counteroffer: ₹1000 to clear out the Badland Kings *and* trick the Skeleton Crew into an ambush, all while liberating the rig back to into Saeph-Sadie Heavy Industries control. He implies that if they turn him down, that he'll have no choice but to go to the authorities and report the players. He asks the players to try and take Khaibar alive, and *not* turn him into the authorities, as Saeph-Sadie Heavy Industries would like to... extract... some information from him before he goes into custody. **In the encounter descriptions, text that is bold and purple-colored only happens if the players are doing the job for Vice President Law.**

If the players go to the authorities anyway, a crooked cop in the Delard City Police will report it back to the Skeleton Kings. The players won't need to go to the rig, because the police say that they'll take care of the problem, but the players won't hear anything about it after that. A few days later, set up a mission where the players are ambushed by thugs from the Skeleton Crew in retribution for ratting them out.

If the players still have the scrap airship from the Ferry Job, they can use it to get to the rig. Otherwise, they'll need to rent an airship, and if that's too expensive, a boat.

Khaibar, the leader of the Badland Kings, is a clever, calculating tyrant. He's a tall, light skinned insaan man with blonde hair and a hard, craggy face. He's missing his left ear, and his left cheek and neck are covered in an angry red burn scar. He pits his trio of lieutenants against each other, keeping a kind of cold-war peace in the gang, all while maintaining control of their operations. His signet is a silver skull wearing a crown, which he keeps as a pendant he wears around his neck.

Encounter 1: Landing Pad

Objective: Eliminate all enemy units.

Optional Objective: **Plant an explosive charge.**

Enemy Units:

3 Players: 2 Grunts, 1 Heavy

4 Players: 3 Grunts, 1 Heavy

5 Players: 3 Soldiers, 1 Heavy

If the players arrive by air, it will be under fire. They've got a hard landing and will hit the deck fighting. The Badland Kings' guards have taken up defensive positions and the players start the mission *without* concealment.

However, if the players rent or otherwise acquire a boat and arrive at night with at least some attempt at stealth, they can quietly climb up on to the landing pad without alerting the guards. If they do so, they begin the mission with concealment.

Setup: The landing pad is a wide open space hanging off the side of the rig where the players' airship (if they came in it) sits. Otherwise, there are some makeshift barricades near the door to the main rig where the guards have taken up position, and some supply crates randomly scattered around. If the players came in stealthy, then the guards are out in the open near the door having a smoke. **Mark a tile on the battlefield as the location for the explosive. A player must go to that tile and interact with the environment to plant the charge.**

Tactics: The guards fight normally.

On Success: The players defeat the guards at the door and rush into the rig.

Transition: Instant. However, if the players wish to take a short transition, then Khaibar will not be present in Encounter 2 and only in Encounter 3. If they take the instant transition, they'll have one round to try and take him out or pin him down in Encounter 2. As the GM, you might want to let them know that the quicker they get into the rig the more of a chance they have of catching the boss by surprise. **The players can use two of their transition actions to plant an explosive charge.**

Encounter 2: The Rig & The Gang

Objective: Eliminate all enemy units.

Optional Objective: **Eliminate Khaibar before he escapes.**

Optional Objective: **Plant an explosive charge.**

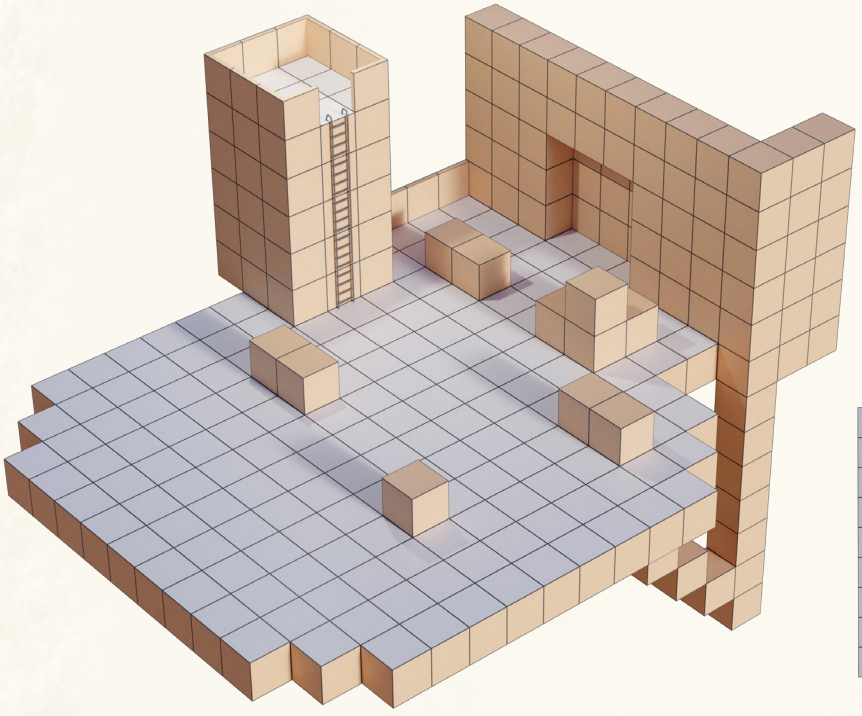
Optional Objective: **Subdue Khaibar before he escapes.**

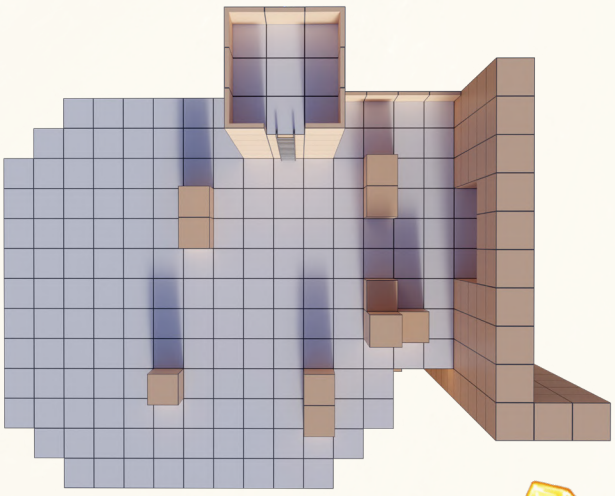
Enemy Units:

3 Players: 1 Officer, 1 Grunt, 1 Antique Autoturret, (Khaibar)

4 Players: 1 Officer, 1 Grunt, 1 Antique Autoturret, (Khaibar)

5 Players: 1 Officer, 2 Grunt, 1 Antique Autoturret, (Khaibar)





Mission 4 - Encounter 1 Battlefield

Setup: If the players used the instant transition between Encounter 1 and this encounter, Khaibar is on the battlefield about 10-12 tiles away from the escape zone, which you should clearly mark on the opposite edge of the battlefield from the players. Don't put the autoturret on high ground. **Mark a tile on the battlefield as the location for the explosive. A player must go to that tile and interact with the environment to plant the charge.**

Khaibar, Badland Kings Leader

HP: 13
Speed: 8 **Aim:** 2 **Will:** 2
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 16 **Type:** Living

Attacks

Autorifle:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** 4

Frag Grenade:
Range: Short, **Radius:** 1.5, **Damage:** d2+2
Breaking: 1, **Damage Type:** Explosive
Destroys cover

Khaibar Tactics: Khaibar uses the same tactics as the Officer but uses his Rallying Cry to surprise the players with a flanking move from one of his allies.

Abilities

Rallying Cry

Activation: > **Cooldown:** 3 **Range:** Long

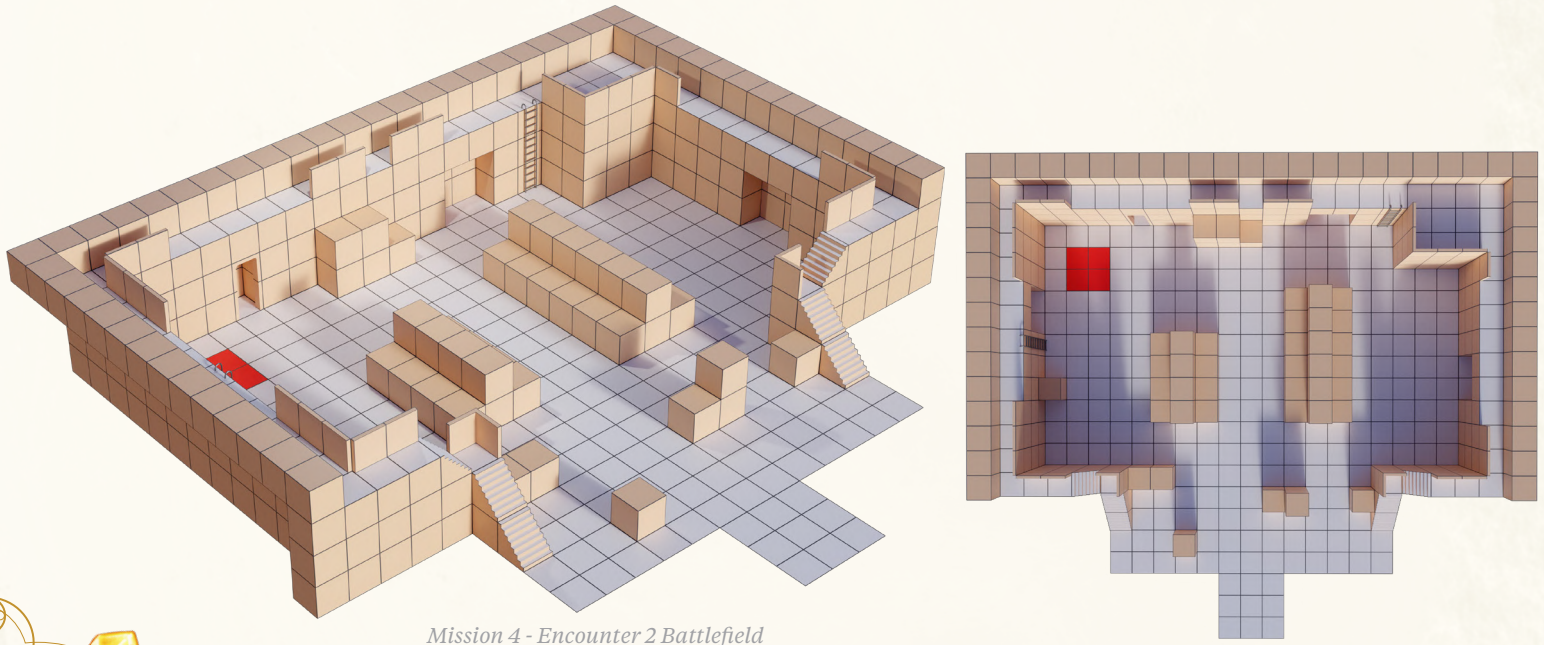
Type: Support / Life Magic

Effect: Target ally within range and line of sight gains one action. If their turn is already over, they get to use the additional action at the end of this unit's turn.

You maggots had better MOVE when I say so! Got it?

Tactics: If Khaibar is on the battlefield, he moves immediately to the escape zone on his turn. That leaves the players with just their opening turn to attack him. Keep track of his current HP when he escapes, as that will be his starting HP in Encounter 3. **Remind the players that they can make a Subdue Attack action against Khaibar when he has 2 HP remaining or less or if he has either the Stunned or Disoriented condition. If the players accidentally reduce Khaibar to zero HP, say that he is Bleeding Out, and they can use a medkit to keep him from dying. If they do, he stays unconscious and the players can carry him off the rig.**

On Success: The players move on to the next encounter. If the players **killed** or **subdued** Khaibar



Mission 4 - Encounter 2 Battlefield

in this encounter, then he will not be in the next encounter, but the players still need to clear out the rest of the rig. If Khaibar escaped, the players follow him into the bowels of the rig. **If the players subdue Khaibar, they'll need to take his unconscious body with them into the next encounter.**

Transition: If Khaibar was not in this encounter, the players don't really know where he is (he's waiting inside the rig). They can take a short transition. Otherwise, if he was in the encounter but escaped, the players need to take an instant transition and pursue him into the rig. If they **killed** or **subdued** him in this encounter, they can take a short transition. **The players can use two of their transition actions to plant an explosive charge.**

Encounter 3: Fight or Flight

Objective: Eliminate all enemy units.

Optional Objective: **Eliminate Khaibar before he escapes.**

Optional Objective: **Plant two explosive charges.**

Optional Objective: **Subdue Khaibar before he escapes.**

Enemy Units:

3 Players: 1 Antique Battlemech, 1 Bear, Khaibar

4 Players: 1 Antique Battlemech, 1 Bear, Khaibar, 1 Grunt

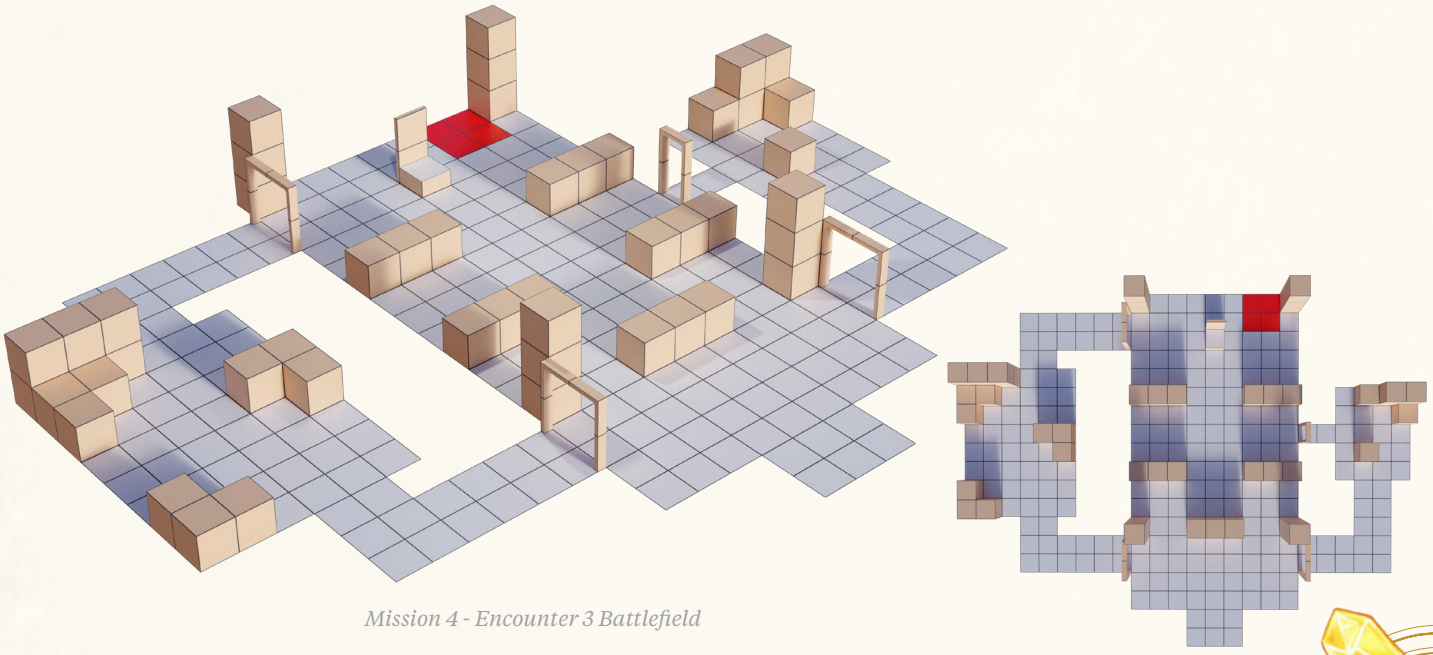
5 Players: 1 Antique Battlemech, 1 Bear, Khaibar, 1 Soldier

The players have finally cornered the Badland Kings' gang leader in the guts of the nethane rig. They find Khaibar in his "throne room," a former cafeteria converted into a crude auditorium with a large chair made of welded scrap metal in the center. Apparently, he has both a giant robot *and* a bear.

Setup: The bear and the battlemech start the encounter in the middle of the room. Mark an area for an escape hatch (2x2 tiles) at the opposite end of the battlefield from the players. **Mark two tiles on the battlefield as the locations for the explosives. A player must go to a marked tile and interact with the environment to plant a charge.**

Tactics: Khaibar fights for only two turns before trying to escape out a hatch at the back of the battlefield. The other units fight as specified in the tactics section of their enemy unit entries. **Remind the players that they can make a Subdue Attack action against Khaibar. See the note in Encounter 2 for more details.**

On Success: **If the players have so far planted all the explosive charges and succeed in placing the two charges in this room, they can extract**



Mission 4 - Encounter 3 Battlefield

out the escape hatch without having to eliminate the enemies in this encounter. If they kill Khaibar and want to extract out the hatch, one player must move to his corpse and interact with it to take his pendant, a silver image of a skull, as proof. If the players subdue Khaibar, they'll need to take his unconscious body with them.

Rewards: The players are extracting from the nethane rig that has been set with explosive charges. They do not have time to search for loot. The players may return to the Skeleton Kings with news of their success and collect their reward. The players now have an ally in the Delard City criminal underground. With Khaibar's unconscious body in hand and the rest of the gang eliminated, the crew can take a little time to search the rig for loot. They may roll twice on the Tier 1 Reward Table in Chapter 14 - Random Generation Tables. The players may return to the Saeph-Sadie offices and collect their reward from Mark Law.

Mission 5: Revenge!

Expected Crew Level: 3

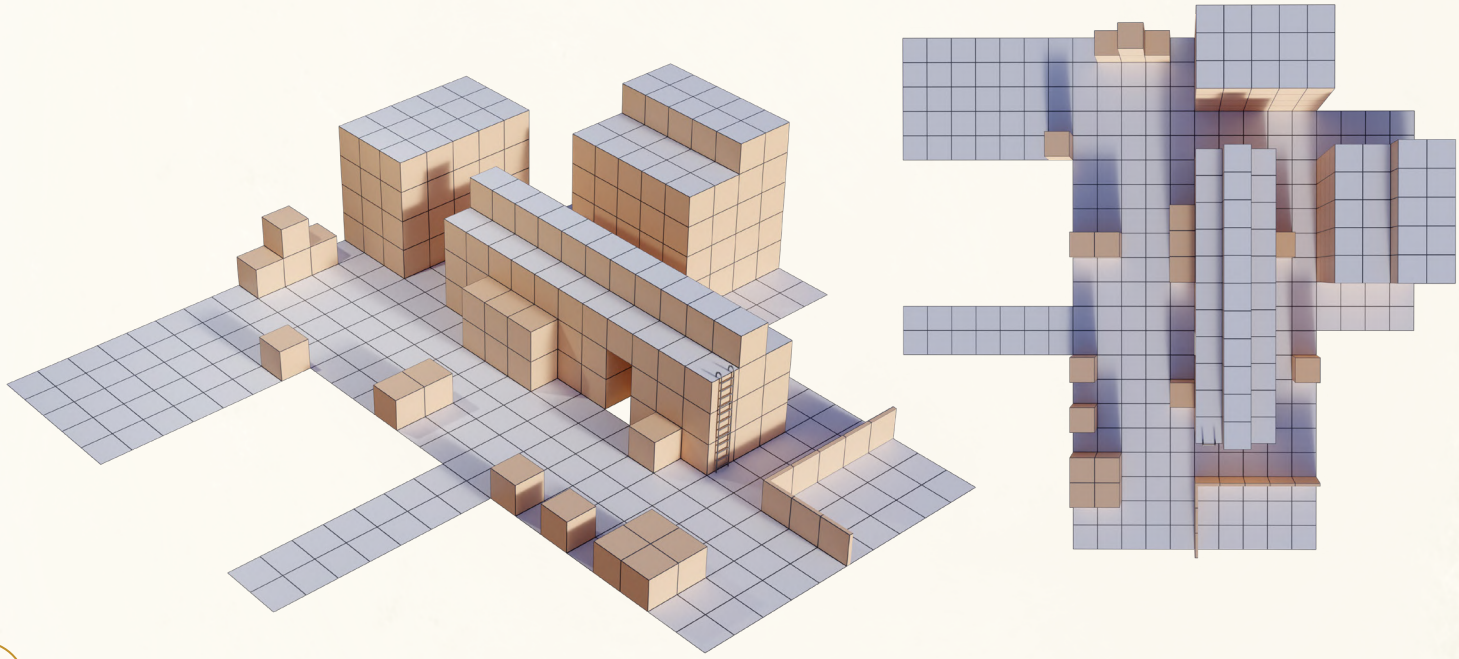
The Badland Kings are enraged. Not only have the players killed some of their recruits, stolen one of their scrap airships, and tried to kill their leader, but they made the Kings look bad!

If the players killed or captured Khaibar in Mission 4, the second-in-command of the Badland Kings, Ad Phed, has taken control. Ad Phed is a ruthless, bootlicking psycophant who practically worshiped Khaibar. He's not very bright, but he is brutal and prefers to solve problems with force rather than diplomacy. Phed is a short and stocky hinn with a mean mug and a cruel left hook. Once the news about Khaibar reached the gang, he quickly assassinated the other two lieutenants and took control of the gang. This mission description will just refer to the current leader of the Badland Kings as **Leader** in bold, red text. As the GM, you can place the correct one in context.

In the following mission, the Badland Kings will take a **Hostage** and this mission description will use bold, purple text for that character. If the players have hired any crew members for their airship, the hostage should be one of those NPCs. If the players don't have an airship or haven't hired anyone, have the hostage be Agar, their friend from the first mission.

Encounter 1: The Hostage

Objective: Eliminate all enemy units.



Mission 5 - Encounter 1 Battlefield

Optional Objective: Kiala survives the encounter.

Enemy Units:

3 Players: 2 Bounty Hunters, 1 Grunt

4 Players: 2 Bounty Hunters, 2 Grunts

5 Players: 2 Bounty Hunters, 2 Soldiers

The players are surprised by the sudden and dramatic appearance of Kiala, Agar's business partner from The Ferry Job. The big green jaan woman is extremely upset. The **Hostage** has been captured by the **Leader** of the Badland Kings in the night! The players rush out into the street only to meet two bounty hunters from the gang!

Setup: Set up a set of narrow streets and twisting alleyways. Place lots of low cover in the streets to represent merchant carts, crates, trash, and other obstacles. Allow the players to get on the rooftops if possible, and use chimneys and baths as cover on the roofs. The Bounty Hunters start in the street but dive for cover when the players draw weapons. Even though this is a "surprise" attack, let the players choose their equipped items as normal. Place Kiala as an allied unit equivalent to a Soldier on the battlefield. Remind the players that allied units take their turn during the player's phase after all the player's units have taken their turns.

Tactics: The Bounty Hunters fight as a team, one using their lightning lariat to lock down strong player characters and the other keeping the players pinned down with covering fire. The other units act as backup, harassing the players but not making aggressive moves.

On Failure: If all the player characters go out of action during this encounter, the ones that survive awake in a local hospital hours later. Friendly neighbors brought them in after the attack. However, the **Hostage** is still missing, and worse, the airship the players had was stolen (if the have an airship). This mission is over, set up a new mission to try and recover what was lost.

On Success: The players take a minute to breathe and take stock of the situation. If Kiala survives, she tells the players that the **Hostage** was taken at the players airship/Agar's ferry at the skyport.

Transition: Long. The players have a second to regroup, but need to rush off to the skyport to save their friend.

Encounter 2 - Part 1: The Hostage Rescue

Part 1 Objectives:

Objective: The **Hostage** survives the encounter.

Objective: The **Hostage** is inside the extraction zone at the end of the round.

Part 1 Enemy Units:

3 Players: 1 Enforcer, 1 Heavy

4 Players: 2 Enforcers, 1 Heavy

5 Players: 2 Enforcers, 1 Heavy, 1 Grunt

Setup: Set up a cluttered skyport landing pad with cargo crates scattered about and a short control tower or two. On the opposite side from where the players start, set up the open door of the players' airship/Agar's skyferry. Create a 4x8 tile extraction zone in front of the door to the airship. Place the **Hostage** as a Civilian unit somewhere to either side of the battlefield about halfway between the players and the extraction zone. The **Hostage** is bound, and the players must interact with them before they become an active allied unit and take turns at the end of the player phase.

Tactics: The players' goal for this part of the encounter is to free the **Hostage** and get them to the extraction zone. This part of the encounter ends and Part 2 begins at the end of the round in which the **Hostage** is within the zone.

On Failure: If all of the player characters go out of action during this encounter, the surviving units will all be captured by the Badland Kings and their leader. Set up a new mission to (potentially) escape from captivity. The **Hostage** is killed by the **Leader**.

On Success: Remove the **Hostage** from the battlefield when Part 1 ends (they're in the ship now). Now the players need to hold off the Badland Kings long enough to get the airship into the sky!

Transition: Instant, the second part of this counter begins immediately.

Encounter 2 - Part 2: The Showdown

Part 2 Objectives:

Objective: The airship startup sequence is complete and the extraction zone is free of enemy units.

Optional Objective: All player characters are in the extraction zone.

Optional Objective: Eliminate the Badland Kings' **Leader**.

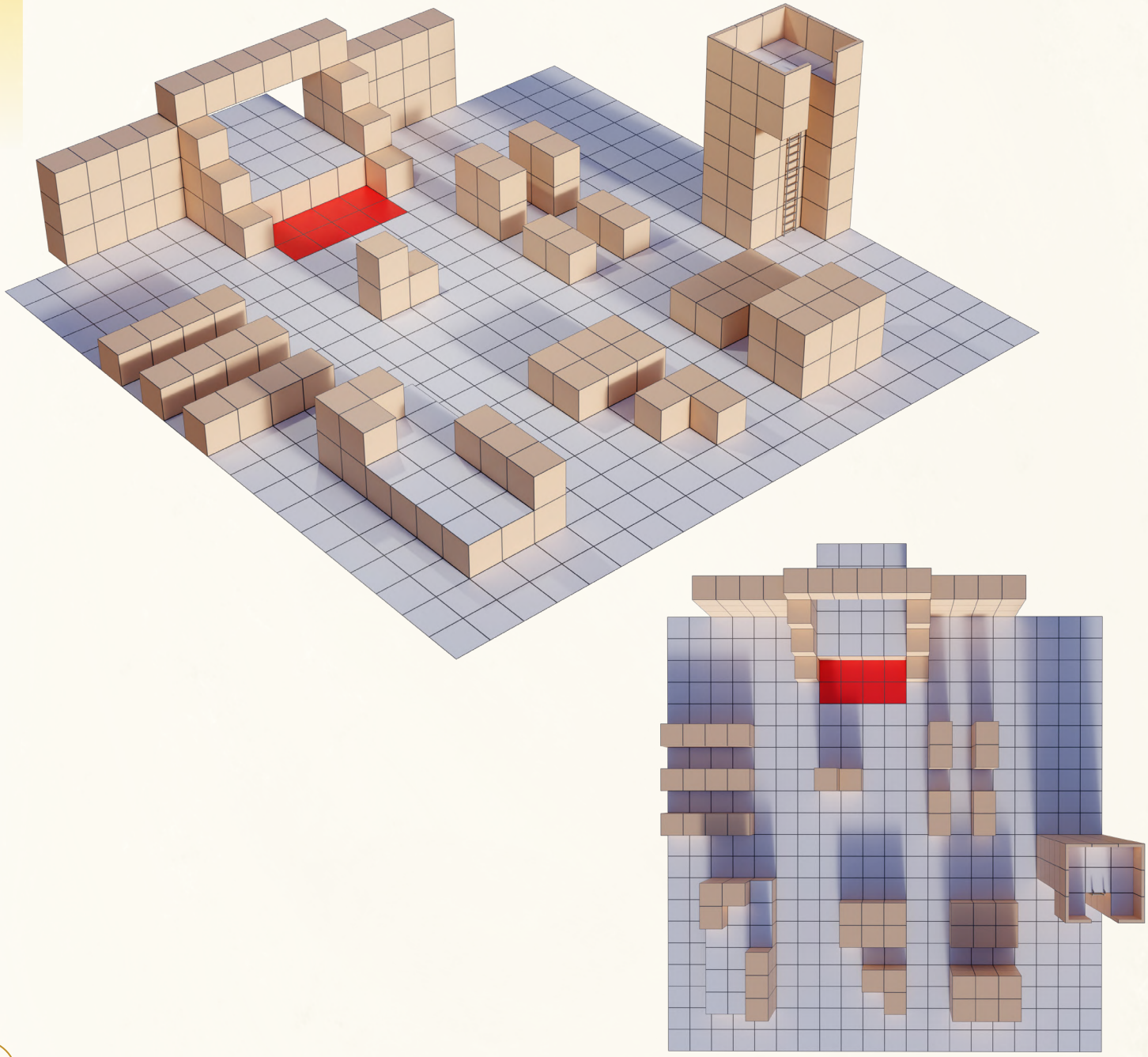
Part 2 Enemy Units:

3 Players: **Leader** (see below), 1 Duelist, 1 Medidrone

4 Players: **Leader** (see below), 1 Duelist, 1 Medidrone, 1 Grunt

5 Players: **Leader** (see below), 1 Duelist, 1 Medidrone, 1 Soldier

The **Leader** of the Badland Kings is here, and it's time for the final showdown.



Mission 4 - Encounter 2 (Parts 1 & 2) Battlefield

Setup: Create an airship startup sequence timer of 3 turns. The players will not be able to extract until this timer expires. Place the enemy units on the edge of the battlefield that the players started on in Part 1, opposite the extraction zone, and allow them one free move action, as if they were reinforcement units. Leave any units still alive from the first part of the mission where they are on the battlefield. If Khaibar is the **Leader** for this mission, use his enemy unit entry from Mission 4, above. If Khaibar is dead, use the following enemy unit entry for Ad Phed as the **Leader**:

Ad Phed, Badland Kings' New Leader

HP: 12 **AP:** 1
Speed: 8 **Aim:** 2 **Will:** 2
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 16 **Type:** Living

Attacks

Shotgun:
Range: Short, **Aim Dice:** 2, **Crit Dice:** +1
Damage: d3+3, **Crit Dmg:** +3, **Ammo:** 4
Point Blank

Cruel Left Hook (Melee):
Range: Adj, **Aim Dice:** 4, **Crit Dice:** +2
Damage: d3+1, **Crit Dmg:** +3
On Crit: Target unit gains Stunned 1

Ad Phed Tactics: Ad Phed uses the same tactics as the Duelist but uses his special melee attack instead of a melee weapon.

You made me mad! Now I'm gonna rearrange your face!

Tactics: Khaibar is more cautious after the last fight (or if Khaibar's dead, Ad Phed doesn't want to lose this fight since he just gained control of the gang), so they've brought the Badland Kings very precious Medidrone to help keep him alive. The Duelist starts by hanging back and taking pot shots with its pistol, but as the startup sequence timer gets low it acts especially aggressive and tries to get into the extraction zone. The **Leader**, as well, will try to move into the extraction zone as the timer approaches zero.

Extra Challenge

If Khaibar is not dead and you want to make this encounter more challenging for the players, replace the Duelist unit with Ad Phed so the players have to face both the leader and the lieutenant.

The players may choose when to extract. If they want to continue fighting and try to take out the Leader, they may stay on the battlefield after the startup sequence timer is expired.

Note for the GM

On Failure: Same result as Part 1, except the **Hostage** escapes with the airship. They're likely to bring help to free the captured crew.

On Success: The ordeal is over. The players and the Hostage celebrate their escape and breathe a sigh of relief. If the players failed to kill the **Leader**, the Badland Kings will continue chasing the players and hounding them wherever they go. If the players killed Khaibar during this mission, Ad Phed will take over the Badland Kings and eventually hunt the players down. Allow the players to immediately undertake **Mission 5X** below. If the players killed Ad Phed during this mission, they can enjoy some actual relief. The Badland Kings will dissolve without sufficient leadership, award the players **1 Bonus XP** and let them loot the Badland Kings base of operation, see Rewards for Mission 5X, below.

Rewards: If Khaibar was the **Leader** in this mission, and the players killed him, they can collect his pendant and collect the bounty from the Skeleton Kings.

Bonus Rewards: If the **Leader** was killed during this mission, the leader of the Skeleton Crew (even if the players have beef with them), sends the crew a gold-plated autorifle (unique ranged weapon mod: "*Gold Plated: +1 Crit Dice*," that cannot be removed) worth ₹500 if sold.

Mission 5X - Extermination (Optional)

Expected Crew Level: 3

Give the players a chance to take out the Badland Kings once and for all. Have the players do a short investigation to find out the location of the Badland Kings base of operations. A contact in the Skeleton Crew can give them that info. Otherwise, Kiala can find the information on the body of one of the bounty hunters.

The Badland Kings' former hideout is a scrapyard in the middle of the badlands in central Delard. They kept it maintained even though the primary headquarters had moved to the Saeph-Sadie nethane rig when Khaibar took it. After Khaibar's death and Ad Phed's bloody coup, the new gang leader made the old scrapyard the main Badland Kings base again.

This is a simple, straightforward, one-encounter mission. Let the players blow off some steam, get some revenge, and use their new abilities from leveling up.

Encounter 1: Takedown

Objective: Eliminate all enemy units.

Enemy Units:

3 Players: Ad Phed, 1 Commando, 1 Soldier

4 Players: Ad Phed, 1 Officer, 1 Commando

5 Players: Ad Phed, 1 Officer, 1 Commando, 1 Soldier

Setup: Create a battlefield that represents the scrapyard home of the Badland Kings. Place Ad Phed somewhere in the middle and scatter the rest of the enemies around the space. See Ad Phed's enemy unit entry in the previous mission.

Tactics: The players have a possibility to engage each enemy one-by-one. This should be a cake walk for the players and feel good to smack down the Badland Kings, once and for all.

On Success: The Badland Kings are no more! Without the leadership of Ad Phed or Khaibar, the gang dissolves on its own.

Rewards: There are numerous valuable airship parts in the scrapyard worth ₹2000. Additionally, they find the Kings' stash of equipment. Roll three times on the Tier 1 Reward Table in Chapter 14 - Random Generation Tables.

Conclusion

The players have had a rough week, but they made it through. Now's a good time for them to have a lull in the fighting and just relax and enjoy life. Have Agar and Kiala invite them over for dinner. Have the Skeleton Kings send a new crewmate for the players to hire. If they worked with VP Law, have a gift package arrive from Saeph-Sadie Industries or invite them to tour the newly renovated nethane rig they liberated.

Give them some time to spend their hard-earned money, swap mods, and kit themselves out. This might be a good time for them to upgrade from their scrap airship to something more comfortable and reliable.

This example campaign is over. Once your players are ready for more action, you can find some interesting characters with plot hooks in the Chapter 11 - Dramatis Personae, or create your own!

14

Random Generation Tables

This chapter is designed to help you easily create content for your Zafir game. You can certainly choose exactly the enemy units the players will face and the rewards they earn, but these tables can speed things up for you, especially if you're new to the world of Zafir.

If an entry contains a dice formula, roll that formula and apply that number to the entry. For "3d6", roll three d6s and add them together.

If an entry contains a dice formula followed by a list of items in parentheses, roll the die and select the item in the parentheses that corresponds with the number you rolled. If the entry reads: "d3(Pistol, Sword, Autorifle)," then roll a d3 and on a 1 choose the pistol, on a 2 choose the sword, and on a 3 choose the autorifle.

Rewards

These loot tables can randomly generate appropriate rewards for missions and encounters by player level. Begin by rolling on the appropriate Random Rewards table for your players' level, then follow the instructions and roll on additional tables ad necessary.

An entry of a dice formula in parenthesis after the Riyals symbol: ₹(number) indicates that you should roll that dice combination, sum the results, and award that many riyals.

Reward tables begin on the next page.

Tier 1 Reward Tables (Level 2-5)

Tier 1 Reward Table:

D6	REWARD ENTRY
1	₹(3d6), roll again on the ***Tier 1 Utility Item*** table
2	₹(3d6), roll again on the ***Tier 1 Grenade*** table
3	₹(3d6), roll again on the d3(***Tier 1 Body Armor***, ***Tier 1 Headgear, Tier 1 Weapon***) table
4	₹(4d6), roll again on the ***Tier 1 Mod*** table
5	₹(5d6), roll again on the ***Tier 1 Mod*** table
6	₹(6d6), roll again ***d2 times*** on the ***Tier 1 Mod*** table

Tier 1 Utility Item Table:

D6	UTILITY ITEMS
1-3	Medkit
4	Zephyrite Shard
5	d3(Gaianite Shard, Magitech Medkit, Salvation Charm)
6	d3(Shield Charger, Manticore Detector, Undead Detector)

Tier 1 Grenade Table:

D6	GRENADES
1	Frag Grenade
2	Flashbang Grenade
3	Smoke Grenade
4	Nethane Flask
5	Acid Flask
6	Poison Flask

Tier 1 Body Armor Table:

D6	BODY ARMOR
1-3	Ballistic Vest
4-5	Tactical Harness
6	Mage Armor

Tier 1 Headgear Table:

D6	HEADGEAR
1-2	Ballistic Helmet
3	Ballistic Mask
4	Farsight Monocle
5	Oxygen Mask
6	Reactive Visor

Tier 1 Weapon Table:

D6	TIER 1 WEAPON TYPE
	1-3: Primary, **4-5:** Secondary, **6:** Special Equipment

D66	PRIMARY
11-15	Autocannon
16-24	Crossbow
25-33	Sniper Rifle
34-42	Shotgun
43-51	Scout Rifle
52-56	SMG
61-66	Autorifle

D6	SECONDARY
1	Pistol
2	Heavy Pistol
3	Autopistol
4	Sword
5	Waraxe
6	Stun Baton

D6	SPECIAL EQUIPMENT
1-3	Spell Focus
4-6	Idiophone

Tier 1 Mod Table:

D6	MODS
1-2	Roll again on the ***Tier 1 Ranged Weapon Mod*** table
3	Roll again on the ***Tier 1 Melee Weapon Mod*** table
4	Roll again on the ***Tier 1 Body Armor Mod*** table
5	Roll again on the ***Tier 1 Arcane Focus Mod*** table
6	Roll again on the ***Tier 1 Spiritual Resonator Mod*** table

Tier 1 Ranged Weapon Mod Table:

D66	RANGED WEAPON MODS
11-13	Optics
14-16	Reflex Sight
21-23	Grip
24-26	Extended Magazine
31-33	Autoloader
34-36	Small Bayonet
41-43	Undermount Launcher
44-46	Autotracker
51-53	Suppressor
54-56	Hair Trigger
61-63	Lucky Charm
64-66	High-power

Tier 1 Arcane Focus Mod Table:

D66	ARCANE FOCUS MODS
11-13	Gaia Rune
14-16	Baldyr Rune
21-23	Zephyr Rune
24-26	Zephyrite Substructure
31-36	Decorative Charm
41-46	Auranite Substructure
51-53	Gaianite Substructure
54-56	Copper Lattice
61-63	Platinum Lattice
64-66	Titanium Lattice

Tier 1 Melee Weapon Mod Table:

D6	MELEE WEAPON MODS
1-2	Lightweight Blade
3	Serrated blade
4	Vibroblade
5	Chainsaw Blade
6	Parrying Hilt

Tier 1 Body Armor Mod Table:

D66	BODY ARMOR MODS
11-15	Lightweight Materials
16-24	Lover's Token
25-33	Blast Padding
34-42	Extra Pocket
43-51	Flexible Materials
52-56	Knee Pads
61-66	Reinforced Materials

Tier 1 Spiritual Resonator Mod Table:

D6	SPIRITUAL RESONATOR MODS
1-2	Decorative Charm
3	Gold Etching
4	Silver Etching
5	Sandalwood Parts
6	Hemlock Parts

Tier 2 Reward Tables (Level 6-10)

Tier 2 Reward Table:

D6	RESULT
1	₹(2d6 × 10), roll again on the d2(***Tier 1 Utility Item***, ***Tier 2 Special Ammo***) table *(next page)*
2	₹(3d6 × 10), roll again on the d2(***Tier 2 Grenade***, ***Tier 2 Heavy Weapon***) table
3	₹(3d6 × 10), roll again on the d3(***Tier 2 Weapon***, ***Tier 2 Body Armor***, ***Tier 2 Headgear***) table *(next page)*
4	₹(4d6 × 10), roll twice on the ***Tier 1 Reward Table***
5	₹(4d6 × 10), roll again on the ***Tier 2 Mod table*** *(next page)*
6	₹(5d6 × 10), roll again ***d2 times*** on the ***Tier 2 Mod*** table *(next page)*

Tier 2 Grenade Table:

D6	GRENADES
1	Z-Tech Grenade
2	Caustic Grenade
3	Venom Grenade
4	Flame Seal
5	Storm Seal
6	Heavy Smoke Screen

Tier 2 Heavy Weapon Table:

D6	HEAVY WEAPONS
1-3	Rocket Launcher
4-6	Shredder Rocket

Tier 2 Special Ammo Table:

D66	SPECIAL AMMO
11-13	Baldyrsteel Rounds (d6 reloads)
14-16	Zephyrite Rounds (d6 reloads)
21-23	Nethane Rounds (d6 reloads)
24-26	Auranite Rounds (d6 reloads)
31-34	Azi Rounds (d6 reloads)
35-42	Daevacite Rounds (d6 reloads)
43-46	AP Rounds (d6 reloads)
51-54	Seeker Rounds (d6 reloads)
55-62	Disruptor Rounds (d6 reloads)
63-66	Rock Salt Rounds (d6 reloads)

Tier 2 Body Armor Table:

D6	BODY ARMOR
1-2	Composite Armor
3	Advanced Mage Armor
4	Animated Armor
5	Spider Suit
6	Exosuit

Tier 2 Headgear Table:

D6	HEADGEAR
1-4	Puremind Coronet
5-6	Soulsight Goggles

Tier 2 Weapon Table:

D6	TIER 2 WEAPON TYPE
	1-3: Primary, **4-5:** Secondary, **6:** Special Equipment

D66	PRIMARY
11-15	Arcanite Autocannon
16-24	Arcanite Bowcaster
25-33	Arcanite Sniper Rifle
34-42	Arcanite Shotgun
43-51	Arcanite Scout Rifle
52-56	Arcanite SMG
61-66	Arcanite Autorifle

D6	SECONDARY
1	Arcanite Pistol
2	Arcanite Heavy Pistol
3	Arcanite Autopistol
4	Baldyrsteel Sword
5	Baldyrsteel Waraxe
6	Arcanite Stun Baton

D6	SPECIAL EQUIPMENT
1-3	Arcane Sigil
4-6	Resonance Fluctuator

Tier 2 Mod Table:

D6	MODS
1-2	Roll again on the ***Tier 2 Ranged Weapon Mod*** table
3	Roll again on the ***Tier 2 Melee Weapon Mod*** table
4	Roll again on the ***Tier 2 Body Armor Mod*** Table
5	Roll again on the ***Tier 2 Arcane Focus Mod*** table
6	Roll again on the ***Tier 2 Spiritual Resonator Mod*** table

Tier 2 Ranged Weapon Mod Table:

D66	RANGED WEAPON MODS
11-12	Magitech Autotargeter
13-14	Heads Up Display
15-16	Custom Stock
21-23	Large Extended Magazine
24-26	Powered Autoloader
31-33	Full Bayonet
34-36	Infernolator
41-43	Corrosionator
44-46	Shockifier
51-53	Magitech Suppressor
54-56	Seeker Sight
61-63	Gold Inlay
64-66	Large-caliber

Tier 2 Melee Weapon Mod Table:

D6	MELEE WEAPON MODS
1-2	Brutal Serrated Blade
3-4	Double Parrying Hilt
5	Ultra-lightweight Blade
6	Powered Vibroblade

Tier 2 Arcane Focus Mod Table:

D66	ARCANE FOCUS MODS
11-14	Iomi Rune
15-22	Fidget Spinner
23-26	Citrine Orb
31-34	Obsidian Orb
35-42	Inferno Inscription
43-46	Thunder Inscription
51-54	Mysterious Inscription
55-62	Uplifting Inscription
63-66	Rhodium Lattice

Tier 2 Body Armor Mod Table:

D66	BODY ARMOR MODS
11-14	Hazmat Lining
15-22	Fireproof Lining
23-26	Jump Jets
31-34	Arcane Deflectors
35-42	Electric Diffuser
43-46	Dissonance Resonators
51-54	Heavy-Duty Blast Padding
55-62	Cargo Container
63-66	Camouflage

Tier 2 Spiritual Resonator Mod Table:

D66	SPIRITUAL RESONATOR MODS
11-15	Electrum Etching
16-24	Platinum Etching
25-33	Beryllium Etching
34-42	Ebony Parts
43-51	Mahogany Parts
52-56	Teak Parts
61-66	Auranite Power Cell

Tier 3 Reward Tables (Level 11+)

Tier 3 Reward Table:

D66	RESULT
11-16	₹(d3 × 100), roll again on the d2(***Tier 1 Utility Item***, ***Tier 2 Special Ammo***) table
21-26	₹(d3 × 100), roll again on the d2(***Tier 3 Grenade***, ***Tier 3 Heavy Weapon***) table
31-36	₹(d6 × 100), roll again on the d2(***Tier 3 Weapon***, ***Tier 3 Body Armor***) table
41-46	₹(d6 × 100), roll twice on the ***Tier 2 Reward Table***
51-56	₹(d6 × 100), roll again ***d2 times*** on the ***Tier 3 Mod table***
61-64	₹(2d6 × 100), roll again ***2 times*** on the ***Tier 3 Mod table***
65	₹(10d6 × 100), Hidden Treasure!
66	Legendary! Roll again on the ***Legendary Reward table***

Tier 3 Grenade Table:

D6	GRENADES
1-2	Roll on the ***Tier 2 Grenade Table***
3-4	Elder Flame Seal
5-6	Elder Storm Seal

Tier 3 Heavy Weapon Table:

D6	HEAVY WEAPONS
1	Roll on the ***Tier 2 Heavy Weapon Table***
2-3	Skylance Missile
4	Voltaic Discharger
5	Acid Distribution Unit
6	Martyr Charge

Tier 3 Body Armor Table:

D6	BODY ARMOR		
1	Z-Tech Armor	4	Battleframe
2	Blink Suit	5	Aegis Mechsuit
3	Spectre Suit	6	Baldyr Golem Armor

Tier 3 Weapon Table:

D6	TIER 3 WEAPON TYPE
	1-3: Primary, **4-5:** Secondary, **6:** Special Equipment

D66	PRIMARY
11-15	Z-Tech Autocannon
16-24	Z-Tech Bolter
25-33	Z-Tech Sniper Rifle
34-42	Z-Tech Shotgun
43-51	Z-Tech Scout Rifle
52-56	Z-Tech SMG
61-66	Z-Tech Autorifle

D66	SECONDARY
11-15	Z-Tech Pistol
16-24	Z-Tech Heavy Pistol
25-33	Z-Tech Autopistol
34-42	Stormblade
43-51	Flameblade
52-56	Warbreaker
61-66	Animated Sword

D6	SPECIAL EQUIPMENT
1-3	Divine Source
4-6	Magitech Theremin

Tier 3 Mod Table:

D6	MODS
1-2	Roll again on the ***Tier 3 Ranged Weapon Mod*** table
3	Roll again on the ***Tier 3 Melee Weapon Mod*** table
4	Roll again on the ***Tier 3 Arcane Focus Mod*** table
5	Roll again on the ***Tier 3 Spiritual Resonator Mod*** table
6	Roll again on the ***Tier 3 Body Armor Mod*** Table

Tier 3 Ranged Weapon Mod Table:

D66	RANGED WEAPON MODS
11-15	Farsight Optics
16-24	Soulsight Target Display
25-33	Animated Stock
34-42	Huge Extended Magazine
43-51	Enthralled Autoloader
52-56	Voidsilence Suppressor
61-66	Elegant Platinum Inlay

Tier 3 Arcane Focus Mod Table:

D66	ARCANE FOCUS MODS
1-2	Void Rune
3-4	Ancient Pendant
5	Emerald Rod
6	Iridium Lattice

Tier 3 Spiritual Resonator Mod Table:

D6	SPIRITUAL RESONATOR MODS
1	Baldyr Etching
2	Bismuth Etching
3	Iridium Etching
4	Gilt Lily
5	Ironwood Parts
6	Daevacite Power Cell

Tier 3 Melee Weapon Mod Table:

D6	MELEE WEAPON MODS
1-2	Animated Weapon
3-4	Assassin's Blackblade
5	Blessed Blade
6	Hunting Blade

Tier 3 Body Armor Mod Table:

D66	BODY ARMOR MODS
11-15	Sunweave
16-24	Shield Battery
25-33	Leg Servos
34-42	Meditech
43-51	Adrenaline Stimulants
52-56	Medical Satchel
61-66	Shock Absorbers

Legendary Reward Table:

D66	LEGENDARY REWARDS	TYPE
11-12	Righteous Nomad	Primary Weapon - Autorifle
13-14	Zaul	Primary Weapon - Shotgun
15-16	Eskandar Rifle	Primary Weapon - Scout Rifle
21-23	Three Kings	Primary Weapon - Pistol
24-26	Netherscythe	Secondary Weapon - Axe
31-33	Shamshir-e Zomorrodnegar	Secondary Weapon - Sword
34-36	Voidstone Shard	Utility Item
41-43	The Hand of Death	Melee Weapon Mod
44-46	Bloodsteel Twinblade	Melee Weapon Mod
51-53	Voidstone Pommel	Melee Weapon Mod
54-56	Reactive Sensors	Body Armor Mod
61-63	Absorption Field	Body Armor Mod
64-66	Shield Generator	Body Armor Mod

NPCs

Need to create a person on the fly for your players to talk to? Use these tables to create a sapient of Zafir.

> ***Tip:*** *As a player, you can also use these tables to flesh out your character's origins.*

Species

D6	SPECIES	ROLL AGAIN
1	Insaan	Roll on the National Origin table, below
2	Hinn	Roll on the National Origin table, below
3	Rhuthari	**1-3:** Savanna (GTS), **4-5:** Coastal (CGT), **6:** Exile
4	Dyn	**1-5:** Dyn-errad, **6:** Dyn-essat
5	Ath'enki	**1-4:** Subterranean, **5:** Moved to the surface, **6:** Born on the surface
6	Jaan	**1-4:** Aquatic, **5-6:** Arboreal

Pronouns

D6	PRONOUNS	OPTIONAL ROLL AGAIN
1-2	she/her	
3-4	he/him	
5-6	they/them	***Alt. Pronoun*** **- 1-3:** they/them, **4:** one/oneself, **5:** xe/xem, **6:** ze/zir

Name

Roll on the table that corresponds with the NPC's species and pronouns.

		INSAAN GIVEN NAMES	
D6	**MASCULINE**	**FEMININE**	**ANY GENDER**
1	Jonathan	Koichi	Aki
2	Marcus	Jennifer	Bevan
3	Atandwa	Naima	Hunter
4	Nozumo	Layla	Rei
5	Farid	Yasmine	Scout
6	Yousef	Gertrude	Zaza

		INSAAN FAMILY NAMES	
D66	**1-2**	**3-4**	**5-6**
1	Baker	Smith	Higge
2	Holstead	Sunkett	Al-Kwarismi
3	Akosh	Nyongo	Gurira
4	Takashi	Petrunich	Hernandez
5	Trewella	Shao	Amedda
6	Pin	Vanater	Zulu

HINN GIVEN NAMES			
D6	**MASCULINE**	**FEMININE**	**ANY GENDER**
1	Elleran	Aleria	Aramani
2	Omar	Gelleneth	Auden
3	Malon	Fareena	Janus
4	Relanor	Tela	Hadli
5	Makatosh	Nadia	Katana
6	Kevin	Octavia	Reinn

HINN FAMILY NAMES (ETHERIAN)			
D66	**1-2**	**3-4**	**5-6**
1	Orivaris	Elion	Nephinae
2	Elpharae	Alavara	Ilmadia
3	Elandor	Halanaestra	Saphielle
4	Xilren	Thaola	Zestari
5	Umeleth	Vaeri	Aenwyn
6	Myrdin	Zilyana	Haera

RHUTHARI CHOSEN NAMES			
D6	**MASCULINE**	**FEMININE**	**ANY GENDER**
1	Fetu	Tueila	Ainalani
2	Palueiite	La-ei	Aputi
3	Rangi	Lanuola	Laki
4	Tamati	Asoese	Kerubo
5	Barmasai	Akinyi	Kioko
6	Lo-ikerra	Makena	Nataana

RHUTHARI TRIBAL NAMES			
D66	**1-2**	**3-4**	**5-6**
1	al-Njeri	al-Arana	al-Omondi
2	al-Kikuyu	al-Kura	al-Devi
3	al-Maina	al-Ora	al-Juma
4	al-Mwangi	al-Turi	al-Palakiko
5	al-Kimani	al-Kama	al-Shah
6	al-Odhiambo	al-Kaukai	al-Ashi (Exile)

D6	DYN NAMES - ANY GENDER		
1	Ash	Bekke	Gage
2	Bo	Jai	Wren
3	Denn	Perl	Star
4	Kye	Quin	Poz
5	Jax	Chik	Bru
6	Mack	Viv	Xed

ATH'ENKI GIVEN NAMES			
D6	**MASCULINE**	**FEMININE**	**ANY GENDER**
1	L'uriz	Chabat	Marzuk
2	Kathaxo	Bann'ika	Lazgak
3	Li'vogorak	Ch'koda	B'hak
4	Ha'rakan	Kruthani	Vet'kag
5	Koshtuko	Eshozi	Gonka
6	Kagan'a	Inkathu	Za'kath

ATH'ENKI FAMILY NAMES			
D66	**1-2**	**3-4**	**5-6**
1	K'tuj	Fromdak	Harstarni
2	Lashtal	Zetroc	Ong'kud
3	Oh	Merk'ikot	Thal'nuut'ong
4	Vox	Mol'vixo	Ghazat
5	N'guchat	Vasht	Inzego'no'gorek
6	Uzak	Zagnatz	Zarod

D6	**JAAN NAMES - ANY GENDER**
1	Agoranamchanigaragara "Gara"
2	Maltinoragbarinthia "Malta"
3	Farudammangeringthoriadishmalchannagath "Chi-chi"
4	Torrakamundabaruthadaring "Rakamunda"
5	Ishinsherishawankalatisheevarundi "Ishi"
6	Lalamomoannanciama "Lala"

Advanced Jaan Name Generator:

If you want to create more unique jaan names, roll d3+3 times on the following table and put each piece of the name together, capitalizing only the first letter. If the end of one name part doesn't sound good with the beginning of the next name part, add an "a" or "i" between them. Choose a portion of the name near the beginning or the end to use as the nickname.

ADVANCED JAAN NAME GENERATOR						
D66	**1**	**2**	**3**	**4**	**5**	**6**
1	Salli	Namora	Agallo	Morchan	Nichoto	Killi
2	Machin	Dalin	Foratu	Norga	Porcha	Varundi
3	Ishin	Toras	Malind	Forgo	Moanna	Ciama
4	Taliz	Waka	Mundba	Uvadra	Ormiz	Matchink
5	Oliana	Farud	Boborik	Ukkrund	Pluuzim	Rema
6	Kikaa	Shalund	Barutha	Gigara	Chini	Zanna

Age

D6	AGE		
1	Child	4	Adult
2	Adolescent	5	Older Adult
3	Young Adult	6	Elderly

Appearance

Roll on the table that corresponds with the NPC's species or on the General Appearance table for visible traits that can apply to anyone. Roll multiple dice on as many columns as are applicable for the NPC.

General Appearance

D66	1-2	3-4	5-6
1	d2(Attractive, Unattractive)	Piercing Eyes	Laugh Lines
2	d3(Thin, Average, Fat)	Big Smile	Wrinkles
3	d2(Tall, Short)	Manicured Fingernails/Claws	Dirty
4	Crooked Teeth	Facial Scar	Burn Scars
5	Sunken Eyes	Heterochromatic Eyes	d2(Fragile, Robust)
6	Freckles	Bad Complexion	d2(Large, Small) Nose

Insaan/Hinn Appearance

D6	SKIN COLOR	EYE COLOR	HAIR COLOR	HAIR TYPE	FACIAL HAIR
1	Pale	Brown	Black	Straight	None
2	White	Green	Dark Brown	Wavy	Sideburns
3	Tan	Blue	Medium Brown	Curly	Goatee
4	Olive	Hazel	Light Brown	Kinky	Mustache
5	Brown	Yellow	Blonde	d2(Short, Long)	Trimmed Full Beard
6	Black	Gray	Red	Bald	Bushy Full Beard

Ath'enki Appearance

D6	SKIN COLOR	HAIR COLOR	HAIR TYPE	EYE COLOR
1	Pale Blue	Black	Straight	Cyan
2	Azure	Black	Wavy	Blue
3	Pale Purple	Black	Curly	Orange
4	Violet	White	Kinky	White
5	White	White	d2(Short, Long)	Purple
6	Gray	White	Bald	Yellow

Rhuthari Appearance

D6	FUR PATTERN	FUR COLOR	MANE	EYE COLOR
1	Solid	Black	None	Gold
2	Patchy	Gray	None	Blue
3	Striped	Tan	Braided	Yellow
4	Spotted	Brown	Trimmed	Copper
5	Bicolor	Orange	Full	Green
6	Tricolor	Blue-gray	Mohawk	Orange

Dyn Appearance

D6	FUR COLOR	MUZZLE & PAWS	EYE COLOR
1	Red	Same	Gold
2	Golden-Red	Same	Gold
3	Amber	Same	Gold
4	Burgundy	Black	Blue
5	White	White	Blue
6	Gray	White	Blue

Jaan Appearance

D6	SKIN COLOR	SKIN PATTERN	SKIN TEXTURE	EYE COLOR
1	Yellow-Green	Solid	Smooth	Green
2	Green	d2(Speckled, Spotted)	Smooth	Yellow
3	Dark Green	Striped	Keeled	Orange
4	Red-Orange	Crossbanded	Rough	Teal
5	Blue	Blotched	Bumpy	Black
6	d2(Black, White)	Diamonds	Spikey	Brown

Religion

D6	RELIGION	ROLL AGAIN
1	Agnosticism	***Beliefs*** **-** 1-4: Agnostic, 5-6: Atheist
2	The Fivefold Church	***Patron Deity*** **-** 1: The Father, 2: The Mother, 3: The Messenger, 4: The Zephyr, 5: The Daeva, 6: Worship all equally
3	Holy Zephyrian Church	***Piety*** **-** 1-4: Devout, 5-6: Just attend on holidays
4	Adeptus Daevonium	***Personal Daeva*** **-** 1-3: Afrit, 4: Adrammalech, 5: Ahriman, 6: (name your own shahdaeva)
5	Disciples of Jack	***Manifestation*** **-** 1-5: Has not met Jack, 6: Has met Jack
6	***Other***	1-2: Ur-Father, 3: Kakkara, 4-5: Earth Mother, 6: Moon Priesthood

National Origin

Roll on the table and column that corresponds with the NPC's species.

D6	INSAAN	HINN	ATH'ENKI
1	Delardian Federation	Free Eskandar	Prelacy (Ath'a)
2	Sultain Imperium	Enclave (roll Insaan)	Prelacy (Deth'a)
3	Burvor	Integrated (roll Insaan)	Prelacy (Mack'a)
4	Daul	Prelacy (roll Ath'enki)	Prelacy (Tosh'a)
5	Morril	Nomadic	Prelacy (other city)
6	Nomadic	Nomadic	Surface (roll Insaan)

D6	RHUTHARI	DYN	JAAN
1	GTS	Wanderer (roll Insaan)	Amagar Confederation
2	GTS	Wanderer (roll Hinn)	Amagar Confederation
3	GTS	Wanderer (roll Ath'enki)	Amagar Confederation
4	CGT	Wanderer (roll Rhuthari)	Amagar Confederation
5	CGT	Wanderer (roll Jaan)	Amalachia
6	Exile	Republic of Essat	Amalachia

Economic Status

2D6	ECONOMIC STATUS
1-3	Destitute
4-7	Working Poor
8-9	Middle Class
10	Business Class
11	Wealthy
12	Royalty (or equivalent)

Social Status

2D6	SOCIAL STATUS
1	Untouchable
2	Pitiable
3-9	Anonymous
10	Respected
11	Aristocrat
12	Famous/Infamous

Personality Traits

Roll 1-3 times on the Positive Personality Traits Table and up to 1 time on the Negative Personality Traits Table. If you want your players to dislike this NPC more, add more negative traits.

Positive Personality Traits Table:

D66	1	2	3	4	5	6
1	Adventurous	Affectionate	Brave	Careful	Charming	Curious
2	Dignified	Easy-going	Fearless	Generous	Humble	Idealistic
3	Insightful	Kind	Logical	Meticulous	Neat	Obedient
4	Organized	Persistent	Persuasive	Plucky	Quiet	Relaxed
5	Reliable	Romantic	Selfless	Self-disciplined	Shy	Sociable
6	Stoic	Suave	Thoughtful	Unassuming	Vivacious	Wise

Negative Personality Traits Table:

D66	1	2	3	4	5	6
1	Abrasive	Aloof	Anxious	Arrogant	Blunt	Boring
2	Cowardly	Cruel	Demanding	Dishonest	Dogmatic	Erratic
3	Flippant	Forgetful	Greedy	Hesitant	Impatient	Impulsive
4	Killjoy	Melodramatic	Narrow-minded	Neglectful	Nosy	Obnoxious
5	Over-critical	Paranoid	Pretentious	Quick-tempered	Rude	Selfish
6	Slovenly	Stubborn	Tense	Unfriendly	Vague	Weak-willed

Disability

Including disabled people in your world can be empowering and encouraging for your players who have disabilities themselves. Do not treat an NPC's disability as a negative trait, but as a neutral trait. It's simply a fact about that person that affects their daily life to some extent.

IMPORTANT: *If you choose to include a character with a disability in your game, it is vital that you research the appropriate ways to represent this character and their disability without relying on damaging stereotypes.*

D66	DISABILITY
11-43	Non-disabled
44-46	d3(Anxiety, Depression, Both), or some other mental illness
51	d2(Vision Impairment, Deaf/Hard of Hearing)
52-53	d3(ADHD, Tourette's, Speech Impediment), or some other neurodevelopmental condition
54-61	Chronic Pain, or other health condition
62-63	Reduced Mobility (may use a mobility aid like a cane or wheelchair), or some other physical disability
64	Autism Spectrum, or some other neurodivergent condition
65-66	d2(Heart Arrhythmia, Kidney Failure), or some other organ condition

Familial Status

Monogamy: *The following table tends toward monogamous relationships, which are the norm in Zafir but not the rule. Polyamorous relationships are uncommon but not taboo. If this NPC is non-monogamous, you can roll multiple times on the chart for each of their relationships.*

Age: *Age has a high correlation with familial status. If you rolled "Child" or "Adolescent" above, it's appropriate to ignore their relationship status for children, choose "Single" or "In a relationship" for adolescents, assume the child or adolescent lives with their parents, and has no children of their own.*

D6	RELATIONSHIP STATUS	LIVING ARRANGEMENTS	CHILDREN
1	Single	Lives alone	No children
2	In a relationship	Lives with roommates	1 child
3	Domestic partnership	Lives with parents	2 children
4	Married	Lives with partner & family	3 children
5	Divorced	Lives apart from family	Step-children
6	Widowed	Homeless/Transient	Adopted children

Sexuality

IMPORTANT: *It is important to include characters with a variety of sexualities in your game. When you do so, it is vital that you research the appropriate ways to represent this character and their sexuality without relying on damaging stereotypes. This list is not meant to be an exhaustive definition of sexuality.*

Age: *The author recommends skipping this section if the NPC's age category is "Child." This is not to say that children cannot understand their own sexuality at a young age, they can, but that it's beyond the scope of this game to deal with the sexuality of young children.*

D6	SEXUAL PREFERENCE	MARRIAGE/MONOGAMY	ATTRACTION
1	Same gender	No desire for marriage	No sexual attraction
2	Another gender	Someday maybe	Sexual attraction with bond
3	Same and another gender	Actively seeking partner	Some sexual attraction
4	All genders	Strictly monogamous	No romantic attraction
5	No preference	Open relationship	Some romantic attraction
6	Unsure/Questioning	Non-monogamous	No desire beyond friendship

Quirks

D66	1	2	3	4	5	6
1	Fidgety/Twitchy	Many tattoos	Many piercings	Has a stutter	Constantly sick	Talks very loudly
2	Talks very quietly	Terrible breath	Obsessive smoker	Wears unusual glasses	Constants picks their teeth	Ambidextrous
3	Obsessive foodie	Smooth talker	Terrible driver	Overachiever	Steadfastly Loyal	Relentlessly Flirty
4	Fantastic chef or baker	Skilled musician or dancer	Skilled artist or writer	Accomplished athlete	Speaks many languages	Math genius
5	Photographic Memory	Odd sense of humor	Horrible sense of direction	Always late	Bit of a gossip	Always dresses in one color
6	Wears a mask for no reason	Dresses too nicely for the occasion	Always barefoot	Super excited about holidays	Constantly taking written notes	Always reading a book

Magical Ability

D6	MAGICAL ABILITY
1-4	No magical ability
5	Latent magical ability (has the ability but does not know)
6	Active magical ability (has performed magic, may or may not be a mage)

Mage Guild Affiliation

D6	MAGE GUILD
1	International Zafiri Mages Association (IZMI)
2	A'motak Makari (The Society Of Mages)
3	Mages Guild of Delardia
4	Sanctuary, the Mage College of Astin
5	Imperial College of Magic
6	None - d2(unaffiliated by choice, looking to join a guild but still undecided)

Profession

D66	1-3: LABOR	4-5: TRADES	6: PROFESSIONAL
1	Farmer	Nurse	Merchant
2	Construction Worker	Plumber	d2(Doctor, Dentist, Surgeon)
3	Factory Worker	d2(Welder, Carpenter)	Engineer
4	Housekeeper	Mechanic	Architect
5	Miner	d2(Clerk, Secretary)	Attorney
6	Driver	Pilot	Accountant

Combatant

D6	COMBATANT
1-5	No (use Civilian unit entry in Chapter 15)
6	Yes, roll on Combat Class table below based on NPC level

Combat Class

D6	STARTING	BASE	SPECIALIZED	ADVANCED
1	Recruit	Arcanist	d2(Mechanist, Paladin)	d2(Artificer, Gaian Sentinel)
2	Recruit	Sapper	d2(Heavy Gunner, Berserker)	d2(Siegebreaker, Eidolon)
3	Recruit	Sharpshooter	d2(Sniper, Gunslinger)	d2(Reaper, Trigger Mage)
4	Recruit	Trencher	d2(Vanguard, Operative)	d2(Blademaster, Assassin)
5	Novice	Adept	d2(Warmage, Dervish)	d2(Archmage, Tempest)
6	Seeker	Acolyte	d2(Warden, Warlock)	d2(Void Conduit, Netherwalker)

Enemy Unit Groups

Sometimes you'd like to generate a random encounter for your players. Perhaps they're traveling across a stretch of dangerous desert, you can find a level appropriate desert encounter here. Maybe you'd like to add an encounter to a mission, but can't come up with a good idea. Find inspiration in these tables!

> ***Note:*** *These are example groups and are not inclusive of all possible combinations. Many enemy units from Chapter 15 are not found in these groups, so it is recommended that you check out the rest of the units in that chapter.*

To save on repetition, the **4 Players** and **5 Players** columns are additive to the **3 Players** column. If playing with 4 players, use the units from the 3 Players column and add the units from the 4 Players column. If playing with 5 players, use the units from all three columns. An entry of a single dash (-) means that the encounter is unchanged for that number of players.

The value in parentheses after the entry indicates the total power rating for that encounter.

Level 1

D6	3 PLAYERS	4 PLAYERS	5 PLAYERS
1	1 Overseer, 2 Grunts (16)	+1 Grunt (20)	+1 Grunt (24)
2	5 Legion Ghuls (10)	+1 Legion Ghul (12)	+1 Legion Ghul (14)
3	2 Wolves (8)	+1 Wolf (12)	+1 Wolf (16)
4	2 Katta'ka Drones, 1 Katta'ka Warrior (13)	+1 Katta'ka Drone (15)	+1 Katta'ka Drone (17)
5	1 Gundrone (8)	+1 Grunt (12)	+1 Grunt (16)
6	2 Soldiers (10)	+1 Grunt (14)	+1 Grunt (18)

Level 2-5

D66	3 PLAYERS	4 PLAYERS	5 PLAYERS
11-13	3 Mechanoid Soldiers (18)	+1 Mechanoid Soldier (24)	+1 Mechanoid Soldier (30)
14-16	2 Grunts, 1 Netherwracked, 1 Ghul (23)	+1 Ghul (28)	+1 Grunt (32)
21-23	1 Manticore (13)	+1 Manticore (26)	+1 Manticore (39)
24-26	1 Soldier, 1 Hedge Mage (14)	+1 Soldier (19)	+1 Soldier (24)
31-33	1 Enforcer, 1 Soldier (14)	+1 Soldier (19)	+1 Soldier (24)
34-36	1 Shield Mage, 1 Heavy (27)	-	+1 Soldier (32)
41-43	1 Antique Battlemech (13)	+1 Soldier (18)	+1 Solder (23)
44-46	1 Chaplain of Baldyr, 1 Chaplain of Gaia (23)	+1 Shieldrone (31)	+1 Soldier (36)
51-53	1 Jinn (11)	+1 Jinn (22)	-
54-56	1 Bounty Hunter, 1 Soldier (17)	+1 Bounty Hunter (27)	+1 Soldier (32)
61-63	2 Stage 4 Warped (20)	+1 Stage 4 Warped (30)	+1 Stage 3 Warped (36)
64-66	1 Antique Autoturret, 1 Duelist (18)	+1 Soldier (23)	+1 Soldier (28)

Level 6-10

D66	3 PLAYERS	4 PLAYERS	5 PLAYERS
11-13	2 Jinn, 1 Ghul (27)	+1 Ghul (32)	+1 Ghul (37)
14-16	1 Katta'ka Brood Mother, 2 Katta'ka Warriors, 1 Katta'ka Drone (32)	+2 Katta'ka Drones (36)	+1 Katta'ka Warrior (45)
21-23	1 Battlemech, 1 Gundrone, 1 Elite Soldier (40)	+1 Medidrone (48)	+1 Gundrone (56)
24-26	1 Elite Enforcer,2 Elite Soldiers (33)	+1 Medidrone (41)	-
31-33	2 Commandos, 1 Soldier (29)	+1 Shieldrone (37)	+1 Shieldrone (45)
34-36	2 Mimics, 6 Civilians (28)	+1 Mimic, W+2 Civilians (42)	+2 Civilians (42)
41-43	1 Chimera, 1 Manticore (34)	+1 Manticore (47)	+1 Manticore (60)
44-46	2 Ancient Jinn (32)	+1 Chaplain of Xi'lat (49)	-
51-53	2 Baxtaks (34)	+1 Lion (43)	+1 Lion (52)
54-56	1 Chaplain of Iomi, 1 Elite Enforcer, 1 Elite Soldier (40)	+1 Chaplain of Gaia (51)	+1 Elite Soldier (61)
61-63	1 Stone Golem, 1 Netherwracked (30)	+1 Stone Golem, +1 Ghul (55)	+2 Ghuls (65)
64-66	1 Corruptor, 1 Soldier (26)	+1 Corruptor (47)	+1 Soldier (52)

Level 11+

D66	3 PLAYERS	4 PLAYERS	5 PLAYERS
11-13	1 Zargiah-Ursa, 1 Netherwracked (40)	+1 Netherwracked (50)	+2 Ghuls (60)
14-16	1 Azi (39)	+1 Ancient Jinn (55)	+1 Elite Shield Mage (71)
21-23	2 Shahrokh (46)	+1 Shahrokh (69)	-
24-26	1 Daeva, 1 Vile Netherwracked (46)	+1 Vile Netherwracked, +4 Legion Ghuls (67)	+8 Legion Ghuls (83)
31-33	1 Corruptor, 1 Chaplain of Afrit (38)	+1 Corruptor (59)	+1 Netherwracked
34-36	2 Iron Golems (60)	-	+1 Stone Golem (80)
41-43	2 Zargiah-Canis (22)	+1 Elite Soldier, +1 Elite Shield Mage (48)	+1 Elite Soldier (58)
44-46	1 Superheavy Battlemech, 2 Elite Soldiers (64)	+1 Captain (80)	+1 Elite Soldier (90)
51-53	1 Shah Daeva (47)	+2 Netherwracked (67)	+2 Elite Soldier (87)
54-56	1 Aeshma Daeva (44)	+1 Minor Daeva (66)	+1 Corruptor (87)
61-63	2 Battlemech, 1 Superheavy Autoturret (63)	+1 Captain, +1 Elite Enforcer (92)	+1 Medidrone, +1 Shieldrone (108)
64-66	Azi-Bahamut (53)	+1 Ancient Jinn (69)	+1 Ancient Jinn (85)

15

Enemy Units

Enemy Unit Entries

HP, AP, SP: This unit's Hit Points, Armor Points, and Shield Points.

Speed, Aim, Will: This unit's combat attributes.

Immune: List of damage types that this unit is immune to.

Vulnerable: List of damage types that this unit is vulnerable to.

Detection Range: This unit reveals concealed unit within this number of tiles.

Uses Cover: If yes, this unit uses cover and gains the benefits of cover when adjacent. If no, this unit is always considered out of cover unless otherwise specified in its abilities.

Power Rating: This unit's power rating relative to the player units.

Type: The type of this unit: Living, Undead, Animated, or Artifact.

Attacks: A list of attacks this unit can use on its turn.

Description: A description of the unit and how it fits into the world of Zafir.

Tactics: Suggested strategies for playing this unit on the battlefield.

Abilities: A list of abilities this unit can use on its turn.

Enemy Units by Power Rating

1: Civilian
2: Ghul (Legion)
2: Katta'ka (Drone)
4: Grunt
4: Wolf
5: Ghul
5: Soldier
6: Soldier (Mechanoid)
6: Warped (Stage 3)
8: Brute
8: Gundrone
8: Medidrone
8: Overseer
8: Shieldrone
9: Autoturret (Antique)
9: Bear
9: Duelist
9: Enforcer
9: Hedge Mage
9: Katta'ka (Warrior)
9: Lion
9: Officer
10: Katta'ka (Brood Mother)
10: Netherwracked
10: Soldier (Elite)
10: Warped (Stage 4)
11: Bounty Hunter
11: Chaplain of Gaia
11: Jinn
11: Wardrone
12: Chaplain of Baldyr
12: Commando
13: Autoturret
13: Battlemech (Antique)
13: Enforcer (Elite)
13: Heavy
13: Manticore
14: Mimic
14: Shield Mage
15: Heavy (Mechanoid)
16: Captain
16: Jinn (Ancient)
16: Netherwracked (Vile)
16: Shield Mage (Elite)
16: Wolf Husk
17: Baxtak
17: Chaplain of Iomi
17: Chaplain of Xi'lat
17: Heavy (Elite)
18: Jinn (Corrupted)
19: Autoturret (Superheavy)
20: Shah Manticore
20: Stone Golem
21: Chimera
21: Corruptor
21: Lion Husk
22: Battlemech
22: Chaplain of Afrit
22: Daeva (Minor)
22: Zargiah-Canis
23: Shahrokh
24: Bear Husk
27: Zargiah-Leo
30: Daeva
30: Iron Golem
30: Zargiah-Ursa
39: Azi
44: Aeshma Daeva
44: Azi-Zahhak
44: Battlemech (Superheavy)
47: Shah Daeva
53: Azi-Bahamut

Aeshma Daeva

HP: 30 **AP:** 7
Speed: 12 **Aim:** 2 **Will:** 4
Detection Range: 10 **Uses Cover:** No
Power Rating: 44 **Type:** Animated

Attacks

Netherbeam:
Range: Long, **Aim Dice:** 4, **Crit Dice:** 0
Damage: d3+9, **Crit Dmg:** +2, **Ammo:** -
Damage Type: Nether

Description: A terrible summoning gone horribly wrong, the Aeshma Daeva is a possessed humanoid with incredible power. It floats around the battlefield shrouded in a nearly impenetrable shield of manifested nether energy, only letting the shell down to unleash its nether powers.

Tactics: The Aeshma Daeva seeks an opportunity to use its Nethergate and Consume Essence abilities, even if it temporarily leaves itself unshielded. It will use Nethergate if it can damage at least one player and raise at least 3 ghuls, or if it can damage at least 3 players. If it can't, it will stay protected in its shell and use Netherbeam.

Abilities

Hover

Activation: - **Range:** Self

Effect: Once per turn as a free action, the unit can hover 3 tiles above the battlefield or land back on the ground. While hovering, the unit can make move actions and remains 3 tiles above the ground it moves over.

Nethershell

Activation: > **Range:** Self

Effect: This unit has a shell of armor made out of nether energy. Once per turn, the unit can open or close the shell as an action. When the shell is open, the unit's armor points are temporarily reduced to zero, and when it is closed, the armor points are restored to what they were before the shell was opened. The shell starts the encounter closed. If the unit takes damage while Nethershell is open, it automatically closes as a free action.

Nethergate

Activation: >| **Cooldown:** 3 **Range:** Medium

Effect: Can only be used if Nethershell is Open. This unit forcefully rips open a momentary gateway to the nether. Target a radius 4 circular area of effect centered on a tile within range and in line. All units in the area of effect take d3 + 4 nether damage. After damage is applied, all corpses of living units in the area of effect are animated as Ghuls.

Consume Essence

Activation: >| **Cooldown:** 3 **Range:** Adjacent

Effect: Can only be used if Nethershell is Open. Target a Living unit within Adjacent range and make a Will Attack against it. *On Success:* Target unit takes d3 + 7 nether damage and this unit heals for the same amount. If the target unit dies, it is

Aeshma Daeva. Art by Batwynn.

animated as a Ghul. *On Resist:* Target unit gains Disoriented.

Bonus Action

Activation: *Passive*

Effect: This unit gets 3 actions per turn instead of 2.

Death Explosion (Nether)

Activation: *Passive*

Effect: If the unit is reduced to zero HP, all units within 2 tiles take 5 Nether damage with Breaking 2.

Large

Activation: *Passive*

Effect: This unit takes up 4 tiles in a 2x2 square. It is always considered to be in half cover. When moving along the ground, it destroys any cover in the tiles it moves over.

Autoturret

HP: 7 **AP:** 4
Speed: 0 **Aim:** 1 **Will:** 1
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 13 **Type:** Artifact

Attacks

Turret Gun:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d2+3, **Crit Dmg:** +1, **Ammo:** ∞
Does not end this unit's turn

Description: Sometimes mounted on airships or placed at defensive fortification, the autoturret combines high-cycle small-arms fire with a magitech logical drive and target-acquisition algorithms. These turrets were used only briefly towards the end of the Blue War, but are much more common in the present day.

Tactics: The autoturret targets the closest enemy unit with the least cover and fires twice each round. It does not move and cannot use cover.

Autoturret (Antique)

HP: 5 **AP:** 3
Speed: 0 **Aim:** 1 **Will:** 0
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 9 **Type:** Artifact

Attacks

Antique Turret Gun:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d2+1, **Crit Dmg:** +1, **Ammo:** ∞
Does not end this unit's turn

Description: *[Variant]* The original version of the autoturret, first deployed in the Blue War. This version is essentially an antique autorifle connected to a tripod and logical drive.

Tactics: This variant uses the same tactics as the Autoturret.

Autoturret (Superheavy)

HP: 12 **AP:** 4
Speed: 0 **Aim:** 1 **Will:** 2
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 19 **Type:** Artifact

Attacks

Superheavy Turret Gun:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d2+5, **Crit Dmg:** +1, **Ammo:** ∞
Breaking 1, Does not end this unit's turn

Description: *[Variant]* A recent invention designed for military airships and fortified positions, the Superheavy Autoturret is extremely durable and uses an experimental Arcanite autoturret cannon.

Tactics: This variant uses the same tactics as the Autoturret.

Azi

HP: 28 **AP:** 4
Speed: 12 **Aim:** 1 **Will:** 1
Detection Range: 5 **Uses Cover:** No
Power Rating: 39 **Type:** Living

Attacks

Fire Blast:
Range: Med, **Aim Dice:** 3, **Crit Dice:** 0
Damage: d2+9, **Crit Dmg:** +2, **Ammo:** -
Damage Type: Fire, Does not end this unit's turn

Description: The azi are huge, ancient, flying serpents. Highly-intelligent, territorial, and vicious, these legendary beasts are some of the most dangerous beings on Zafir. They appear as a massive, winged snake with four short legs along their midsection. A fierce looking snout full of fire and fangs and an elaborate bony headdress of horns or antlers adorns their head. While intelligent, these creatures cannot easily be reasoned with, and will attack sapients on sight.

Tactics: An extremely deadly enemy, the Azi is dangerous as a single opponent against the players. If you include other enemy units in its squad, it's important that they are not also too strong, as the encounter will easily overwhelm the player. The Azi alternates between hovering and using its Breath Weapon and landing on the ground and using it's Fire Blast and Tail Sweep attacks. As it is a Large creature, it does not use cover. The three actions it normally takes on its turn (because of the Bonus Action) are to move to an ideal position, and use Tail Sweep and Fire Blast, or Fire Blast twice if it can't get into melee range. If it can, it targets two different targets with its multiple Fire Blasts per turn.

Abilities

Hover

Activation: - **Range:** Self

Effect: Once per turn as a free action, the unit can hover 3 tiles above the battlefield or land back on the ground. While hovering, the unit can make move actions and remains 3 tiles above the ground it moves over.

Tail Sweep

Activation: >| **Cooldown:** 3 **Range:** Adjacent

Effect: This unit makes a melee attack against each enemy in Adjacent range with its tail. [Azi Tail] Aim Dice: 3, Crit Dice: 0, Damage: d3 + 6, Crit Damage: +0.

Breath Weapon (Fire)

Activation: >| **Cooldown:** 4 **Range:** Short

Effect: This unit must be on the ground to use this ability. Target a tile within range and line of sight and creates a radius 4 circular area of effect centered on it. At the beginning of this unit's next turn, all units in that area of effect take d3 + 9 Fire Damage.

Bonus Action

Activation: *Passive*

Effect: This unit gets 3 actions per turn instead of 2.

Death Explosion (Fire)

Activation: *Passive*

Effect: If the unit is reduced to zero HP, all units within 2 tiles take 5 Fire damage with Breaking 2.

Large

Activation: *Passive*

Effect: This unit takes up 4 tiles in a 2x2 square. It is always considered to be in half cover. When moving along the ground, it destroys any cover in the tiles it moves over.

Azi-Bahamut

HP: 40 **AP:** 6
Speed: 12 **Aim:** 1 **Will:** 1
Detection Range: 5 **Uses Cover:** No
Power Rating: 53 **Type:** Living

Attacks

Lightning Blast:
Range: Med, **Aim Dice:** 3, **Crit Dice:** 0
Damage: d2+9, **Crit Dmg:** +2, **Ammo:** -
Damage Type: Lightning, Does not end this unit's turn

Description: *[Variant]* The Azi-Bahamut is a legendary Azi who lives deep in the Hyril ocean. It's the largest of all the Azi and its scales are a beautiful polished silver color, and harder than baldyrsteel. It moves with incredible speed and grace through both the water and the air on glimmering translucent wings. Although few mortals have ever seen the Azi-Bahamut, legend ascribes it a beautiful face and elegance that belies its ferocious nature. Instead of deadly fire, powerful lighting storms are formed by this creature's breath.

Tactics: This variant is much more difficult than the base Azi due to its increased armor and HP, but uses the same tactics.

Abilities

Hover

Activation: - **Range:** Self

Effect: Once per turn as a free action, the unit can hover 3 tiles above the battlefield or land back on the ground. While hovering, the unit can make move actions and remains 3 tiles above the ground it moves over.

Tail Sweep

Activation: >| **Cooldown:** 3 **Range:** Adjacent

Effect: This unit makes a melee attack against each enemy in Adjacent range with its tail. [Azi Tail] Aim Dice: 3, Crit Dice: 0, Damage: d3 + 6, Crit Damage: +0.

Breath Weapon (Lightning)

Activation: >| **Cooldown:** 4 **Range:** Short

Effect: This unit must be on the ground to use this ability. Target a tile within range and line of sight and creates a radius 4 circular area of effect centered on it. At the beginning of this unit's next turn, all units in that area of effect take d3 + 9 Lightning Damage.

Bonus Action

Activation: *Passive*

Effect: This unit gets 3 actions per turn instead of 2.

Death Explosion (Lightning)

Activation: *Passive*

Effect: If the unit is reduced to zero HP, all units within 2 tiles take 5 Lightning damage with Breaking 2.

Large

Activation: *Passive*

Effect: This unit takes up 4 tiles in a 2x2 square. It is always considered to be in half cover. When moving along the ground, it destroys any cover in the tiles it moves over.

Azi-Zahhak

HP: 32 **AP:** 5
Speed: 12 **Aim:** 1 **Will:** 1
Immune: Acid Damage, Acid Burn, Poison Damage, Poisoned, Psychological Effects
Vulnerable: Fire Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 44 **Type:** Undead

Attacks

Acid Blast:
Range: Med, **Aim Dice:** 3, **Crit Dice:** 0
Damage: d2+9, **Crit Dmg:** +2, **Ammo:** -
Damage Type: Acid, Does not end this unit's turn

Description: *[Variant]* Cursed for his evil and corrupt ways, the ancient king Zahhak was forced to live out his days in the form of the Azi-Zahhak, an undead Azi monstrosity. However, before he was cursed, the evil king had unlocked for himself a form of immortality, in which he cannot die of old age. He was cursed to live forever as an undead dragon. The Azi-Zahhak is a unique monster whose lair is hidden and has been for centuries, but supposedly conceals a massive hoard of magical artifacts and treasure.

Tactics: This variant is similar to the base Azi unit, but is Undead type and has undead Immunities and Vulnerabilities. It uses the same tactics. In addition, it has the Acid Blood passive, which spreads acid on the tiles it moves over and gives acid burn to all adjacent units when it takes damage.

Abilities

Hover

Activation: - **Range:** Self

Effect: Once per turn as a free action, the unit can hover 3 tiles above the battlefield or land back on the ground. While hovering, the unit can make move actions and remains 3 tiles above the ground it moves over.

Tail Sweep

Activation: >| **Cooldown:** 3
Range: Adjacent

Effect: This unit makes a melee attack against each enemy in Adjacent range with its tail. [Azi Tail] Aim Dice: 3, Crit Dice: 0, Damage: d3 + 6, Crit Damage: +0.

Breath Weapon (Acid)

Activation: >| **Cooldown:** 4 **Range:** Short

Effect: This unit must be on the ground to use this ability. Target a tile within range and line of sight and creates a radius 4 circular area of effect centered on it. At the beginning of this unit's next turn, all units in that area of effect take d3 + 9 Acid Damage.

Bonus Action

Activation: *Passive*

Effect: This unit gets 3 actions per turn instead of 2.

Death Explosion (Acid)

Activation: *Passive*

Effect: If the unit is reduced to zero HP, all units within 2 tiles take 5 Acid damage with Breaking 2.

Azi-Zahhak. Art by Oriana Menendez.

Large

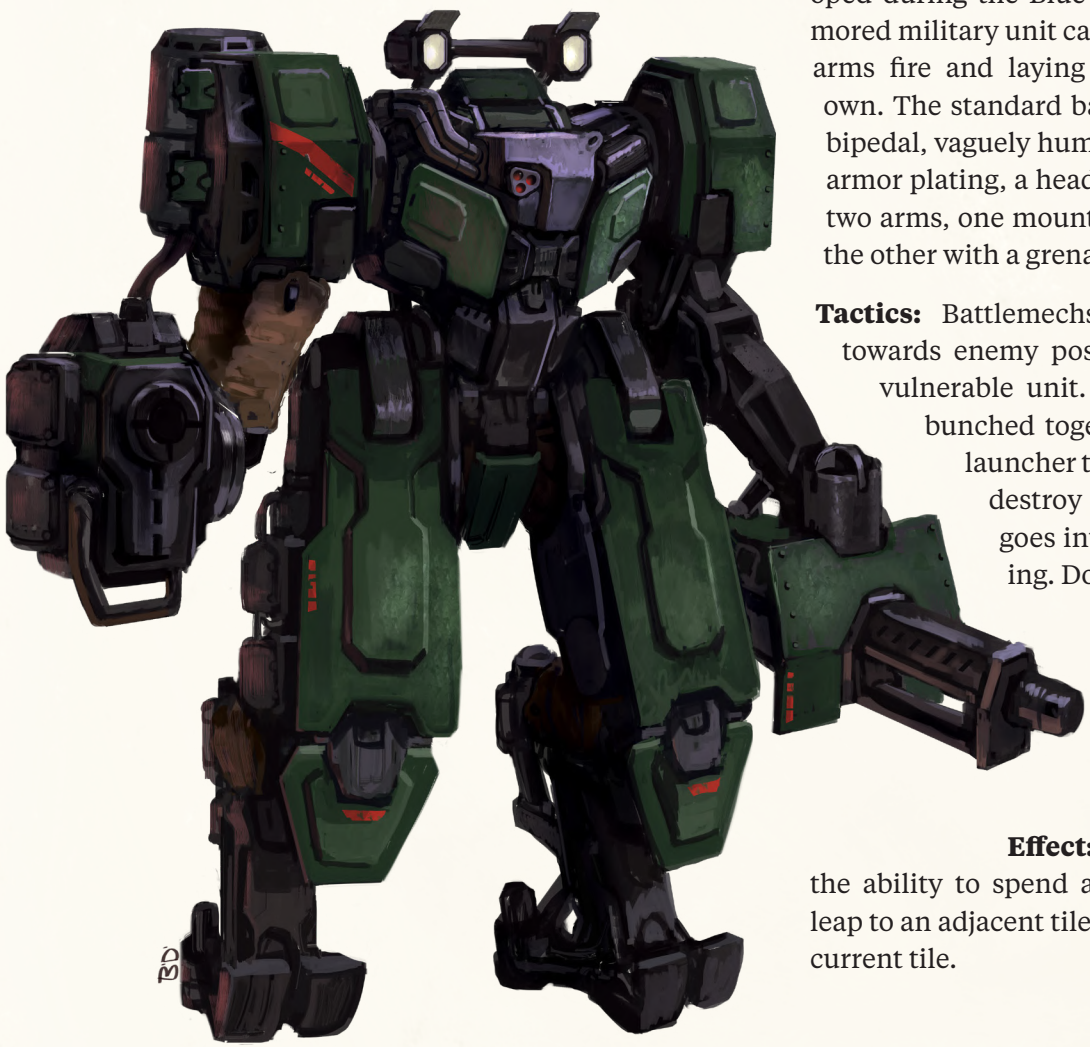
Activation: *Passive*

Effect: This unit takes up 4 tiles in a 2x2 square. It is always considered to be in half cover. When moving along the ground, it destroys any cover in the tiles it moves over.

Acid Blood

Activation: *Passive*

Effect: This unit is immune to Acid Damage. When making move actions, all tiles this unit leaves gain the Acid Pool tile feature. When this unit takes damage, all adjacent tiles gain Acid Pool and all units within Adjacent range gain Acid Burn.



Battlemech. Art by Biagio D'Alessandro.

Battlemech

HP: 15 **AP:** 3
Speed: 9 **Aim:** 1 **Will:** 4
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 22 **Type:** Artifact

Attacks

Battlecannon:
Range: Med, **Aim Dice:** 3, **Crit Dice:** 0
Damage: d3+5, **Crit Dmg:** +2, **Ammo:** ∞
Breaking 2

Description: The mighty battlemech was developed during the Blue War as a high-powered, armored military unit capable of shrugging off small-arms fire and laying down heavy attacks of its own. The standard battlemech configuration is a bipedal, vaguely humanoid automaton with thick armor plating, a head with targeting sensors, and two arms, one mounted with an autocannon and the other with a grenade launcher.

Tactics: Battlemechs prefer to move directly towards enemy positions and attack the most vulnerable unit. If enemy units are closely bunched together, it will use its grenade launcher to hit as many as possible and destroy their cover. Automatically goes into overwatch when reinforcing. Does not use cover.

Abilities

Leap

Activation: › **Range:** Self

Effect: Make a move action with the ability to spend a single movement point to leap to an adjacent tile up to 8 tiles above the unit's current tile.

Launch Battlemech Grenade

Activation: >| **Charges:** 1 **Range:** Medium

Effect: Target a radius 2.5 circular area of effect. Target units take d3 + 2 Explosion Damage with Breaking 1. Destroy cover.

Suppressive Fire

Activation: >| **Range:** Weapon

Effect: Uses 2 primary weapon ammo. Target an enemy unit within range and line of sight. Until the beginning of this unit's next turn, the target unit has a -3 Aim Dice penalty on attacks. Once per round as a reaction, if the target unit moves, this unit may make a reaction attack with their primary weapon against it. Suppression is removed if this unit takes damage.

Auto-Overwatch

Activation: *Passive*

Effect: On the first turn of an encounter, or instead of taking a free move action when entering the battlefield as reinforcements, this unit can take a free Overwatch action.

Battlemech (Antique)

HP: 8 **AP:** 2
Speed: 9 **Aim:** 2 **Will:** 3
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 13 **Type:** Artifact

Attacks

Antique Battlecannon:
Range: Med, **Aim Dice:** 4, **Crit Dice:** 0
Damage: d3+3, **Crit Dmg:** +2, **Ammo:** ∞
Breaking 1

Description: *[Variant]* These antique battlemechs are surplus from the Blue War. They're not as powerful or heavily armored as the modern Battlemech, but are still dangerous. They're easier to operate as well, so they've often fallen into the hands of gangs, pirates, and freedom fighters.

Tactics: This variant uses the same tactics as the Battlemech.

Abilities

Leap

Activation: > **Range:** Self

Effect: Make a move action with the ability to spend a single movement point to leap to an adjacent tile up to 8 tiles above the unit's current tile.

Launch Battlemech Grenade

Activation: >| **Charges:** 1 **Range:** Medium

Effect: Target a radius 2.5 circular area of effect. Target units take d3 + 2 Explosion Damage with Breaking 1. Destroy cover.

Suppressive Fire

Activation: >| **Range:** Weapon

Effect: Uses 2 primary weapon ammo. Target an enemy unit within range and line of sight. Until the beginning of this unit's next turn, the target unit has a -3 Aim Dice penalty on attacks. Once per round as a reaction, if the target unit moves, this unit may make a reaction attack with their primary weapon against it. Suppression is removed if this unit takes damage.

Auto-Overwatch

Activation: *Passive*

Effect: On the first turn of an encounter, or instead of taking a free move action when entering the battlefield as reinforcements, this unit can take a free Overwatch action.

Battlemech (Superheavy)

HP: 28 **AP:** 4 **SP:** 5
Speed: 12 **Aim:** 1 **Will:** 3
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 44 **Type:** Artifact

Attacks

Superheavy Antipersonnel Cannon:
Range: Med, **Aim Dice:** 3, **Crit Dice:** +1
Damage: d2+9, **Crit Dmg:** +2, **Ammo:** ∞
Does not end this unit's turn

Description: *[Variant]* A massive, quadrupedal walking mech developed after the Blue War. These hulking machines have not seen much real wartime combat, but they are devastating on the battlefield. Appearing as a vaguely humanoid upper torso atop four spider-like legs, with a massive anti-personnel cannon in place of a head. It also houses a surface to surface missile battery capable of massive destruction across a wide area.

Tactics: The Superheavy Battlemech wades into battle and lets loose with its antipersonnel cannon. It uses lightning discharge against close range units and its airstrike against distant enemies as frequently as possible. It will not fire its cannon more than twice per turn and tries to target multiple enemies instead of focusing fire on a single target.

Abilities

Lightning Discharge

Activation: >| **Cooldown:** 3 **Range:** Adjacent

Effect: Each enemy unit within Adjacent range takes d3 + 6 Lightning Damage.

Airstrike

Activation: >| **Charges:** 2 **Range:** Medium

Effect: Target a radius 4 circular area of effect centered on a tile within range and line of sight. At the beginning of this unit's next turn, deal d3 + 9 Explosion Damage with Breaking 2 to all units in the area of effect.

Bonus Action

Activation: *Passive*

Effect: This unit gets 3 actions per turn instead of 2.

Death Explosion (Lightning)

Activation: *Passive*

Effect: If the unit is reduced to zero HP, all units within 2 tiles take 5 Lightning damage with Breaking 2.

Large

Activation: *Passive*

Effect: This unit takes up 4 tiles in a 2x2 square. It is always considered to be in half cover. When moving along the ground, it destroys any cover in the tiles it moves over.

Baxtak

HP: 15
Speed: 8 **Aim:** 1 **Will:** 3
Vulnerable: Melee Damage
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 17 **Type:** Living

Attacks

Mud Magic:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d2+1, **Crit Dmg:** +1, **Ammo:** -
Target unit gains Disoriented

Description: A wicked, malicious, and spiteful spirit that has possessed the body of a vulnerable young woman, a baxtak is rare and generally regarded as mythological. This evil spirit may have possessed its host many years ago and ridden it hard, leaving them in a terrible state of filth. Regarded as the mythical cause of sleep paralysis, this spirit does have some magical connection to the mind and subconscious.

Tactics: The baxtak moves around the battlefield, trying to stay in full cover and as far away from enemy units as possible. It uses its Sleep Paralysis ability as often as possible, and flings globs of filthy mud with her Mud Magic attack against any enemy units not already Disoriented or Exhausted. Baxtaks are sometimes allied with wolf or bear units that join her in combat.

Abilities

Sleep Paralysis

Activation: >| **Cooldown:** 3 **Range:** Long

Effect: Make a will attack against a living enemy unit. *On Success:* Target gains Unconscious, *On Resist:* Target gains Exhausted. If this unit is killed, remove Unconscious from the target.

Bear

HP: 7 **AP:** 1
Speed: 8 **Aim:** 1 **Will:** 0
Detection Range: 5 **Uses Cover:** No
Power Rating: 9 **Type:** Living

Attacks

Claws (Melee):
Range: Adj, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+3, **Crit Dmg:** +1, **Ammo:** -
Breaking 1

Description: An omnivorous predator native to northern Iblix and northern Evera, bears avoid sapients in the wild. If provoked or starving, however, they will do whatever they can to get to food, including attacking and eating sapients.

Tactics: Bears are generally solitary and found alone. When attacked, they defend themselves using their claw attack on the nearest enemy unit.

Bear Husk

HP: 21
Speed: 12 **Aim:** 1 **Will:** 0
Immune: Poison Damage, Poisoned, Acid Damage, Acid Burn, Psychological Effects
Vulnerable: Fire Damage
Detection Range: 1.5 **Uses Cover:** No
Power Rating: 24 **Type:** Undead

Attacks

Claws (Melee):
Range: Adj, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+7, **Crit Dmg:** +2, **Ammo:** -
Breaking 1

Description: *[Variant]* A strong, bear variant of the Wolf Husk.

Tactics: The Bear Husk rushes enemy units with melee attacks. Remember that the bear's melee attacks have Breaking 1 instead of Piercing 1.

Abilities

Acid Blood

Activation: *Passive*

Effect: This unit is immune to Acid Damage. When making move actions, all tiles this unit leaves gain the Acid Pool tile feature. When this unit takes damage, all adjacent tiles gain Acid Pool and all units within Adjacent range gain Acid Burn.

Evasive

Activation: *Passive*

Effect: This unit does not use cover, but is still more difficult to hit. It is always considered to be in half cover.

Bounty Hunter

HP: 8
Speed: 10 **Aim:** 2 **Will:** 1
Detection Range: 8 **Uses Cover:** Yes
Power Rating: 11 **Type:** Living

Attacks

Scout Rifle:
Range: Long, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** 3

Flashbang Grenade:
Range: Short, **Radius:** 3, **Damage:** -
Breaking: -, **Damage Type:** -
Applies Disoriented to all targets, removes Overwatch, removes Mind Control

Description: With the rise of banditry along the trade routes and general lawlessness in the hinterlands, many veterans and other experienced fighters have taken up bounty hunting. The governments of the day are keen on spending as much cash as necessary to reduce the threat of piracy and discourage the violent law-breaking that continues in the aftermath of the Blue War. These Bounty Hunters are tough, smart, and wiley, able to wriggle out of tight situations and skilled enough to bring the target in alive. Squads of troops, peacekeepers, and even civilian posses have teamed up with Bounty Hunters on the battlefield to take down a vicious criminal or two.

Tactics: Bounty Hunters prefer to keep at medium range and open with their flashbang grenades. They try to use their Lightning Lariat ability to keep one of the PCs locked down, even if it puts them in a vulnerable position. Occasionally, when there are no good targets for the Lariat, they resort to their rifle.

Abilities

Lightning Lariat

Activation: >| **Cooldown:** 2 **Range:** Short

Effect: Make a ranged attack against a target unit, on a successful hit, the target unit is immobilized and cannot take any actions until the effect ends. While Lightning Lariat is in effect, this unit cannot use cover. Now and at the beginning of every one of this unit's turns, the target takes d3 Lightning Damage and is dragged 4 tiles towards this unit until it is adjacent. The effect ends if this unit takes damage or dies.

Dodge 2

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 2 Dodge Dice with successes on 6. On success, the attack misses completely.

Tripmine

Activation: >| **Range:** Short

Effect: Make a grenade attack, but instead of the grenade exploding immediately, the effect radius of the grenade is marked on the battlefield. If any unit (enemy or allied) moves within the area of effect, the grenade is detonated. (This is a grenade attack, other abilities that affect grenade attacks affect this ability.)

Brute

HP: 6 **AP:** 1
Speed: 8 **Aim:** 1 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 8 **Type:** Living

Attacks

Autocannon:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+3, **Crit Dmg:** +2, **Ammo:** 3
Breaking 1

Description: *[Variant]* A less-experienced, outlaw variant of the Heavy, the Brute is mostly intimidation factor. There's usually one in every outlaw gang.

Tactics: The brute uses similar tactics to the Heavy, but doesn't have any grenades. The damage output of their autocannon is fairly high for their power

rating, so they should still feel scary and powerful to the players.

Abilities

Suppressive Fire

Activation: >| **Range:** Weapon

Effect: Uses 2 primary weapon ammo. Target an enemy unit within range and line of sight. Until the beginning of this unit's next turn, the target unit has a -3 Aim Dice penalty on attacks. Once per round as a reaction, if the target unit moves, this unit may make a reaction attack with their primary weapon against it. Suppression is removed if this unit takes damage.

Breaker

Activation: *Passive*

Effect: Attacks made with this unit's primary ranged weapon have +1 Breaking.

Captain

HP: 13
Speed: 8 **Aim:** 2 **Will:** 2
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 16 **Type:** Living

Attacks

Arcanite Autorifle:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+4, **Crit Dmg:** +2, **Ammo:** 4

Frag Grenade:
Range: Short, **Radius:** 1.5, **Damage:** d2+2
Breaking: 1, **Damage Type:** Explosive
Destroys cover

Description: *[Archetype]* A strong, respected, and experienced leader of soldiers. This archetype can be applied to any leader without magical ability that is deployed in charge of some soldiers.

Tactics: The captain uses the same tactics as the Officer, but uses its Rallying Cry to surprise the players with a flanking move from one of its allies.

Abilities

Rallying Cry

Activation: > **Cooldown:** 3 **Range:** Long

Effect: Target ally within range and line of sight gains one action. If their turn is already over, they get to use the additional action at the end of this unit's turn.

Chaplain of Afrit

HP: 18
Speed: 8 **Aim:** 1 **Will:** 2
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 22 **Type:** Living

Attacks

Autocannon:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+3, **Crit Dmg:** +2, **Ammo:** 3

Description: Chaplains of Afrit are rare, powerful, and terrifying. When one arrives on the battlefield, a sense of dread, fear, and confusion seeps into every mind. These chaplains are masters of mind manipulation, and boast heavy weaponry on top of that. Chaplains of Afrit are not officially acknowledged by the Fivefold Church, and are only rumored to actually operate.

Tactics: Chaplains of Afrit prefer to put the highest threat enemy in Ethereal Suspension as soon as possible, and then target the weakest willed enemy with Shackle. Only when in a very favorable position will they use Holy Warrior.

Abilities

Holy Warrior

Activation: >| **Charges:** 1 **Range:** Short

Effect: Target an allied unit within range and line of sight. The target unit gains +1 Aim, +1 Crit Dice and 5 Shield Points. If this unit is killed, the target unit loses the bonuses from this ability, immediately

takes 3 Void Damage (ignore armor points) and gains Panic.

Ethereal Suspension

Activation: >| **Cooldown:** 3 **Range:** Long

Effect: Target this unit or an allied unit in range and line of sight. The target gains Ethereal Suspension (cannot take actions, cannot be targeted, immune to damage)

Divine Protection 3

Activation: *Passive*

Effect: If the unit is reduced to zero HP, roll a d6. On a 3+, the unit regains 1 HP and gains Ethereal Suspension (The affected unit can take no actions. It is unable to be targeted by attacks or abilities and is immune to all damage).

Shackle

Activation: >| **Charges:** 1 **Range:** Long

Effect: Make a will attack against a Living or Animated enemy unit. *On Success:* target unit becomes Mind Controlled. *On Resist:* no effect, the ability charge is refunded.

Dodge 2

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 2 Dodge Dice with successes on 6. On success, the attack misses completely.

Discarnate

Activation: *Passive*

Effect: Ethereal Suspension may target enemy units.

Chaplain of Baldyr

HP: 8
Speed: 8 **Aim:** 1 **Will:** 2
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 12 **Type:** Living

Attacks

Autopistol:
Range: Short, **Aim Dice:** 1, **Crit Dice:** +1
Damage: d3, **Crit Dmg:** +1, **Ammo:** ∞
Versatile

Description: The Chaplains of Baldyr spend most of their time in pursuit of charitable activities, but on the occasion they are called to battle in defense of the innocent, they are fierce warriors. A paramilitary order within the Fivefold Church, the chaplains are often seconded to military or security units in need of both a powerful mage and spiritual counselor. Chaplains of Baldyr wear hats with a gold sunburst symbol.

Tactics: Chaplains of Baldyr try to use Holy Warrior immediately and alternate between using Blinding Sunlight and Baldyr's Gait. They rarely use their autopistol.

Abilities

Holy Warrior

Activation: >| **Charges:** 1 **Range:** Short

Effect: Target an allied unit within range and line of sight. The target unit gains +1 Aim, +1 Crit Dice and 5 Shield Points. If this unit is killed, the target unit loses the bonuses from this ability, immediately takes 3 Void Damage (ignore armor points) and gains Panic.

Divine Protection 1

Activation: *Passive*

Effect: If the unit is reduced to zero HP, roll a d6. On a 5+, the unit regains 1 HP and gains Ethereal Suspension (The affected unit can take no actions. It is unable to be targeted by attacks or abilities and is immune to all damage).

Blinding Sunlight

Activation: >| **Cooldown:** 3 **Range:** Medium

Effect: Target an enemy unit within range and line of sight. The target unit gains Disoriented.

Baldyr's Gait

Activation: › **Charges:** 2 **Range:** Self

Effect: Make a move action with double Movement points and +3 Agility Points. Every tile this unit leaves while moving gains the Flames tile feature.

Chaplain of Gaia

HP: 8
Speed: 8 **Aim:** 1 **Will:** 2
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 11 **Type:** Living

Attacks

Autopistol:
Range: Short, **Aim Dice:** 1, **Crit Dice:** +1
Damage: d3, **Crit Dmg:** +1, **Ammo:** ∞
Versatile

Description: The Chaplains of Gaia are an order of battlefield-medics in the Fivefold Church, serving military or security groups as medics or in emergencies as medical first-responders. They're easily recognizable in their bright grass-green military-style jackets and caps.

Tactics: Chaplains of Gaia try to stay back from combat as much as possible and use Holy Warrior on a strong allied unit. They try to make sure their allies stay alive, using Heal Wounds on any that fall below half of their Max HP. If rushed they will defend with their autopistol.

Abilities

Holy Warrior

Activation: ›| **Charges:** 1 **Range:** Short

Effect: Target an allied unit within range and line of sight. The target unit gains +1 Aim, +1 Crit Dice and 5 Shield Points. If this unit is killed, the target unit loses the bonuses from this ability, immediately takes 3 Void Damage (ignore armor points) and gains Panic.

Divine Protection 1

Activation: *Passive*

Effect: If the unit is reduced to zero HP, roll a d6. On a 5+, the unit regains 1 HP and gains Ethereal Suspension (The affected unit can take no actions. It is unable to be targeted by attacks or abilities and is immune to all damage).

Heal Wounds

Activation: › **Charges:** 2 **Range:** Medium

Effect: Target itself or an allied unit within range and line of sight. Target unit is healed for 3 HP + 1 HP per this unit's Will. Removes Burning, Poisoned, Acid Burn, Unconscious, and Bleeding Out from the target unit.

Chaplain of Gaia. Art by Kii Weatherton.

Chaplain of Iomi

HP: 13
Speed: 8 **Aim:** 2 **Will:** 2
Detection Range: 10 **Uses Cover:** Yes
Power Rating: 17 **Type:** Living

Attacks

Sniper Rifle:
Range: Long, **Aim Dice:** 3, **Crit Dice:** +1
Damage: d3+3, **Crit Dmg:** +2, **Ammo:** 3
Move or Fire

Description: The Chaplains of Iomi are rarely seen in public or even mentioned by Church officials. Ostensibly powerful agents tasked with carrying out a covert defense of the Church's business or high-ranking Deacons or Elders, it's rumored that the Chaplains of Iomi are sometimes used as assassins.

Tactics: Chaplains of Iomi rely on stealth and long range attacks. They'll often position themselves in an elevated position far from the center of conflict and use their sniper rifle. If approached or threatened at all, they'll immediately use Voidwalk and try to eliminate the threat via Shadowstrike. Chaplains of Iomi may optionally expend their charge of Voidwalk to start the encounter concealed.

Abilities

Holy Warrior

Activation: >| **Charges:** 1 **Range:** Short

Effect: Target an allied unit within range and line of sight. The target unit gains +1 Aim, +1 Crit Dice and 5 Shield Points. If this unit is killed, the target unit loses the bonuses from this ability, immediately takes 3 Void Damage (ignore armor points) and gains Panic.

Divine Protection 2

Activation: *Passive*

Effect: If the unit is reduced to zero HP, roll a d6. On a 4+, the unit regains 1 HP and gains Ethereal Suspension (The affected unit can take no actions. It is unable to be targeted by attacks or abilities and is immune to all damage).

Voidwalk

Activation: - **Charges:** 1 **Range:** Self

Effect: This unit immediately becomes concealed.

Shadowstrike

Activation: >| **Charges:** 1 **Range:** Weapon

Effect: While concealed, make a ranged attack and remain concealed.

Dodge 2

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 2 Dodge Dice with successes on 6. On success, the attack misses completely.

Chaplain of Xi'lat

HP: 13
Speed: 8 **Aim:** 1 **Will:** 2
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 17 **Type:** Living

Attacks

SMG:
Range: Short, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d2+2, **Crit Dmg:** +2, **Ammo:** 3
Versatile

Description: As a practitioner and student of magic and its practical, battlefield uses, the Chaplains of Xi'lat are often quite secluded, choosing to spend more time in libraries than shooting ranges. However, when inserted into military groups they provide excellent magical support in combat. Chaplains of Xi'lat wear bright sky-blue military-style jackets and caps.

Tactics: Chaplains of Xi'lat tend to immediately use Holy Warrior on their ally with the lowest HP. They stay at long range, pelting their enemies with Empowered Lightning Strikes.

Abilities

Holy Warrior

Activation: >| **Charges:** 1 **Range:** Short

Effect: Target an allied unit within range and line of sight. The target unit gains +1 Aim, +1 Crit Dice and 5 Shield Points. If this unit is killed, the target unit loses the bonuses from this ability, immediately takes 3 Void Damage (ignore armor points) and gains Panic.

Divine Protection 2

Activation: *Passive*

Effect: If the unit is reduced to zero HP, roll a d6. On a 4+, the unit regains 1 HP and gains Ethereal Suspension (The affected unit can take no actions. It is unable to be targeted by attacks or abilities and is immune to all damage).

Lightning Strike

Activation: >| **Charges:** 4 **Range:** Long

Effect: Target an enemy unit within range and line of sight. Deal 3 Lightning Damage to the target unit, ignoring cover. Deal double damage to shields.

Empowered Lightning Strike

Activation: *Passive*

Effect: Lightning Strike does +2 damage and gets +2 Crit Dice. *On Crit:* target unit gains Stunned 2.

Chimera

HP: 10 **SP:** 6
Speed: 8 **Aim:** 1 **Will:** 2
Immune: Poison Damage, Poisoned
Detection Range: 5 **Uses Cover:** No
Power Rating: 21 **Type:** Living

Attacks

Claws (Melee):
Range: Adj, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+2, **Crit Dmg:** +1, **Ammo:** -

Description: The fearsome, winged chimera roams the deep wilderness of the Everan highland-wastes. From the serpent that is its tail it spits lightning, from its lion's head it breathes fire, and from the goat's head protruding from its back it speaks a healing word in an unintelligible divine tongue. The bat wings rising from its shoulders allow it limited flight.

Tactics: A Chimera immediately takes flight and rains down magic on everyone and everything around it. If it falls below half HP, it heals itself. If it runs out of charges for its spells, it will land on the ground and use its sharp claws. Chimeras cannot use cover.

Abilities

Hover

Activation: - **Range:** Self

Effect: Once per turn as a free action, the unit can hover 3 tiles above the battlefield or land back on the ground. While hovering, the unit can make move actions and remains 3 tiles above the ground it moves over.

Lightning Strike

Activation: >| **Charges:** 4 **Range:** Long

Effect: Target an enemy unit within range and line of sight. Deal 3 Lightning Damage to the target unit, ignoring cover. Deal double damage to shields.

Heal Wounds

Activation: > **Charges:** 2 **Range:** Medium

Effect: Target itself or an allied unit within range and line of sight. Target unit is healed for 3 HP + 1 HP per this unit's Will. Removes Burning, Poisoned, Acid Burn, Unconscious, and Bleeding Out from the target unit.

Fireball

Activation: >| **Charges:** 2 **Range:** Medium

Effect: Target a radius 1.5 circular area. Each unit in the area takes d2 + 2 Fire Damage.

Evasive

Activation: *Passive*

Effect: This unit does not use cover, but is still more difficult to hit. It is always considered to be in half cover.

Dodge 1

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 1 Dodge Dice with successes on 6. On success, the attack misses completely.

Civilian

HP: 2
Speed: 8 **Aim:** 0 **Will:** 1
Detection Range: 1.5 **Uses Cover:** Yes
Power Rating: 1 **Type:** Living

Attacks

none

Description: *[Archetype]* The civilian is a template for any non-combatant on the battlefield, be they innocent bystanders, a civilian target of assassination, or a hostage in need of rescue.

Tactics: Allied civilians can be controlled by the players. Civilians that are neither allied with nor enemies of the players should act on their own phase at the end of the round, after enemies act, and should always try to run away and cower from any combat.

Abilities

Cower

Activation: >| **Range:** Self

Effect: If the unit is in cover, it cowers down and tries to hide. All attacks made against this unit until the beginning of its next turn have a -2 Aim Dice penalty.

Commando

HP: 9
Speed: 10 **Aim:** 2 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 12 **Type:** Living

Attacks

Autorifle:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** 4

Frag Grenade:
Range: Short, **Radius:** 1.5, **Damage:** d2+2
Breaking: 1, **Damage Type:** Explosive
Destroys cover

Description: *[Archetype]* A fast moving and agile soldier, the Commando can be a serious threat to any team, able to outflank and out-maneuver them at every turn. The commando is a template for any highly-tactical soldier that moves around the battlefield with ease. This might be a swashbuckling sky pirate, an elite infiltration unit, or a psychotic gang-member with no fear.

Tactics: The commando uses their grappling hook whenever it's off cooldown. They're also aggressive with their frag grenade. They use cover well and try to outflank the player characters at every opportunity.

Abilities

Grapple

Activation: - **Cooldown:** 4 **Range:** Short

Effect: If equipped with a grappling gun, this unit shoots a grappling hook at a tile within range, line of sight, and at a higher elevation and moves to it instantly.

Dodge 2

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 2 Dodge Dice with successes on 6. On success, the attack misses completely.

Corruptor

HP: 16
Speed: 10 **Aim:** 2 **Will:** 3
Detection Range: 10 **Uses Cover:** Yes
Power Rating: 21 **Type:** Animated

Attacks

Arcanite Autorifle:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+4, **Crit Dmg:** +2, **Ammo:** 4

Description: A strange and violent spirit of the Nether. Sometimes they simply appear at the site of terrible murders. Others are summoned using strange rituals. One thing is for certain, they are formed of pure hatred for living sapients. The Corruptor appears as a shifting and indistinct bipedal shape of dark energy with a polished white insaan skull floating where it's head would be. It carries a gun it must have found from one of its previous victims. It's greatest and most fearsome ability is to create a corrupt copy of its enemies to aid it in destruction.

Tactics: The Corruptor immediately tries to use Corrupt on any enemy unit in range and create the Corrupted Soldier, then uses the free move afterwards to hide. It instructs the Corrupted Soldier to make aggressive moves against enemy units, without regard for its own health. Once the Corrupted Soldier is engaged with enemy units, the Corruptor hangs back and fires its Arcanite Autorifle at vulnerable enemies.

Abilities

Vanish

Activation: > **Range:** Self

Effect: This unit becomes concealed. This unit is revealed if it makes a non-movement action that targets an enemy unit or if it has no cover against an enemy unit.

Corrupt

Activation: > **Charges:** 1 **Range:** Adjacent

Effect: Make a free move action into Adjacent range of an enemy unit. That unit gains Unconscious and a Corrupted Soldier is created on the target unit's tile with the same current HP, Speed, Aim, Will and Primary Weapon as the target unit. The Corrupted Soldier immediately makes a free move action. Killing the Corrupted Soldier will restore the target unit, and killing this unit will kill the Corrupted Soldier.

Horror

Activation: >| **Cooldown:** 3 **Range:** Medium

Effect: This unit makes a Will Attack with 2 crit dice against a living enemy unit. *On Success:* Deal d3 + 4 Nether Damage to the target and heal itself for the same amount. *On Crit:* Target unit gains Panic. *On Resist:* No effect

Distraction

Activation: *Reaction*

Effect: Once per round as a reaction, the first reaction attack against this unit each turn automatically misses.

Dodge 2

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 2 Dodge Dice with successes on 6. On success, the attack misses completely.

Daeva

HP: 25
Speed: 10 **Aim:** 2 **Will:** 4
Detection Range: 10 **Uses Cover:** Yes
Power Rating: 30 **Type:** Animated

Attacks

Black Chakram:
Range: Med, **Aim Dice:** 4, **Crit Dice:** +2
Damage: d3+4, **Crit Dmg:** +2, **Ammo:** -

Description: A powerful daeva, summoned from the Nether into a willing and powerful host. As it was possessed, the daeva's new skin instantly blackened and charred and its eyes burned out of its sockets, bleeding down its face. Two glowing orbs or purple light sit in their place. In its clawed and vicious hands it holds a Black Chakram, a ring of pure shadow which it throws with deadly accuracy and always returns to its hand. Reality is bent as this nether-abomination walks the ground.

Tactics: A fearsome opponent, when the players first encounter one, it will likely be the hardest enemy unit they've faced yet. The Daeva is ruthless, constantly teleporting to ideal positions and keeping the players on their toes. As a GM, you should set up a large battlefield for this fight (36x36 tiles or larger) with lots of fun cover and elevation combos. The Daeva will briefly engage the players in ranged combat using its Black Chakram, but after a round it will attempt to Shackle a PC, then alternate between Mind Flay and the Chakram.

Abilities

Teleport

Activation: › **Charges:** 2 **Range:** Medium

Effect: This unit disappears and instantly appears on any tile in range and in line of sight. Does not trigger overwatch fire.

Daeva wielding a Black Chakram. Art by Douglas Lobo.

Shackle

Activation: >| **Charges:** 1 **Range:** Long

Effect: Make a will attack against a Living or Animated enemy unit. *On Success:* target unit becomes Mind Controlled. *On Resist:* no effect, the ability charge is refunded.

Mind Flay

Activation: >| **Cooldown:** 3 **Range:** Long

Effect: This unit makes a Will Attack with +3 Crit Dice against a Living enemy unit. *On Success:* Target unit gains Disoriented, *On Crit:* Target unit becomes Mind Controlled (remove Disoriented), *On Resist:* No Effect.

Nether Regeneration

Activation: *Passive*

Effect: At the beginning of the unit's turn it heals 5 HP.

Dodge 3

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 3 Dodge Dice with successes on 6. On success, the attack misses completely.

Daeva (Minor)

HP: 18
Speed: 8 **Aim:** 2 **Will:** 4
Detection Range: 10 **Uses Cover:** Yes
Power Rating: 22 **Type:** Animated

Attacks

Black Spear:
Range: Med, **Aim Dice:** 4, **Crit Dice:** +2
Damage: d3+3, **Crit Dmg:** +2, **Ammo:** -

Description: *[Variant]* A weaker variant of the full Daeva, the Minor Daeva is still a challenging opponent for the players. Instead of the dreaded Black Chakram, the Minor Daeva is armed with a Black Spear which it throws at enemies. The spear immediately reappears in the Minor Daeva's claws after it has been thrown.

Tactics: This variant uses the same tactics as the Daeva, but without the benefit of Teleport.

Abilities

Shackle

Activation: >| **Charges:** 1 **Range:** Long

Effect: Make a will attack against a Living or Animated enemy unit. *On Success:* target unit becomes Mind Controlled. *On Resist:* no effect, the ability charge is refunded.

Mind Flay

Activation: >| **Cooldown:** 3 **Range:** Long

Effect: This unit makes a Will Attack with +3 Crit Dice against a Living enemy unit. *On Success:* Target unit gains Disoriented, *On Crit:* Target unit becomes Mind Controlled (remove Disoriented), *On Resist:* No Effect.

Nether Regeneration

Activation: *Passive*

Effect: At the beginning of the unit's turn it heals 5 HP.

Duelist

HP: 7
Speed: 10 **Aim:** 1 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 9 **Type:** Living

Attacks

Heavy Pistol:
Range: Short, **Aim Dice:** 1, **Crit Dice:** 0
Damage: 3, **Crit Dmg:** +1, **Ammo:** ∞

Sword:
Range: Adj, **Aim Dice:** 2, **Crit Dice:** +1
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** -

Description: *[Archetype]* The duelist is a template for any melee-focused warrior on the battlefield. This might be a Sultain nobleman with significant skill in actual duels, a Garreran herdswoman with many years of experience defending her flock from wild animals, or a veteran trench-sweeper from the Blue War.

Tactics: The duelist almost always tries to attack with their sword. If they're significantly outnumbered or there are obstacles in their way that prevent them from getting to their targets, then they fall back on their heavy pistol.

Abilities

Riposte

Activation: *Reaction*

Effect: Once per round as a reaction, if this unit is equipped with a melee weapon and a melee attack is made against this unit, prevent that attack and make a melee reaction attack against the attacking unit, but with a -1 Aim Dice penalty.

Dodge 1

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 1 Dodge Dice with successes on 6. On success, the attack misses completely.

Enforcer

HP: 8
Speed: 10 **Aim:** 1 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 9 **Type:** Living

Attacks

Light Carbine:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d2+2, **Crit Dmg:** +1, **Ammo:** 4
Lightweight 1

Stun Baton:
Range: Adj, **Aim Dice:** 1, **Crit Dice:** +2
Damage: d3+1, **Crit Dmg:** +1, **Ammo:** -
Stun Weapon 1, Blunt, Lightning Damage

Description: *[Archetype]* The enforcer is a template for any kind of soldier or law enforcement officer equipped with less-lethal weapons. This might represent riot police, corrections officers, or any other semi-militarized crowd control unit. They often wear face-concealing helmets or masks, and carry their signature stun baton out and ready to beat their enemies into submission.

Tactics: If in melee range, the Enforcer rushes the closest enemy unit in hopes of stunning them. If not in range, they'll use their high Speed to get close enough to make stun attacks. If not presented with any other options, they may fall back on their carbine, but only sparingly; they strongly prefer using their stun baton.

Enforcer (Elite)

HP: 10 **AP:** 1
Speed: 10 **Aim:** 1 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 13 **Type:** Living

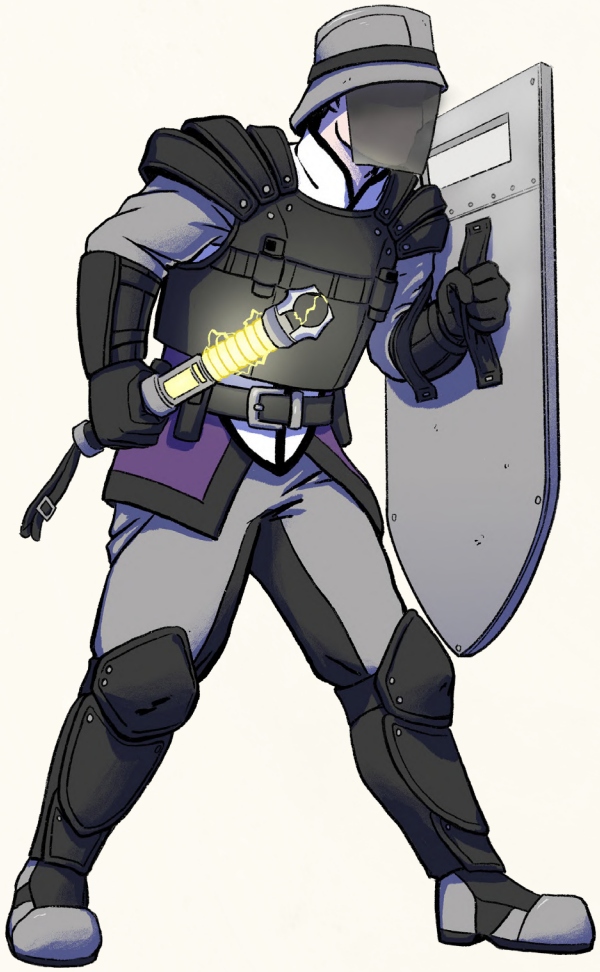
Attacks

Arcanite Autorifle:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+4, **Crit Dmg:** +2, **Ammo:** 4

Stun Baton:
Range: Adj, **Aim Dice:** 1, **Crit Dice:** +2
Damage: d3+1, **Crit Dmg:** +1, **Ammo:** -
Stun Weapon 1, Blunt, Lightning Damage

Description: *[Variant]* A tougher and better equipped variant of the Enforcer.

Tactics: This variant uses the same tactics as the Enforcer.



Sultain Enforcer. Art by Cat Parra.

Ghul

HP: 5
Speed: 8 **Aim:** 0 **Will:** 0
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Fire Damage
Detection Range: 1.5 **Uses Cover:** No
Power Rating: 5 **Type:** Undead

Attacks

Slam (Melee):
Range: Adj, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+2, **Crit Dmg:** +1, **Ammo:** -
No free move action for melee attack

Description: The disgusting ghul is a minor daeva who, either through random chance or the coercion of a nethermage, has possessed the corpse or unconscious body of a living thing. Places where the veil between our world and the Nether is thin, like ancient battlefields, often produce many ghuls. The ghul has distinctive glowing and smoking purple orbs in place of eyes.

Tactics: The ghul shambles towards the closest Living enemy and tries to make slam attacks against it. The ghul ignores Artifact or other Undead units.

Ghul (Legion)

HP: d3+1
Speed: 6 **Aim:** 0 **Will:** 0
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Fire Damage
Detection Range: 1.5 **Uses Cover:** No
Power Rating: 2 **Type:** Undead

Attacks

Slam (Melee):
Range: Adj, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3, **Crit Dmg:** +0, **Ammo:** -
No free move action for melee attack

Description: *[Variant]* A ghul is a single minor daeva forced into servitude and enthralled to a corpse. Animating a Legion Ghul involves forcing that single daeva's soul into multiple corpses. Each one is not as strong as a regular Ghul, but they can make up for it in numbers.

Tactics: Legion Ghuls simply swarm the nearest Living enemy and attempt their melee attacks.

Abilities

Mow Them Down

Activation: *Passive*

Effect: If this unit is killed by a ranged attack, the attacking unit does not end its turn and the actions used for the attack are refunded.

Grunt

HP: 4
Speed: 9 **Aim:** 1 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 4 **Type:** Living

Attacks

Light Carbine:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d2+2, **Crit Dmg:** +1, **Ammo:** 4
Lightweight 1

Description: *[Archetype]* The grunt is the template for every untrained soldier in the world, using guns they might not fully understand. They may be a gang member with a stolen gun or a conscripted soldier with a rusty rifle from two decades ago. Use a grunt every time you want to give the players an easy target that still provides a non-trivial threat.

Tactics: Grunts try to take cover, but often take non-optimal half-cover if it gets them closer to the enemy units. They pretty much just move into range and shoot their guns at the enemy from cover. If exposed by a flanking enemy, they'll try to retreat and find better cover.

Gundrone

HP: 2 **AP:** 1 **SP:** 4
Speed: 8 **Aim:** 1 **Will:** 1
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 8 **Type:** Artifact

Attacks

Drone Gun:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d2+2, **Crit Dmg:** +1, **Ammo:** 4

Description: Artificery, a combat logical drive, and miniaturized aerium projectors have produced the latest in battlefield technology, the Gundrone. This tiny hovering automaton is about a meter wide,

Ghul. Art by George Bennett.

has three small aerium projectors, and is equipped with a small rifle. The Gundrone can fly around the battlefield, hovering between 1 and 5 tiles off the ground, and find ideal attack positions to support conventional ground troops. Just through their testing phase, the Delardian Federal Army has begun fielding these flying artifacts in support roles with their sapient peacekeeping forces.

Tactics: The Gundrone excels at flanking maneuvers and makes up for its low HP with high mobility and being difficult to hit. When deployed with sapient troops, it's used to flush the players out of high-cover spots and force snipers to relocate. The Gundrone is expendable, so feel free to be aggressive with it.

Sultain Heavy. Art by Cat Parra.

Abilities

Airborne

Activation: *Passive*

Effect: This unit can end its turn above any tile and can move through the air. It is always considered to be in full cover (due to difficulty to hit while hovering in the air). The unit can land on the ground or take off during a move action and does not get the effects of Airborne while landed. The unit must be on the ground to make melee attacks.

Heavy

HP: 8 **AP:** 1
Speed: 8 **Aim:** 2 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 13 **Type:** Living

Attacks

Autocannon:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+3, **Crit Dmg:** +2, **Ammo:** 3
Breaking 1

Frag Grenade:
Range: Short, **Radius:** 1.5, **Damage:** d2+2
Breaking: 1, **Damage Type:** Explosive
Destroys cover

Description: *[Archetype]* The heavy is an archetypical soldier that specializes in heavy weapons and squad tactics. This unit is a template for any skilled soldier with heavy weapons and explosives, be it an veteran sapper of the Blue War, a pyromaniac gang member, or a burly marauder with a machine gun.

Tactics: The heavy is a skilled and experienced warrior, and uses cover optimally. They stay close enough to their allies to be in autocannon range of their enemies but not allow their enemies to hit multiple of them with explosives. They favor full cover. If enemy units are bunched up, they use their grenade. For more of a threat, give the Heavy extra Frag Grenades.

Abilities

Suppressive Fire

Activation: >| **Range:** Weapon

Effect: Uses 2 primary weapon ammo. Target an enemy unit within range and line of sight. Until the beginning of this unit's next turn, the target unit has a -3 Aim Dice penalty on attacks. Once per round as a reaction, if the target unit moves, this unit may make a reaction attack with their primary weapon against it. Suppression is removed if this unit takes damage.

Breaker

Activation: *Passive*

Effect: Attacks made with this unit's primary ranged weapon have +1 Breaking.

Heavy (Elite)

HP: 11 **AP:** 2
Speed: 8 **Aim:** 2 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 17 **Type:** Living

Attacks

Arcanite Autocannon:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+5, **Crit Dmg:** +2, **Ammo:** 3
Breaking 2

Z-Tech Grenade:
Range: Short, **Radius:** 1.5, **Damage:** d2+3
Breaking: 2, **Damage Type:** Explosive
Destroys cover

Description: *[Variant]* A tougher and better equipped variant of the Heavy.

Tactics: This variant uses the same tactics as the Heavy.

Abilities

Suppressive Fire

Activation: >| **Range:** Weapon

Effect: Uses 2 primary weapon ammo. Target an enemy unit within range and line of sight. Until the beginning of this unit's next turn, the target unit has a -3 Aim Dice penalty on attacks. Once per round as a reaction, if the target unit moves, this unit may make a reaction attack with their primary weapon against it. Suppression is removed if this unit takes damage.

Heavy Breaker

Activation: *Passive*

Effect: Attacks with this unit's primary ranged weapon have +2 Breaking.

Heavy (Mechanoid)

HP: 12 **AP:** 2
Speed: 8 **Aim:** 2 **Will:** 1
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 15 **Type:** Artifact

Attacks

Autocannon:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+3, **Crit Dmg:** +2, **Ammo:** 3
Breaking 3

Description: Mechanoids are an autonomous soldier concept abandoned after they saw limited deployment in the Blue War. Unreliable and likely to malfunction, thousands of mechanoid soldiers and heavies were abandoned during the conflict. Mechanoid heavies are large insaan shaped automatons with dull metallic armor plates over metal and hydraulic "bones", and dark, lifeless sockets for eyes.

Tactics: Mechanoid heavies act like heavies, but do not have a grenade.

Abilities

Suppressive Fire

Activation: >| **Range:** Weapon

Effect: Uses 2 primary weapon ammo. Target an enemy unit within range and line of sight. Until the beginning of this unit's next turn, the target unit has a -3 Aim Dice penalty on attacks. Once per round as a reaction, if the target unit moves, this unit may make a reaction attack with their primary weapon against it. Suppression is removed if this unit takes damage.

Mechanoid Breaker

Activation: *Passive*

Effect: Attacks with this unit's primary ranged weapon have +3 Breaking.

Hedge Mage

HP: 7
Speed: 8 **Aim:** 1 **Will:** 2
Vulnerable: Melee Damage
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 9 **Type:** Living

Attacks

Autopistol:
Range: Short, **Aim Dice:** 1, **Crit Dice:** +1
Damage: d3, **Crit Dmg:** +1, **Ammo:** ∞
Versatile

Description: The mages of Zafir are a diverse and fractuous bunch. At times it seems that each one believes a different thing about the nature, purpose, and practical application of magic. Not surprisingly, the mage guilds, councils and circles are often funded by moneyed interests. These hedge mages are of a different class, usually practitioners of the art in rural areas, having taught themselves and living alone.

Tactics: The hedge mage is a general threat to the players, with both the ability to heal their allies but also with the long-range guaranteed hits of Lightning Strike. They tend to hang back, use full cover and snipe the enemy with Lightning Strike. They immediately try to heal any unit that's been damaged at all.

Abilities

Heal Wounds

Activation: > **Charges:** 2 **Range:** Medium

Effect: Target itself or an allied unit within range and line of sight. Target unit is healed for 3 HP + 1 HP per this unit's Will. Removes Burning, Poisoned, Acid Burn, Unconscious, and Bleeding Out from the target unit.

Lightning Strike

Activation: >| **Charges:** 4 **Range:** Long

Effect: Target an enemy unit within range and line of sight. Deal 3 Lightning Damage to the target unit, ignoring cover. Deal double damage to shields.

Iron Golem

HP: 28
Speed: 10 **Aim:** 1 **Will:** 1
Immune: Poison Damage, Poisoned
Detection Range: 5 **Uses Cover:** No
Power Rating: 30 **Type:** Animated

Attacks

Stun Slam (Melee):
Range: Adj, **Aim Dice:** 3, **Crit Dice:** 0
Damage: d3+5, **Crit Dmg:** +2, **Ammo:** -
Roll a d6: On 4+ target unit gains Stunned 2

Description: *[Variant]* This hulking mass of metal is not an artifact nor is it controlled by anything remotely resembling "logic." The Iron Golem appears as a massive, three-meter-tall humanoid suit of ancient plate armor. Two pin-pricks of dim light glow in a pit of darkness inside its visor. A huge number of agitated and restless spirits have been enthralled into each individual piece of armor that makes up this iron monstrosity. The unstable nature of their binding, their desire for freedom, and their

complete lack of synchronized direction can occasionally cause the golem to go into a destructive rampage. Only the most skilled spiritist can control them.

Tactics: This variant uses the same tactics as the Stone Golem.

Abilities

Unstable Energies

Activation: *Reaction*

Effect: Once per encounter as a reaction, when this unit takes damage it gains +4 Move for the rest of the encounter. If it is not already Rampaging, each time it takes damage roll a d6. On a 1, this unit becomes Rampaging.

Evasive

Activation: *Passive*

Effect: This unit does not use cover, but is still more difficult to hit. It is always considered to be in half cover.

Rampaging

Activation: *Passive*

Effect: Rampaging activates in response to Unstable Energies. This unit's tactics change while Rampaging is active: it only makes melee attacks against the nearest visible unit and considers all other units on the battlefield to be enemy units.

Jinn

HP: 8
Speed: 8 **Aim:** 0 **Will:** 2
Immune: Poison Damage, Poisoned
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 11 **Type:** Animated

Attacks

Zap:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d2+3, **Crit Dmg:** +1, **Ammo:** -
Damage Type: Lightning

Description: The Jinn are beings of air, magic, and spirit. They often appear as whirlwinds, but often take humanoid forms to communicate with mortals and appear as semi-transparent blue insaan. They are flighty and capricious and can be ruthless in combat.

Tactics: Jinn are not necessarily the deadliest creatures, but can be incredibly annoying for the players. Jinn almost always start out an encounter by using Eldritch Rift, disabling the players weapons and forcing them to scatter for new cover. They barely ever use move actions, instead preferring to blink around the battlefield. It's recommended to use a large battlefield (36x36 tiles) for encounters with Jinn, especially with more than one Jinn. As Jinn get weaker and multiply into more clones, they become more dangerous while becoming more vulnerable. For extra player anxiety, have the Jinn taunt the players as it multiplies.

Abilities

Jinn Blink

Activation: › **Range:** Medium

Effect: This unit disappears and instantly reappears on any tile in range and in line of sight. Does not trigger overwatch or reaction fire

Copy

Activation: *Reaction*

Effect: As a reaction, when the unit takes damage and has 2 or more HP remaining, it uses its Jinn Blink ability and leaves behind a copy of itself. The HP of the unit and its clone are reduced by half (if there's a remainder hit point, the original unit gets it). If the unit is damaged by reaction attacks as the result of a move or attack, Copy only triggers once all reaction attacks have resolved.

Eldritch Rift

Activation: >| **Charges:** 1 **Range:** Medium

Effect: Target a radius 4 circular area of effect centered on a tile within range and line of sight. All units in that area of effect with weapons that use ammo have their weapon's ammo reduced to zero. At the beginning of this unit's next turn, all units in the area of effect take d3 + 4 Lightning damage.

Jinn. Art by George Bennett.

Dodge 2

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 2 Dodge Dice with successes on 6. On success, the attack misses completely.

Jinn (Ancient)

HP: 13
Speed: 8 **Aim:** 1 **Will:** 3
Immune: Poison Damage, Poisoned
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 16 **Type:** Animated

Attacks

Lightning Strike:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d2+3, **Crit Dmg:** +1, **Ammo:** -
Damage Type: Lightning

Description: *[Variant]* The oldest, wisest, and meanest Jinn are said to reside in secret hiding spots in desolate places. Once disturbed, they are quick to anger and will seek to destroy anyone that bothers them. The Ancient Jinn appear as huge and massively muscled insaan made of blue magical energy, covered in shifting and glowing runes.

Tactics: This variant uses the same tactics as the Jinn.

Abilities

Jinn Blink

Activation: > **Range:** Medium

Effect: This unit disappears and instantly reappears on any tile in range and in line of sight. Does not trigger overwatch or reaction fire

Copy

Activation: *Reaction*

Effect: As a reaction, when the unit takes damage and has 2 or more HP remaining, it uses its Jinn

Blink ability and leaves behind a copy of itself. The HP of the unit and its clone are reduced by half (if there's a remainder hit point, the original unit gets it). If the unit is damaged by reaction attacks as the result of a move or attack, Copy only triggers once all reaction attacks have resolved.

Eldritch Rift

Activation: >| **Charges:** 1 **Range:** Medium

Effect: Target a radius 4 circular area of effect centered on a tile within range and line of sight. All units in that area of effect with weapons that use ammo have their weapon's ammo reduced to zero. At the beginning of this unit's next turn, all units in the area of effect take d3 + 4 Lightning damage.

Dodge 3

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 3 Dodge Dice with successes on 6. On success, the attack misses completely.

Jinn (Corrupted)

HP: 15
Speed: 8 **Aim:** 1 **Will:** 3
Immune: Poison Damage, Poisoned
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 18 **Type:** Animated

Attacks

Nether Strike:
Range: Med, **Aim Dice:** 2, **Crit Dice:** +3
Damage: d2+3, **Crit Dmg:** +2, **Ammo:** -
Damage Type: Nether

Description: *[Variant]* A nasty, hateful being of pure magic corrupted by the power of the Nether. This Jinn appears purple in color and has more difficulty staying corporeal than other Jinn, it seems to flicker in and out of reality.

Tactics: This variant uses the same tactics as the Jinn.

Abilities

Jinn Blink

Activation: > **Range:** Medium

Effect: This unit disappears and instantly reappears on any tile in range and in line of sight. Does not trigger overwatch or reaction fire

Copy

Activation: - **Range:** Self

Effect: As a reaction, when the unit takes damage and has 2 or more HP remaining, it uses its Jinn Blink ability and leaves behind a copy of itself. The HP of the unit and its clone are reduced by half (if there's a remainder hit point, the original unit gets it). If the unit is damaged by reaction attacks as the result of a move or attack, Copy only triggers once all reaction attacks have resolved.

Eldritch Rift

Activation: >| **Charges:** 1 **Range:** Medium

Effect: Target a radius 4 circular area of effect centered on a tile within range and line of sight. All units in that area of effect with weapons that use ammo have their weapon's ammo reduced to zero. At the beginning of this unit's next turn, all units in the area of effect take d3 + 4 Lightning damage.

Dodge 4

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 4 Dodge Dice with successes on 6. On success, the attack misses completely.

Katta'ka (Brood Mother)

HP: 5 **AP:** 4
Speed: 2 **Aim:** 0 **Will:** 0
Detection Range: 5 **Uses Cover:** No
Power Rating: 10 **Type:** Living

Attacks

none

Description: *[Variant]* Strangely, the katta'ka life cycle starts with a kind of live birth, where the eggs are fertilized and incubated in the hulking Brood Mother's body before spawning into the world. These grotesque giant insect queens have huge, bloated bellies full of eggs in various stages of gestation with an orifice at the opposite end of her head out of which the larvae burst when ready to spawn. Thick, interlocking armor plates protect the Brood Mother's body, clearly an evolutionary protection against predators. When threatened, the Brood Mother will spawn katta'ka warriors to fight off her attackers.

Tactics: The Brood Mother prefers to use Spawn Drones as often as possible. If threatened, the unit moves away (slowly) and continues spawning. Otherwise, this unit has no attacks.

Abilities

Spawn Drones

Activation: >| **Cooldown:** 2 **Range:** Self

Effect: Create two Katta'ka Drone units to join the encounter as reinforcements in 2 rounds. When they enter the battlefield, place the reinforcing units adjacent to this unit. If this unit dies, place all katta'ka reinforcements on the battlefield immediately.

Spawn Warrior

Activation: >| **Cooldown:** 3 **Range:** Self

Effect: Create one Katta'ka Warrior unit to join the encounter as reinforcement in 2 rounds. When they enter the battlefield, place the reinforcing unit adjacent to this unit. If this unit dies, place all katta'ka reinforcements on the battlefield immediately.

Large

Activation: *Passive*

Effect: This unit takes up 4 tiles in a 2x2 square. It is always considered to be in half cover. When moving along the ground, it destroys any cover in the tiles it moves over.

Katta'ka (Drone)

HP: 2
Speed: 6 **Aim:** 1 **Will:** 0
Detection Range: 5 **Uses Cover:** No
Power Rating: 2 **Type:** Living

Attacks

Bite (Melee):
Range: Adj, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+1, **Crit Dmg:** +1, **Ammo:** -

Description: Domesticated millenia ago by ath'enki farmers for meat, clothing, and a variety of other products, the katta'ka are large, hive-dwelling, subterranean insects. About a meter tall, a half-meter wide, and two meters long, these drones are covered in a chitinous shell and are a great source of meat. Hives of wild katta'ka are abundant across all of subterranean Zafir and can be very dangerous if approached without proper preparation. Katta'ka drone bites can be deadly and wild hives are often protected by katta'ka warriors.

Tactics: Katta'ka drones are not particularly observant, they use their bite melee attack against any non-katta'ka units within Short range but otherwise simply mill about doing nothing.

Katta'ka (Warrior)

HP: 4 **AP:** 1
Speed: 8 **Aim:** 2 **Will:** 0
Detection Range: 5 **Uses Cover:** No
Power Rating: 9 **Type:** Living

Attacks

Pinchers (Melee):
Range: Adj, **Aim Dice:** 3, **Crit Dice:** 0
Damage: d3+2, **Crit Dmg:** +1, **Ammo:** -

Shooting Spines:
Range: Short, **Aim Dice:** 3, **Crit Dice:** +2
Damage: d3+1, **Crit Dmg:** 0, **Ammo:** -
On Crit: Target unit gains Poisoned

Description: *[Variant]* Large and violent, these katta'ka warriors are killed immediately in domesticated katta'ka herds, but can be found protecting katta'ka hives in the wild. Like the drones, the warriors of the katta'ka hive are insects with chitinous shells. However, the warriors are much larger, have two sets of huge gossamer wings, and can rear up on their hind legs and use the scything pinchers on their forelegs to damage predators. In addition to their armored shell, wings, and pinchers, they can spit a vile gastric liquid, filling an area with poisonous fumes.

Tactics: These units viciously attack any enemy units in sight. If there is more than one Warrior unit on the battlefield, they work as a team, with at least one unit using its ranged Shooting Spines attack and Spit Poison ability. The others get in close using their wings and make melee attacks. Any enemy unit that targets a Brood Mother unit on the battlefield becomes the highest priority target for all Warrior units.

Abilities

Hover

Activation: - **Range:** Self

Effect: Once per turn as a free action, the unit can hover 3 tiles above the battlefield or land back on the ground. While hovering, the unit can make move actions and remains 3 tiles above the ground it moves over.

Leap

Activation: > **Range:** Self

Effect: Make a move action with the ability to spend a single movement point to leap to an adjacent tile up to 8 tiles above the unit's current tile.

Spit Poison

Activation: >| **Cooldown:** 4 **Range:** Medium

Effect: Target a radius 2 circular area of effect centered on a tile within range and line of sight. All targets in the area gain Poisoned, add the Poison Cloud feature to all tiles in the area for 3 rounds.

Lion

HP: 8
Speed: 8 **Aim:** 2 **Will:** 0
Detection Range: 5 **Uses Cover:** No
Power Rating: 9 **Type:** Living

Attacks

Claws (Melee):
Range: Adj, **Aim Dice:** 3, **Crit Dice:** 0
Damage: d3+3, **Crit Dmg:** +1, **Ammo:** -
Piercing 1

Description: Lions are majestic carnivorous predators found throughout central Evera and southern Iblix. Lions are regarded as agents of the sun god, Baldyr and usually left alone. However, they are wild animals and will attack sapients if desperate for food or if their territory is invaded.

Tactics: Lions are encountered as solitary units or in groups of up to five. When attacked, they try to surround the enemy units and use their claw attacks.

Lion Husk

HP: 18
Speed: 12 **Aim:** 1 **Will:** 0
Immune: Poison Damage, Poisoned, Acid Damage, Acid Burn, Psychological Effects
Vulnerable: Fire Damage
Detection Range: 1.5 **Uses Cover:** No
Power Rating: 21 **Type:** Undead

Attacks

Claws (Melee):
Range: Adj, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+7, **Crit Dmg:** +2, **Ammo:** -
Piercing 1

Description: *[Variant]* A stronger, lion variant of the Wolf Husk.

Tactics: The Lion Husk rushes enemy units with melee attacks.

Abilities

Acid Blood

Activation: *Passive*

Effect: This unit is immune to Acid Damage. When making move actions, all tiles this unit leaves gain the Acid Pool tile feature. When this unit takes damage, all adjacent tiles gain Acid Pool and all units within Adjacent range gain Acid Burn.

Evasive

Activation: *Passive*

Effect: This unit does not use cover, but is still more difficult to hit. It is always considered to be in half cover.

Manticore

HP: 10 **AP:** 1
Speed: 12 **Aim:** 1 **Will:** 0
Immune: Poison Damage, Poisoned
Vulnerable: Fire Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 13 **Type:** Living

Attacks

Scorpion Sting (Melee):
Range: Adj, **Aim Dice:** 3, **Crit Dice:** 0
Damage: d2+4, **Crit Dmg:** +2, **Ammo:** -
Piercing 1, Target unit gains Poisoned

Description: The manticore is a monstrous beast that burrows underground and surprises its prey by erupting from the earth to attack. It has both insectoid and mammalian features, but it's most distinguishing feature is a scorpion-like venomous barbed tail. It's mouth is lined with sharp teeth and two pincher-like mandibles flank either side. It's forelegs end in broad, shovel-like paws that can efficiently dig through the dirt. It has both fur and chitinous plates protecting it.

Tactics: Manticores love to burrow underground before combat and surprise unwary units with their poisonous attacks. Once aboveground, they aggressively attack the nearest enemy unit.

Abilities

Leap

Activation: > **Range:** Self

Effect: Make a move action with the ability to spend a single movement point to leap to an adjacent tile up to 8 tiles above the unit's current tile.

Burrow

Activation: >| **Charges:** 1 **Range:** Self

Effect: This unit enters concealment, may not move, takes no actions and is not revealed normally (it's underground). If an enemy unit enter's a tile within the unit's detection range, the burrowed

unit becomes unburrowed and makes a melee reaction attack against that unit. At the beginning of the encounter, the GM may have the unit start in the burrowed state.

Evasive

Activation: *Passive*

Effect: This unit does not use cover, but is still more difficult to hit. It is always considered to be in half cover.

Dodge 1

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 1 Dodge Dice with successes on 6. On success, the attack misses completely.

Medidrone

HP: 2 **AP:** 1 **SP:** 4
Speed: 8 **Aim:** 1 **Will:** 1
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 8 **Type:** Artifact

Attacks

none

Description: *[Variant]* A support variant of the Gundrone, the Medidrone has two aerium projectors and a tank of pressurized medical gel. This gel is another experimental war tool. Less effective

Manticore. Art by Audre Schutte.

than a medic with a first aid kit, but requiring much less skill and finesse, it can simply be sprayed on the damaged areas of the wounded soldier and the gaianite-infused gel will begin the healing process.

Tactics: The Medidrone is unarmed, so it hangs back until one of its allied units is wounded. When that happens, it moves in quickly, applies the medical gel, and then retreats again. When its charges of Spray Medical Gel are depleted, it flees the battlefield.

Abilities

Airborne

Activation: *Passive*

Effect: This unit can end its turn above any tile and can move through the air. It is always considered to be in full cover (due to difficulty to hit while hovering in the air). The unit can land on the ground or take off during a move action and does not get the effects of Airborne while landed. The unit must be on the ground to make melee attacks.

Spray Medical Gel

Activation: >| **Charges:** 2 **Range:** Adjacent

Effect: Target a living allied unit within range. It heals 3 HP.

Tank Rupture

Activation: *Passive*

Effect: When the unit is reduced to zero HP, it's pressurized medical gel storage tank ruptures and bursts, spreading medical gel over the battlefield. All living units in a radius 1.5 circular area of effect centered on this unit heal for 3 HP.

Mimic

HP: 12
Speed: 9 **Aim:** 0 **Will:** 1
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 14 **Type:** Artifact

Attacks

Scything Blades (Melee):
Range: Adj, **Aim Dice:** 2, **Crit Dice:** +2
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** -
Can target up to three adjacent units, roll to hit individually

Description: An automaton designed for covert assassination and infiltration, this artifact appears as a small insaan woman with porcelain skin. Under closer scrutiny, however, its joints reveal that its skin is actually several intricate ceramic plates covering an articulated artifact body, full of sharp blades, designed to kill.

Tactics: While on the battlefield, the unit is indistinguishable from a Civilian unit. When a player's character moves to any adjacent tiles or if they succeed at a Perceive check when within Short range, the mimic's true nature is revealed. It stands tall, ceramic plates open and whirling blades at the ready. The mimic is equipped with self-repairing artificery (since it's deployed in secret and cannot return for maintenance), and so each round, with a whir of gears and a hiss of fire-retardant gas, it repairs itself and puts out fires in its mechanisms. Once it's true nature is revealed, the mimic tries to kill everything it sees, especially PCs grouped close together, since it's melee attack hits up to three adjacent targets.

Abilities

Cower

Activation: >| **Range:** Self

Effect: If the unit is in cover, it cowers down and tries to hide. All attacks made against this unit until the beginning of its next turn have a -2 Aim Dice penalty.

Leap

Activation: > **Range:** Self

Effect: Make a move action with the ability to spend a single movement point to leap to an adjacent tile up to 8 tiles above the unit's current tile.

Disguise

Activation: *Passive*

Effect: At the start of the turn, this unit appears as a Civilian unit. If an enemy unit moves within Adjacent range or succeeds on a Perceive Skill Action within Short range, this unit's true nature is revealed.

Self-Repair

Activation: *Passive*

Effect: At the beginning of the unit's turn it heals 2 HP and removes Burning.

Evasive

Activation: *Passive*

Effect: This unit does not use cover, but is still more difficult to hit. It is always considered to be in half cover.

Netherwracked

HP: 8
Speed: 8 **Aim:** 0 **Will:** 2
Vulnerable: Melee Damage
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 10 **Type:** Living

Attacks

Heavy Pistol:
Range: Short, **Aim Dice:** 0, **Crit Dice:** 0
Damage: 3, **Crit Dmg:** +1, **Ammo:** ∞

Description: Once an occultist of some power, this former netherwalker had learned to coerce minor daeva into possessing the corpses of fallen soldiers. Over time, exposure to raw nether and the machinations of powerful daeva have destroyed this person's psyche. Barely conscious of their own actions, they are now a shell of their former selves, bound emotionally and painfully to the will of the daeva that once served them.

Tactics: Prefers Animate Ghul if there is a corpse in sight, otherwise prefers Possession. Only uses its pistol as a last resort. Not aggressive, hangs back and tries to use full cover as much as possible.

Abilities

Animate Ghul

Activation: >| **Cooldown:** 3 **Range:** Medium

Effect: Target living unit's corpse becomes a Ghul that is Mind Controlled by this unit. The Ghul dies if this unit becomes Out of Action, Unconscious, or Disoriented. The Ghul comes with this unit into subsequent encounters.

Possession

Activation: >| **Cooldown:** 3 **Range:** Medium

Effect: Make a Will Attack against a target. *On Success:* Roll a d3. 1: Target unit gains Disoriented, 2: Target unit gains Panic, 3: Target unit gains Mind Controlled. *On Resist:* Target gains +1 Will when resisting Possession (non-cumulative).

Dodge 1

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 1 Dodge Dice with successes on 6. On success, the attack misses completely.

Netherwracked (Vile)

HP: 14
Speed: 8 **Aim:** 1 **Will:** 3
Immune: Nether Damage
Vulnerable: Melee Damage
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 16 **Type:** Living

Attacks

SMG:
Range: Short, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d2+2, **Crit Dmg:** +2, **Ammo:** 3
Versatile

Description: The vile nether-wracked has an even more emaciated and unnatural body, as years or even decades of daevic influence have corrupted its mortal form. Its original mind is almost gone, now under the thrall of several daeva. Wisps of purple energy like smoke pour from open lesions on its skin and face. Its eyes glow almost like that of a ghul.

Tactics: Vile nether-wracked act much like the standard nether-wracked, but are much more aggressive with Vile Possession, which has a reduced cooldown.

Abilities

Animate Ghul

Activation: >| **Cooldown:** 3 **Range:** Medium

Effect: Target living unit's corpse becomes a Ghul that is Mind Controlled by this unit. The Ghul dies if this unit becomes Out of Action, Unconscious, or Disoriented. The Ghul comes with this unit into subsequent encounters.

Vile Possession

Activation: >| **Cooldown:** 2 **Range:** Medium

Effect: Make a Will Attack against a target. *On Success:* Roll a d3. 1: Target unit gains Disoriented, 2: Target unit gains Panic, 3: Target unit gains Mind Controlled. *On Resist:* Target gains +1 Will when resisting Possession (non-cumulative).

Dodge 2

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 2 Dodge Dice with successes on 6. On success, the attack misses completely.

Officer

HP: 7
Speed: 8 **Aim:** 1 **Will:** 2
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 9 **Type:** Living

Attacks

Autorifle:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** 4

Frag Grenade:
Range: Short, **Radius:** 1.5, **Damage:** d2+2
Breaking: 1, **Damage Type:** Explosive
Destroys cover

Description: *[Archetype]* The officer is a template for any soldier unit that gives orders and expects them to be followed. This might be the first mate of a sky pirate crew, the leader of a small gang, or a commissioned officer in a military unit. They usually wear distinctive clothing from the soldiers under their command and take a more tactical and strategic view of the battlefield.

Tactics: The officer fights like a soldier but tries to keep one enemy Marked at all times. When enemies are bunched together or behind full cover, the officer will use their grenade to destroy it and provide openings for their allies.

Abilities

Spotter

Activation: › **Range:** Long

Effect: Target enemy unit in range and in line of sight gains Marked. Only one unit can be Marked by this unit at any one time. If Spotter is used again, the previously Marked unit loses Marked.

Overseer

HP: 6
Speed: 8 **Aim:** 1 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 8 **Type:** Living

Attacks

Light Carbine:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d2+2, **Crit Dmg:** +1, **Ammo:** 4
Lightweight 1

Improvised Bomb:
Range: Short, **Radius:** 1.5, **Damage:** d2+1
Breaking: 1, **Damage Type:** Explosive
Destroys cover

Description: *[Variant]* A merciless outlaw leader in charge of a gang of thugs. They use their brutality to keep their underlings in check.

Tactics: Hangs back and takes potshots at enemy units. If several of its allies die, or if the players group their units close together, the Overseer uses its improvised bomb.

Abilities

Spotter

Activation: › **Range:** Long

Effect: Target enemy unit in range and in line of sight gains Marked. Only one unit can be Marked by this unit at any one time. If Spotter is used again, the previously Marked unit loses Marked.

Shah Daeva

HP: 35 **AP:** 4
Speed: 10 **Aim:** 2 **Will:** 5
Immune: Psychological Effects
Detection Range: 10 **Uses Cover:** Yes
Power Rating: 47 **Type:** Animated

Attacks

Nether Blast:
Range: Med, **Aim Dice:** 4, **Crit Dice:** 0
Damage: d2+8, **Crit Dmg:** +2, **Ammo:** -
Damage Type: Nether

Description: *[Variant]* A being of pure malevolence, a king of daeva, this Shah Daeva has been unleashed on the real world without the constraint or control of a summoner or mortal host. Who is strong enough to control a prince of corruption? The shah daeva appears as a vaguely humanoid mass of shifting black-purple shadows, clothed in darkness, leaking the energy of the Nether, as its form is itself a tear in the veil between worlds. White-hot purple coals smolder where its eyes should be, and blasts of pure Nether energy emit from them with every glance.

Tactics: An immensely powerful end-game unit, the Shah Daeva goes all out. It constantly uses its Reactive Teleport to stay out of harm's way and force the players to reposition. It uses tactics similar to the Daeva until it reaches the last third of its health, and then unleashes Nether Rift and Nether Lance as often as it can.

Abilities

Teleport

Activation: › **Charges:** 2 **Range:** Medium

Effect: This unit disappears and instantly appears on any tile in range and in line of sight. Does not trigger overwatch fire.

Shackle

Activation: ›| **Charges:** 1 **Range:** Long

Effect: Make a will attack against a Living or Animated enemy unit. *On Success:* target unit becomes Mind Controlled. *On Resist:* no effect, the ability charge is refunded.

Nether Lance

Activation: >| **Cooldown:** 5 **Range:** Long

Effect: Target all enemy units in a line 1 tile wide and 24 tiles long. Deal 8 Nether damage to all targets.

Nether Rift

Activation: >| **Cooldown:** 5 **Range:** Long

Effect: Target a radius 4 circular area. All enemy units in the zone take 6 Nether damage. For each Living enemy unit in the zone, roll a d6. On a 4+, use Mind Flay on that unit.

Mind Flay

Activation: >| **Cooldown:** 3 **Range:** Long

Effect: This unit makes a Will Attack with +3 Crit Dice against a Living enemy unit. *On Success:* Target unit gains Disoriented, *On Crit:* Target unit becomes Mind Controlled (remove Disoriented), *On Resist:* No Effect.

Reactive Teleport

Activation: *Passive*

Effect: If the unit takes damage, Teleport to a tile in line of sight. If the unit takes damage from a reaction attack, Teleport after all reactions have been resolved.

Nether Regeneration

Activation: *Passive*

Effect: At the beginning of the unit's turn it heals 5 HP.

Dodge 3

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 3 Dodge Dice with successes on 6. On success, the attack misses completely.

Shah Manticore

HP: 16 **AP:** 2
Speed: 12 **Aim:** 1 **Will:** 0
Immune: Poison Damage, Poisoned
Vulnerable: Fire Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 20 **Type:** Living

Attacks

Scorpion Sting (Melee):
Range: Adj, **Aim Dice:** 3, **Crit Dice:** +1
Damage: d2+4, **Crit Dmg:** +2, **Ammo:** -
Piercing 1, Target unit gains Poisoned

Description: *[Variant]* A massive, ancient manticore that's grown large in its old age. Having shed its chitinous shell many hundreds of times, this beast requires a huge quantity of fresh meat to stay active and growing. Each year, it's harder for the Shah Manticore to molt, and it's tightening shell makes it irritable and violent.

Tactics: This variant uses the same tactics as the manticore.

Abilities

Leap

Activation: > **Range:** Self

Effect: Make a move action with the ability to spend a single movement point to leap to an adjacent tile up to 8 tiles above the unit's current tile.

Burrow

Activation: >| **Charges:** 1 **Range:** Self

Effect: This unit enters concealment, may not move, takes no actions and is not revealed normally (it's underground). If an enemy unit enter's a tile within the unit's detection range, the burrowed unit becomes unburrowed and makes a melee reaction attack against that unit. At the beginning of

the encounter, the GM may have the unit start in the burrowed state.

Large

Activation: *Passive*

Effect: This unit takes up 4 tiles in a 2x2 square. It is always considered to be in half cover. When moving along the ground, it destroys any cover in the tiles it moves over.

Dodge 2

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 2 Dodge Dice with successes on 6. On success, the attack misses completely.

Shahrokh

HP: 20
Speed: 10 **Aim:** 2 **Will:** 1
Immune: Lightning Damage, Fire Damage, Burning
Detection Range: 10 **Uses Cover:** No
Power Rating: 23 **Type:** Living

Attacks

Claws (Melee):
Range: Adj, **Aim Dice:** 4, **Crit Dice:** +0
Damage: d3+5, **Crit Dmg:** +2, **Ammo:** -

Firebolt:
Range: Med, **Aim Dice:** 4, **Crit Dice:** +0
Damage: d2+6, **Crit Dmg:** +2, **Ammo:** -
Damage Type: Fire, Target unt gains Burning

Description: The king of all birds, this brilliant beast flies above the world for days and roosts high in the mountains. Beautiful and powerful, these giant rokhs have brown-gold feathers on their chests and bold, rainbow-colored pinions and tail

Shahrokh. Art by George Bennett.

feathers. Naturally attuned to the power of the Sun, these birds can use fire magic when threatened.

Tactics: The Shahrokh flies around the battlefield attacking with its claws and firebolt. After an initial engagement, it uses its Blazing Pinions ability to force enemy units out of cover, then resumes attacking with firebolt.

Abilities

Blazing Pinions

Activation: >| **Cooldown:** 4 **Range:** Short

Effect: This unit flies high up into the air with a free move action, and launches fireballs up into the air, targeting the tile of every enemy unit within Short range. At the beginning of this unit's next turn, the fireballs land on each target tile, dealing d3 + 3 Fire Damage to all enemy units in a radius 1.5 circular area of effect centered on each target tile, and the unit deactivates Airborne and lands on the ground.

Frenzy

Activation: - **Charges:** 1 **Range:** Self

Effect: This unit may only use this ability if it is not at full health. This unit gains one extra action per turn for 2 turns.

Airborne

Activation: *Passive*

Effect: This unit can end its turn above any tile and can move through the air. It is always considered to be in full cover (due to difficulty to hit while hovering in the air). The unit can land on the ground or take off during a move action and does not get the effects of Airborne while landed. The unit must be on the ground to make melee attacks.

Dodge 5

Activation: *Passive*

Effect: Once per round, when this unit is hit with an attack, it may make a Dodge roll. Roll 5 Dodge Dice with successes on 6. On success, the attack misses completely.

Shield Mage

HP: 9 **AP:** 3
Speed: 8 **Aim:** 1 **Will:** 2
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 14 **Type:** Living

Attacks

Autorifle:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** 4

Description: Shield Mages are specially trained military mages designed to be inserted into conventionally military units for defensive support. They're distinctive by their heavy armor plates and glowing blue zephyrite shield generators on their backs.

Tactics: Shield mages start by activating their Arcane Shields in such a way that it provides Shield Points to the most allied units possible. They then act defensively, hanging back and making attacks from full cover if possible. If full cover is sparse or unavailable, they use their Pylon ability.

Abilities

Arcane Shields +3

Activation: > **Charges:** 1 **Range:** Short

Effect: All allied units in range gain +3 Shields.

Pylon

Activation: > **Charges:** 3 **Range:** Medium

Effect: Create a pillar of arcane energy on any unoccupied tile within line of sight that lasts until the end of the encounter. The pillar is 1 tile wide and 2 tiles tall, cannot be destroyed, occupies the tile, and offers full cover. If this ability has no charges remaining, you may use it by spending 1 Focus point. If this unit dies, the pylon is destroyed and dissipates into wisps of energy.

Shield Mage (Elite)

HP: 10 **AP:** 4
Speed: 8 **Aim:** 2 **Will:** 2
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 16 **Type:** Living

Attacks

Arcanite Autorifle:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+4, **Crit Dmg:** +2, **Ammo:** 4

Description: *[Variant]* A tougher and better equipped variant of the Shield Mage, with a more powerful shield generator.

Tactics: This variant uses the same tactics as the Shield Mage.

Abilities

Arcane Shields +5

Activation: › **Charges:** 1 **Range:** Short

Effect: All allied units in range gain +5 Shields.

Pylon

Activation: › **Charges:** 3 **Range:** Medium

Effect: Create a pillar of arcane energy on any unoccupied tile within line of sight that lasts until the end of the encounter. The pillar is 1 tile wide and 2 tiles tall, cannot be destroyed, occupies the tile, and offers full cover. If this ability has no charges remaining, you may use it by spending 1 Focus point. If this unit dies, the pylon is destroyed and dissipates into wisps of energy.

Shieldrone

HP: 2 **AP:** 1
Speed: 12 **Aim:** 1 **Will:** 1
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 8 **Type:** Artifact

Attacks

none

Description: *[Variant]* A protective variant of the Gundrone, the Shieldrone is designed to hover above an allied unit, constantly shielding them from harm while they charge forward into heavy fire. The Shieldrone itself is relatively unprotected.

Tactics: The Shieldrone is unarmed and targets a single allied unit. It moves one space behind that unit every turn and uses Drone Shielding on that unit. If the target unit is eliminated, the Shieldrone picks a new unit. Note: This unit's power rating is +3 higher than the standard calculation to account for their ability in which they constantly add 3 SP to an allied unit.

Abilities

Airborne

Activation: *Passive*

Effect: This unit can end its turn above any tile and can move through the air. It is always considered to be in full cover (due to difficulty to hit while hovering in the air). The unit can land on the ground or take off during a move action and does not get the effects of Airborne while landed. The unit must be on the ground to make melee attacks.

Drone Shielding

Activation: › **Range:** Adjacent

Effect: Target an allied unit within range. If the unit has fewer than 3 Shield Points from Drone Shielding, add up to 3 Shield Points until it has 3 from Drone Shielding.

Soldier

HP: 5
Speed: 8 **Aim:** 1 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 5 **Type:** Living

Attacks

Autorifle:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** 4

Description: *[Archetype]* The soldier is a template for any well-trained, professional, or experienced fighter on the modern battlefield. These units might be military personnel in a country's armed forces or they might be a bodyguard, private security guard, mercenary, or any other kind of gun-wielding fighter.

Tactics: Soldiers work best as part of a fireteam, they coordinate with their allies to take advantage of cover while working to outflank the enemy and gain positional advantage. Occasionally, they will use Overwatch when no ideal moves are available from their current position. If accompanied by an Officer, they will always try to attack the Marked enemy spotted by the Officer.

Soldier (Elite)

HP: 8 **AP:** 1
Speed: 8 **Aim:** 2 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 10 **Type:** Living

Attacks

Autorifle:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** 4

Flashbang Grenade:
Range: Short, **Radius:** 3
Applies Disoriented to all targets, removes Overwatch, removes Mind Control

Description: *[Variant]* The elite soldier is a highly-specialized or extremely well-trained soldier with extensive knowledge of combat tactics and experience in battle. This template can be used for actual elite military units like special forces, or just exceptional warriors like the leader of a mercenary company or the best gun on a sky pirate crew. These soldiers are equipped with better body armor and are crack shots.

Tactics: Elite soldiers use tactics like the soldier, but will also focus on keeping the enemy Disoriented using their Flashbang Grenades. As elite special forces, they can be equipped with any one of these weapons: autorifle, SMG, shotgun, or scout rifle.

Sultain Soldier. Art by Cat Parra.

Soldier (Mechanoid)

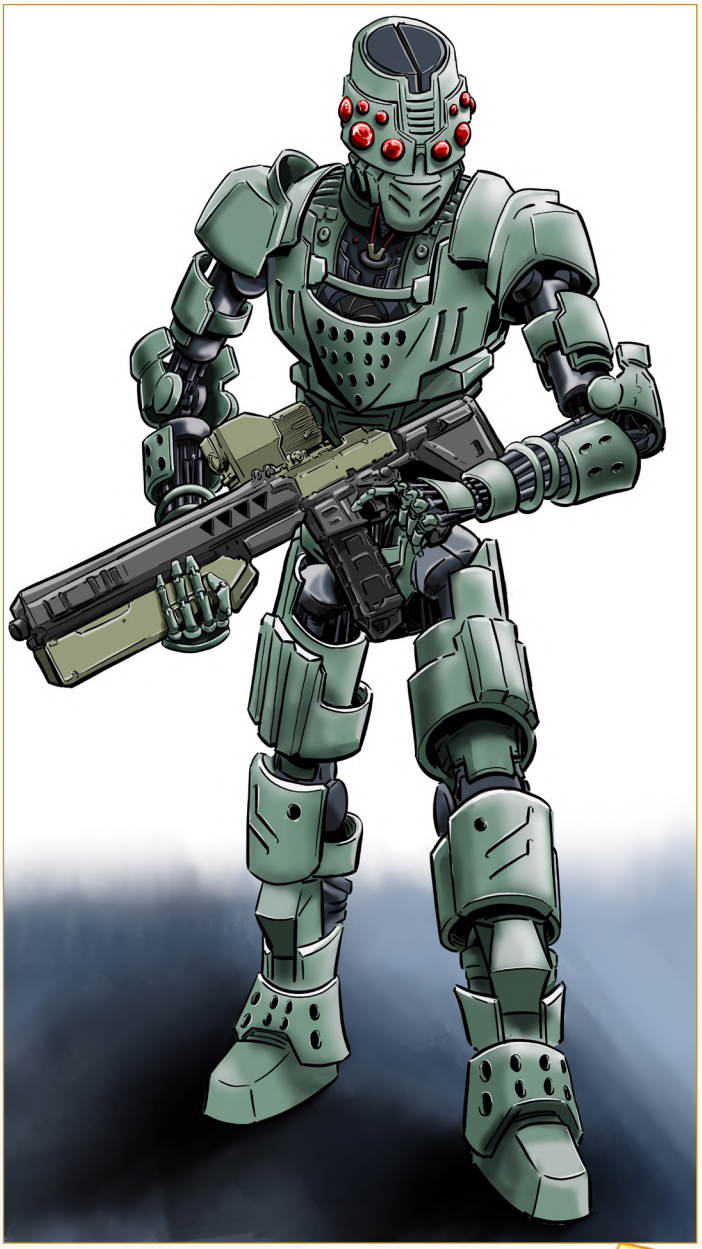
HP: 6 **AP:** 1
Speed: 8 **Aim:** 1 **Will:** 1
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 6 **Type:** Artifact

Attacks

Autorifle:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** 4

Description: *[Variant]* Created in desperation during the Blue War due to a shortage of living soldiers, the mechanoids were intended to be simple automatons, capable of following orders and nothing else. During deployment, they often malfunctioned or acted haphazardly. Some insaan troops stationed with mechanoids even claimed that some of them gained all the apparent signs of sapience...

Tactics: Mechanoid soldiers alternate every few turns between fireteam tactics like the standard soldier and random moves and actions, often leaving themselves out in the open or reloading for no reason. If you want their behavior to be purely random, roll a d6 for each Mechanoid Soldier each round. On a 4-6 they "act like a soldier". On a 1-3 they do some nonsense thing like stand in the open and play some nation's national anthem, pretend like they're cooking sausages on a campfire, or do a robot dance.



Mechanoid Soldier. Art by Joseph Garcia.

Stone Golem

HP: 18
Speed: 10 **Aim:** 1 **Will:** 1
Immune: Poison Damage, Poisoned
Detection Range: 5 **Uses Cover:** No
Power Rating: 20 **Type:** Animated

Attacks

Stun Slam (Melee):
Range: Adj, **Aim Dice:** 3, **Crit Dice:** 0
Damage: d3+5, **Crit Dmg:** +2, **Ammo:** -
On Hit: roll a d6, on a 5+, target gains Stunned 2

Description: No one is exactly sure what animates a stone golem. Mostly because they won't stay still or stop pounding the researchers into the ground long enough to test anything. The stone golem appears as a large humanoid, made of loosely connected boulders, rocks, and pebbles. A deep, echoing, grumbling roar emits from somewhere inside it.

Tactics: The stone golem rushes the nearest enemy and attempts a slam attack. That's it.

Abilities

Unstable Energies

Activation: *Reaction*

Effect: Once per encounter as a reaction, when this unit takes damage it gains +4 Move for the rest of the encounter. If it is not already Rampaging, each time it takes damage roll a d6. On a 1, this unit becomes Rampaging.

Evasive

Activation: *Passive*

Effect: This unit does not use cover, but is still more difficult to hit. It is always considered to be in half cover.

Rampaging

Activation: *Passive*

Effect: Rampaging activates in response to Unstable Energies. This unit's tactics change while Rampaging is active: it only makes melee attacks against the nearest visible unit and considers all other units on the battlefield to be enemy units.

Stone Golem. Art by Batwynn.

Wardrone

HP: 3 **AP:** 2 **SP:** 4
Speed: 8 **Aim:** 2 **Will:** 1
Immune: Poison Damage, Poisoned, Psychological Effects
Vulnerable: Lightning Damage
Detection Range: 5 **Uses Cover:** No
Power Rating: 11 **Type:** Artifact

Attacks

Light Carbine:
Range: Med, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d2+2, **Crit Dmg:** +1, **Ammo:** 4
Lightweight 1

Frag Grenade:
Range: Short, **Radius:** 1.5, **Damage:** d2+2
Breaking: 1, **Damage Type:** Explosive
Destroys cover

Description: *[Variant]* A destructive variant of the Gundrone, this flying automaton has four aerium projectors, instead of three, and a small, single-shot grenade launcher in addition to its rifle. These drones are often fielded in support of squadrons that need high mobility and can't afford the extra weight of hand-held, heavy ordinance.

Tactics: The Wardrone always starts by using its grenade launch to destroy good cover and hopefully deal damage to 2 or more player's units. Once it's launched its payload, it uses the same tactics as the Gundrone.

Abilities

Airborne

Activation: *Passive*

Effect: This unit can end its turn above any tile and can move through the air. It is always considered to be in full cover (due to difficulty to hit while hovering in the air). The unit can land on the ground or take off during a move action and does not get the effects of Airborne while landed. The unit must be on the ground to make melee attacks.

Warped (Stage 3)

HP: 5
Speed: 8 **Aim:** 1 **Will:** 1
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 6 **Type:** Living

Attacks

Light Carbine:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d2+2, **Crit Dmg:** +1, **Ammo:** 4
Lightweight 1

Description: *[Variant]* A somewhat more sapient-like Warped, these z-dust addicts retain some of their appearance from their life before being consumed with desire for zephyrite. Usually exiled from society because of problems caused by their lust for the magical stone, these folk congregate in the wilderness or with some of the Stage 4 Warped, to care for them.

Tactics: When attacked, these Stage 3 Warped will try to protect any Stage 4 Warped on the battlefield with them. The Stage 3 Warped unit will take cover and use Arcane Defenses on Stage 4 Warped, especially ones that aren't in cover. Once the Stage 4 are protected, this unit will take pot-shots at enemy units with their rifles.

Abilities

Arcane Defenses

Activation: › **Cooldown:** 2 **Range:** Medium

Effect: Target an allied unit within range and line of sight. Attacks against it to suffer a -2 Aim Dice penalty until the beginning of the next round.

Warped (Stage 4)

HP: 7
Speed: 8 **Aim:** 0 **Will:** 3
Immune: Arcane Damage
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 10 **Type:** Living

Attacks

Wild Magic Blast:
Range: Med, **Aim Dice:** 2, **Crit Dice:** +2
Damage: d3+2, **Crit Dmg:** +2, **Ammo:** -
Damage Type: Arcane

Description: Horrible to behold, glowing blue skeletons of enchanted bone and withered flesh, the Warped are fearsome monsters. They are often encountered in abandoned zephyrite mines or exiled into the wilderness far from society, eking out the barest of existences until they finally succumb to their condition. Sometimes Stage 3 Warped, who retain some of their sapience, live in these groups and try to take care of those in Stage 4. These camps and settlements are treacherous and unpredictable places, however, as wild magic and violent outbursts are extremely common among the Stage 4 Warped.

Tactics: While barely conscious of their surroundings, the Warped do seem to have a grasp on when they are being threatened and will fly into a rage against anything they perceive as a danger to them or as a barrier between them and a zephyrite source they desire. The Warped fight completely unpredictably. Each turn, for each Warped unit on the battlefield, roll a d6 and consult the table below to determine their actions for that round. However, if any enemy unit is equipped with a Zephyrite Shard utility item, always target that unit. Players may have their character drop the shard on the ground, and if they do, all Warped try to pick it up. A Warped unit holding a Zephyrite Shard stands still and does nothing every round.

D6	ACTION
1	Move out of cover and do nothing else but stand still, making frustrated animal noises
2	Double move as close as possible to an enemy unit, screaming hysterically
3	Move to nearby cover and cower behind it, gibbering
4	Make a Wild Magic Blast attack against the closest enemy unit
5	Cast Lightning Strike on the farthest enemy unit in line of sight
6	Cast Fireball on a random enemy unit

Stage 4 Warped. Art by George Bennett.

Abilities

Fireball

Activation: >| **Charges:** 2 **Range:** Medium

Effect: Target a radius 1.5 circular area. Each unit in the area takes d2 + 2 Fire Damage.

Lightning Strike

Activation: >| **Charges:** 4 **Range:** Long

Effect: Target an enemy unit within range and line of sight. Deal 3 Lightning Damage to the target unit, ignoring cover. Deal double damage to shields.

Wolf

HP: 3
Speed: 8 **Aim:** 1 **Will:** 0
Detection Range: 5 **Uses Cover:** No
Power Rating: 4 **Type:** Living

Attacks

Bite (Melee):
Range: Adj, **Aim Dice:** 2, **Crit Dice:** 0
Damage: d3+1, **Crit Dmg:** +1, **Ammo:** -
Piercing 1

Description: Wolves are carnivorous canine predators that live in packs. They prefer wooded areas with large game like deer, but are drawn to areas settled by sapients for easy access to garbage and livestock. They can be very dangerous to sapients if encountered unprepared.

Tactics: Wolves are found as solitary units or in packs of up to five units. Solitary wolves begin the encounter by using their Howl ability to call in reinforcements. When fighting, wolves try to surround their opponent and use their bite attack.

Abilities

Howl

Activation: >| **Charges:** 1 **Range:** Self

Effect: Summon two Wolf units to join the encounter as reinforcements in 2 rounds.

Wolf Husk

HP: 13
Speed: 12 **Aim:** 1 **Will:** 0
Immune: Poison Damage, Poisoned, Acid Damage, Acid Burn, Psychological Effects
Vulnerable: Fire Damage
Detection Range: 1.5 **Uses Cover:** No
Power Rating: 16 **Type:** Undead

Attacks

Bite (Melee):
Range: Adj, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+7, **Crit Dmg:** +2, **Ammo:** -
Piercing 1

Description: The decaying husk of a wolf's body. It retains the hunter's instincts of the animal it was in life, while being driven to brutal violence by the daevic residue saturating its nervous system. Its blood has turned to acid, and splashes out of every wound.

Tactics: The Wolf Husk rushes enemy units with melee attacks.

Abilities

Acid Blood

Activation: *Passive*

Effect: This unit is immune to Acid Damage. When making move actions, all tiles this unit leaves gain the Acid Pool tile feature. When this unit takes damage, all adjacent tiles gain Acid Pool and all units within Adjacent range gain Acid Burn.

Evasive

Activation: *Passive*

Effect: This unit does not use cover, but is still more difficult to hit. It is always considered to be in half cover.

Zargiah-Canis

HP: 15 **AP:** 3
Speed: 10 **Aim:** 1 **Will:** 1
Immune: Acid Damage, Acid Burn
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 22 **Type:** Animated

Attacks

Arcanite Autocannon:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+5, **Crit Dmg:** +2, **Ammo:** 3

Bite (Melee):
Range: Adj, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+7, **Crit Dmg:** +2, **Ammo:** -
Piercing 1

Description: A massive undead wolf with acid dripping from its grotesque body being ridden by an insubstantial daeva spirit. The spirit's energy seems to envelop the beast atop which it sits, controlling its movements. In the daeva-spirit's odd number of arms, it holds an autocannon awkwardly, but with deadly precision. Those that see these evil combinations of deava and undead rarely live to tell the tale. Of the Zargiah-Canis, one hunter who survived an ambush by one had this to report, "It's a scary-ass ghost-daeva carrying a gods-damned huge machine gun riding a zombie wolf. What else can I say?"

Tactics: The Zargiah-Canis uses its blood vomit attack whenever enemies are grouped close together. Otherwise, this clever daeva uses full cover when possible and makes autocannon attacks. Once this unit dies, the daevic spirit leaves the undead wolf and it becomes just a Wolf Husk.

Abilities

Blood Vomit

Activation: >| **Cooldown:** 4 **Range:** Short

Effect: Target a radius 2.5 circular area of effect and deal d3 + 6 Acid Damage with 3 Breaking to all units in the area. Target units also gain Acid Burn. Apply Acid Pool to all tiles in the area of effect.

Zargiah Husk (Wolf)

Activation: *Passive*

Effect: When the unit is reduced to zero HP, it reanimates as an undead Wolf Husk with full HP.

Zargiah-Leo

HP: 18 **AP:** 4
Speed: 10 **Aim:** 1 **Will:** 1
Immune: Acid Damage, Acid Burn
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 27 **Type:** Animated

Attacks

Arcanite Autocannon:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+5, **Crit Dmg:** +2, **Ammo:** 3

Claws (Melee):
Range: Adj, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+7, **Crit Dmg:** +2, **Ammo:** -
Piercing 1

Description: *[Variant]* A more powerful Zargiah daeva that rides an undead lion.

Tactics: This variant uses the same tactics as the Zargiah-Canis.

Abilities

Blood Vomit

Activation: >| **Cooldown:** 4 **Range:** Short

Effect: Target a radius 2.5 circular area of effect and deal d3 + 6 Acid Damage with 3 Breaking to all units in the area. Target units also gain Acid Burn. Apply Acid Pool to all tiles in the area of effect.

Zargiah Husk (Lion)

Activation: *Passive*

Effect: When the unit is reduced to zero HP, it reanimates as an undead Lion Husk with full HP.

Zargiah-Ursa

HP: 21 **AP:** 4
Speed: 10 **Aim:** 1 **Will:** 1
Immune: Acid Damage, Acid Burn
Detection Range: 5 **Uses Cover:** Yes
Power Rating: 30 **Type:** Animated

Attacks

Arcanite Autocannon:
Range: Med, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+5, **Crit Dmg:** +2, **Ammo:** 3

Claws (Melee):
Range: Adj, **Aim Dice:** 1, **Crit Dice:** 0
Damage: d3+7, **Crit Dmg:** +2, **Ammo:** -
Breaking 1

Description: *[Variant]* An even more powerful Zargiah daeva that rides an undead bear.

Tactics: This variant uses the same tactics as the Zargiah-Canis.

Remember that the Bear Husk's attacks have Breaking instead of Piercing like the other Zargiah husks.

Abilities

Blood Vomit

Activation: >| **Cooldown:** 4 **Range:** Short

Effect: Target a radius 2.5 circular area of effect and deal d3 + 6 Acid Damage with 3 Breaking to all units in the area. Target units also gain Acid Burn. Apply Acid Pool to all tiles in the area of effect.

Zargiah Husk (Bear)

Activation: *Passive*

Effect: When the unit is reduced to zero HP, it reanimates as an undead Bear Husk with full HP.

Zargiah-Leo. Art by Audre Schutte.

Appendix A

How to Play Royal Hokm

Royal Hokm

Royal Hokm is a very popular trick taking game played all over the world. Included here are the four-player rules. Royal Hokm can be played with a real-world standard 52-card deck, but in Zafir the suits and court cards are called by different names.

The Royal Hokm deck is a 52-card deck of 4 suits, each with 13 cards. The suits are: **Earth, Skies, Suns, and Moons**. The thirteen cards of each suit, ranked from highest to lowest, are: **Ace, Emperor, Queen-Empress, Mage, 10, 9, 8, 7, 6, 5, 4, 3, 2**.

Royal Hokm is a trick taking card game in which the goal is to be the first team to win 7 points.

Determine Hakem

At the beginning of each hand, one of the players becomes **Hakem**. Being Hakem comes with certain priviledges for the hand: they are the first player to be dealt cards, they are the player who determines the trump suit, and they are the player who leads the first trick of the hand.

To determine Hakem, cards are dealt to each player one at a time and the first player to receive an Ace becomes Hakem. Dealing is continued, skipping Hakem, until another Ace is dealt. That player becomes the partner of Hakem, the other two players become partners, and the players rearrange themselves around the table so that partners are facing each other.

Deal

The player to the left of Hakem deals.

The dealer shuffles the deck, and the player to their left may cut. The dealer then deals out all the cards by 5 cards at a time, then 4 cards, then 4 cards again. The dealer deals the first 5 cards to Hakem (the player to their right) and then pauses.

From these first five cards, Hakem must choose and declare the trump suit. After Hakem has declared the trump, the dealer continues dealing around the table counter-clockwise.

Play

Hakem leads the first trick. Each player in turn must follow suit if able. If unable, the player may play any card, including a trump card. The highest card of the trump suit wins the trick. If no trump cards were played, the highest card of the leading suit. The winner of the trick leads the next trick.

The hand ends when one team has taken seven tricks.

If Hakem's team wins the hand, the Hakem remains as Hakem, the same dealer deals again. If the other team wins, the player to the right of Hakem becomes the new Hakem and the previous Hakem becomes the dealer.

Scoring

The first team to take seven tricks wins the hand and scores 1 point.

Kot: If Hakem's team wins the hand by taking the first seven tricks, the other team having taken no tricks, they win an additional 1 point.

Hakem Koti: If Hakem's opponents win the hand by taking the first seven tricks and Hakem's team taking none, they win an additional 2 points.

The first team to score 7 points wins the game.

Gambling Variant

Royal Hokm is often played for real-money stakes. Players place bets into various pots for the winner of the whole game, for the outcome of any one hand, or can make side bets for getting Kot or Hakem Koti.

Appendix B

Batarak Script

Vowel Sounds in Batarak: short a, short e, short i, long i, short o, long o, short u, long u, apostrophe

short a	short e	short i	long i	short o	long o	short u	long u	’

Consonant Sounds in Batarak: b, ch, d, g, h, j, k, l, m, n, r, sh, t, th, v, x, z

b	ch	d	g	h	j	k	l	m	n	r	sh	t	th	v	x	z

Numerals in Batarak:

0	1	2	3	4	5	6	7	8	9

Chit Currency Symbol:

Batarak is an entirely phonetic language in which each glyph makes a single sound. In Batarak, Vishtek Okam’ran’s name is written as:

v i sh t e k o k a m ’ r a n

Numbers, even large numbers, are written using a base-10 system the same way as the Everans do. The ath’enki have ten fingers just like the insaan of the overworld, after all. Here’s how to write the ath’enki date example from Chapter 7 - Zafir Society:

t26017’13

GLOSSARY

TERM	DEFINITION
Ability	A class feature. Characters gain one ability per level and use them on the battlefield. Abilities can be passive, reactions, or active.
Accuracy	The character's base attribute representing how good they are at hitting things.
Action	Characters get two actions per turn and can use them to perform basic actions or activate their abilities.
Activation	A representation of how an ability is used. Passive abilities are not activated, they are always active. Reactions are activated in response to something else. Active actions can be activated and either cost an action, cost an action and end the turn, or are free and cost no actions.
Adventuring	The non-combat, roleplaying portion of the game session.
Agility	The character's base attribute representing how fast and dextrous they are.
Agility Move	One of several special moves that characters can perform while making a move action.
Agility Point	A point that can be spent by the character to perform Agility Moves. The character gets a number of Agility Points per turn equal to their Agility attribute.
Aim	The character's combat attribute representing how good they are at hitting with the specific attack.
Aim Dice	The base number of Aim Dice rolled when making this attack. Aim Dice pools are successful on a result of 5 or better.
Allied Units	Any unit on the battlefield that is not a player character but is also opposed to the enemy units.
Animated (Unit Type)	Units made of non-living materials and possessed by a spirit or daeva.
AP	See Armor Points.
Area of Effect	A set of tiles on the battlefield inside which all units are affected by an attack or ability.
Armor Points	Incoming damage is reduced by this amount. Armor Points can be destroyed by attacks with Breaking.
Artifact (Unit Type)	Units made of mechanical parts and controlled by a logical drive.
Attack	How a character uses one of their equipped weapons or grenades.
Attack Action	One of four basic actions in which the character makes an attack: Ranged Attack, Melee Attack, Grenade Attack, or Subdue Attack.
Base Attributes	A series of attributes that are essential to the character. These attributes can sometimes be increased when the character levels up.
Basic Action	Several possible actions any character may take on their turn, regardless of class.
Battlefield	The gridded space on which units engage in combat during encounters.
Breaking	An attack's capability to destroy armor.
Casualty	When a player character's unit goes to zero HP, instead of immediately going Out of Action, they roll on the Casualty Table.
Character Sheet	The sheet on which a player character's attributes, abilities, and equipment are recorded.
Charge, Ability	An ability attribute that represents how many times the ability can be used per mission.
Charge, Item	An item attribute that represents how many times an item can be used per mission.
Class	The type of warrior a character is. Defines the kinds of abilities and proficiencies a character can acquire.
Combat Attributes	A unit's set of attributes that defines how a character performs in combat.
Concealment	A unit's state of being hidden from enemy detection. Units in concealment can be revealed.
Condition	When applied to a unit, provides or causes some effect on that unit each turn until the condition is removed or its duration expires.

Cooldown	An ability attribute that represents how many turns before the ability is usable again.
Cover	A block on the battlefield that provides defense for units that are adjacent to it.
Crit Damage	The amount of extra damage done by an attack on a successful critical hit.
Crit Dice	The base number of Crit Dice rolled when making this attack. Crit Dice pools are successful on a result of 6.
Critical Hit	When an attack is made with a Crit Dice pool and that pool rolls a success.
d2	A die with values 1 and 2. Rolled using a d6 and dividing the result by three, rounding up.
d3	A die with values 1, 2, and 3. Rolled using a d6 and halving the result, rounding up.
d6	A standard six-sided die.
d66	A special die roll that uses two d6s, one for the tens value and one for the ones value, and produces a result between 11 and 66.
Damage	On a successful attack, the amount of Damage is applied against the target unit's SP, AP, and HP.
Damage Type	The specific type of damage that is dealt by the attack or ability. Some units are immune or vulnerable to particular types.
Detection Range	The range within which the enemy unit reveals player units.
Dice Pool	A group of similar dice rolled together. Success is measured by having one or more of the dice show a result of a target value or higher.
Discipline	The character's base attribute that represents their capability to resist mind-affecting abilities.
Encounter	A part of a mission that includes combat on a battlefield.
Enemy Phase	The part of each round during an encounter in which the enemy units take their turns.
Enemy Units	Any unit on the battlefield that is violently opposed to the player characters.
Equipment	Items that can be equipped on the character, including primary weapons, secondary weapons, body armor, and headgear.
Experience Points	A number that represents the character's advancement in their career. Characters earn 1 XP after every mission.
Falling	Any unit that drops from a height of 4 tiles or higher takes 2 Damage from falling, ignoring Armor Points.
Full Cover	The state of bing in cover that is 2 tiles tall or taller, giving a large defense bonus.
Game Master	One of the people at the table playing Zafir, the Game Master (GM) narrates the story and works with the players to set up interesting missions. The GM controls the enemy units during combat.
GM	See Game Master.
Grenade Attack	An attack action made with an equipped grenade item. Grenade attacks target an area of effect and automatically hit.
Grievous Wounds	Special penalties that are randomly acquired at the end of a mission in which the unit ended the mission Out of Action.
Half Cover	The state of being in cover that is 1 tile tall, giving a small bonus to defense.
Hit Points	How much damage a character can take before they go Out of Action.
HP	See Hit Points.
Immunity	Against a specific damage type, the unit never takes damage of that type, or for a specific condition, the unit never gains that condition.
Item	A useful object that can be brought by the character on a mission.
Language	Spoken or signed communication between sapients. Characters can speak or sign one or more languages.
Level	A number that represents your characters relative capability with their class's abilities. After a character earns a certain amount of XP, they increase their level and gain new abilities and potentially become a higher tier of class.

Leveling Up	The act of a character gaining enough XP to progress to the next level. Characters that level up get new abilities and sometimes get other upgrades as well.
Line-of-sight	A measure of whether two units can see each other on the battlefield.
Living (Unit Type)	A unit that is a being made of flesh and blood with some kind of brain and nervous system.
Max HP	The character's maximum hit points. The character cannot have more HP than this attribute.
Maximum Range	For ranged weapons, the farthest range at which it may be used to make attacks.
Melee Attack	An attack action made with an equipped melee weapon, includes a free move action before the attack.
Mission	A series of encounters with a set of specific objectives.
Mission Objective	One of the tasks the players must do to successfully complete a mission.
Move Action	One of the basic actions that allows the unit to move across the battlefield a number of tiles equal to their Speed attribute.
Movement Point	Each move action, a unit gets a number of movement points equal to their Speed attribute. Moving one tile in a cardinal direction costs 1 movement point, moving in a diagonal direction costs 1.5 movement points.
No Cover	The state of a unit being out of cover and not having any benefit of cover.
Novice	The starting mage character class.
Optimal Range	For ranged weapons, the range at which there are no Aim Dice penalties.
Optional Objective	An optional objective for the players to complete during a mission. The success of the mission does not hinge on this objective, but the players may have extra consequences or rewards for failing or completing this objective.
Origin	Some information about the character that is not directly related to their combat capabilities: their species, age, religion, or any number of personal details.
Out of Action	When a unit has been reduced to zero HP and can no longer take their turn during an encounter.
Overwatch	One of the basic actions that allows a unit equipped with a ranged weapon to prepare a reaction attack against any enemy unit that moves within line of sight.
Passive Ability	An ability that is always applying its effects to the character.
Piercing	An attack attribute that represents the amount of Armor Points that is ignored by this attack.
Player	One of the people at the table playing Zafir. Players control a single Player Character during the session.
Player Character	A character controlled by one of the players and represented on their character sheet.
Player Phase	The part of each round during an encounter in which all the player's units take their turns.
Power Rating	The relative power of an enemy unit or player character.
Proficiencies	What types of equipment this character can use.
Pronouns	The way to refer to a character without using their name.
Range	An attack or ability attribute that represents how many tiles away a target unit may be.
Ranged Attack	An attack action made with an equipped ranged weapon.
Reaction Ability	An ability that cannot be activated with an action but instead is activated by some other condition.
Recruit	The starting soldier character class.
Reinforcement Area	An area of the battlefield from which reinforcements will enter.
Reinforcement Track	A counter that represents how many turns before reinforcements enter the battlefield.
Reinforcements	Some units that will join the battle after a specified number of turns have passed.
Reload Action	One of the basic actions that allows a unit equipped with a ranged weapon to reload it, setting its current ammo back to the maximum.
Responsibilities	The particular areas of expertise that a character has, as well as what kind of jobs they perform for the crew.

Responsibility Points	A measure of how skilled a character is with the duties of a particular responsibility, ranging from 0 (no skill) to 5 (world renown).
Riyal	The currency of Zafir, indicated with this symbol: ₹. Worth roughly $10 USD.
Round	A part of an encounter in which the units take their turns in two phases, the Player Phase and the Enemy Phase. An encounter is a series of rounds that continues until the objectives are complete.
Sapient	Any member of the intelligent, society-having species of Zafir.
Seeker	The starting spiritist character class.
Shield Points	Shield Points are magical in nature and act like temporary HP on top of the unit's Max HP. Damage is applied to Shield Points before HP and before Armor Points reduce damage.
Skill Action	During the adventuring portion, characters can make skill actions to influence the outcome of events using their responsibilities. Skill Actions are similar to Attack Actions in that they use a dice pool that has success on 5+.
SP	See Shield Points.
Speed Attribute	A combat attribute that represents how far the unit can move when taking move actions.
Step and Fire	The special case rule for line of sight and cover in which a unit may make attacks as if they were attacking from an adjacent tile.
Subdue Attack	An unarmed melee attack that can non-lethally disable a living unit.
Tile	One space on the battlefield.
Tile Feature	An effect applied to a specific tile that affects any unit that enters the tile.
Toughness	The character's base attribute representing their resilience to bodily harm.
Turn	The part of the round in which one unit takes actions. Units get to take two actions per turn.
Ultimate Abilities	Powerful abilities gained by Advanced tier classes that share a single charge per mission.
Undead (Unit Type)	A unit made of dead flesh that is possessed by a daeva.
Unit	A representation of a character on the battlefield.
Use Item Action	One of the base actions in which a unit expends a charge of one of their equipped items to activate its effects.
Utility	An optional ability attribute, utility abilities have rules for use during the Adventuring phase.
Vulnerability	Against a specific damage type, the unit takes 3 additional damage each time they take any damage of that type.
Will Attack	A special attack made against the enemy's Will.
Will Attribute	The character's combat attribute representing their mental fortitude and their prowess when making will attacks.
XP	See Experience Points.

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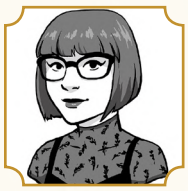

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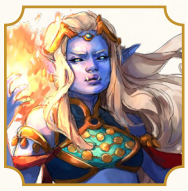

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ZAFIR
TACTICAL ROLEPLAYING GAME

NAME

PRONOUNS

CLASS

ORIGIN

LEVEL

XP

BASE ATTRIBUTES

TOUGHNESS

AGILITY

ACCURACY

DISCIPLINE

COMBAT ATTRIBUTES

MAX HP		SPEED		AIM		WILL	
BASE HP	2	BASE SPEED	6	ACCURACY		DISCIPLINE	
HALF LEVEL		AGILITY X 2		EQUIPMENT		EQUIPMENT	
TOUGHNESS		EQUIPMENT		ABILITIES		ABILITIES	
BODY ARMOR		ABILITIES		OTHER		OTHER	
OTHER		OTHER					

HP

AP

SP

FOCUS

CONDITIONS

ATTACKS

	AMMO	RANGE	AIM DICE	CRIT DICE	DAMAGE	CRIT DMG	BREAKING	PIERCING
PRIMARY								
SECONDARY								
OTHER								

BASIC ACTIONS

MOVE >

ATTACK >|

OVERWATCH >|

RELOAD >

USE ITEM >

INTERACT —

ABILITIES

NAME >|

COOLDOWN | CHARGES

EFFECT

RANGE

NAME >|

COOLDOWN | CHARGES

EFFECT

RANGE

NAME >|

COOLDOWN | CHARGES

EFFECT

RANGE

NAME >|

COOLDOWN | CHARGES

EFFECT

RANGE

NAME >|

COOLDOWN | CHARGES

EFFECT

RANGE

NAME >|

COOLDOWN | CHARGES

EFFECT

RANGE

NAME >|

COOLDOWN | CHARGES

EFFECT

RANGE

EQUIPPED ITEMS

CHARGES

CHARGES

CHARGES

PASSIVE ABILITIES

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ZAFIR
TACTICAL ROLEPLAYING GAME

NAME

PRONOUNS

EQUIPMENT

PRIMARY WEAPON

NOTES

RANGE	AIM DICE	CRIT DICE	DAMAGE	CRIT DMG	AMMO

MODS

MOD SLOTS

SECONDARY WEAPON

NOTES

RANGE	AIM DICE	CRIT DICE	DAMAGE	CRIT DMG	AMMO

MODS

MOD SLOTS

BODY ARMOR

NOTES

MAX HP	ARMOR POINTS	SHIELD POINTS

MODS

MOD SLOTS

_____ POCKET

_____ POCKET

_____ POCKET

_____ POCKET

HARDPOINT

HEADGEAR

EFFECTS

RESPONSIBILITIES

ACQUISITION

ARCANA

ENGINEERING

ENTERTAINMENT

LEADERSHIP

MEDICINE

NAVIGATION

SECURITY

SPIRITUALITY

SUSTENANCE

SKILLS

INTERPERSONAL SKILLS: COERCE, DECEIVE, PERSUADE

OBSERVATION SKILLS: INTUIT, INVESTIGATE, NOTICE

TRAINED SKILLS: PILOT, STUNTS, TINKER

INVENTORY

₹

MONEY

PROFICIENCIES

LANGUAGES

FLUENT LANGUAGES

CONVERSATIONAL LANGUAGES

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Attack Dice Pools

Aim Dice Pool (5+)	
+1/Aim	**Attack Aim**
+0	Target has **Full Cover**
+1	Target has **Half Cover**
+2	Target has **No Cover**
+1	Higher **Elevation** Bonus
-1	**Range** Penalty
±X	Abilities/Conditions
Crit Dice Pool (6+)	
+1/Crit Dice	**Attack Crit Dice**
+2	Target has **No Cover**
±X	Abilities/Conditions

Will Attack Dice Pools

Will Attack Dice Pool (5+)	
+1/Will	**Attacking Unit's Will**
+1	Target **Wounded**
+1	Target has **Negative Condition**
+1	Target **Isolated** (4 tiles)
+1	Target or Ally of Target has **Panic**
±X	Abilities/Conditions
Will Attack - Critical Effect Dice Pool (6+)	
+2	Target has **Panic**
+X	Ability Crit Dice
±X	Abilities/Conditions
Will Attack - Resist Dice Pool (6+)	
+1/Will	**Defending Unit's Will**
±X	Abilities/Conditions

Range: Ranged Attacks

BALLISTIC RANGE	MAXIMUM	OPTIMAL
Adjacent:	1.5	1 - 1.5
Short:	16	1 - 8
Medium:	24	1 - 16
Long:	36	8 - 36

Range: Abilities

ABILITY RANGE	MAXIMUM
Adjacent:	1.5
Short:	8
Medium:	16
Long:	36

Casualty Table

D6		RESULT
1-2	Choose One:	***Eye of the Void:*** The unit stares into the Eye of the Void and wills themselves back into the world of the living. Set the unit's HP to 1 and apply **Eye of the Void**, which is a condition that lasts until the end of the mission and cannot be removed. While the unit has **Eye of the Void**, if their HP is reduced to zero they do not roll on the Casualty Table and instead go Out of Action immediately. ***Bleeding Out:*** The unit will go Out of Action in 3 turns. Apply the **Bleeding Out** condition to the unit and lay the unit's miniature on its side.
3-4		***Stunned:*** Set the unit's HP to 1 and apply the **Stunned 2** and **Disoriented** conditions to the unit (the unit loses both actions on its next turn).
5-6		***Knocked Down:*** Set the unit's HP to 1 and apply the **Stunned 1** condition to the unit (the unit loses 1 action on its next turn).

Basic Actions

ACTION/ACTIVATION		DESCRIPTION
Move	>	Move the unit a number of tiles up to the value of its Speed attribute.
Attack (Ranged)	>|	(Unit has a ranged weapon equipped with at least 1 ammo) Target an enemy unit within the maximum range of the equipped weapon and within line-of-sight. Make an attack roll against the target unit, and if successful apply damage. Reduce the equipped weapon's current ammo by 1.
Attack (Melee)	>|	(Unit has a melee weapon equipped) Make a free move action that puts this unit into Adjacent range of another unit. It then makes an attack roll against the target unit with its equipped melee weapon, and if it's successful, then it applies damage.
Attack (Grenade)	>|	(A usable grenade item with charges remaining is equipped on this unit) Target an area of effect with radius equal to the Radius of the equipped grenade centered on a tile in range and in line of sight. Target all units in the area of effect. Target units take damage according to the grenade's Damage, rolling damage individually for each target. Destroy armor points equal to the grenade's Breaking. Finally, follow the directions in the grenade's Effects field.
Attack (Subdue)	>|	(Target is a Living unit with 2HP or fewer) Make a melee attack against the target unit without adding the Aim Dice from any equipped weapon and do not roll Crit Dice or a Damage Die. If the attack hits, it deals no damage and the target unit gains Unconscious.
Overwatch	>|	(Unit has a ranged weapon equipped with at least 1 ammo) Until the beginning of their next, if any enemy unit moves within this unit's line of sight and within their ranged weapon's maximum range, this unit may make a reaction attack against it at a -1 Aim Dice penalty. While units are moving they are considered to be not in cover.
Reload	>	(Unit has an equipped weapon with less than full ammo) A weapon equipped on this unit has its ammo reset to full
Use Item	>	(A usable item is equipped on this unit and, if the item uses charges, has charges remaining) The unit follows the directions for using the item. If the item uses charges, reduce the charges by 1.
Use Ally's Item	>	(A usable item is equipped on a willing allied unit that is adjacent to this unit) So long as the allied unit's player consents to this unit using its item, perform the Use Item basic ability with the ally's item
Interact	-	(Unit is on or Adjacent to an interactive environmental object) The unit interacts with some object or part of the environment, the GM will give guidance on what is interactable.
Use Ability	?	(The unit has a usable ability with charges remaining that is not on cooldown) The unit follows the directions for using their ability. If the ability has charges, reduce its charges by 1. If it has a cooldown, put it on cooldown. Use the ability as directed by its activation symbol.
Pickup Body	>	(Unit is adjacent to an unconscious unit) The unit picks up and carries a body from an adjacent tile. While carrying a body, the unit may only take Move or Drop Body actions
Drop Body	-	(Unit is carrying a body and there is an empty adjacent tile) The unit drops the carried body on an adjacent tile

Agility Moves

MOVE	COST	DESCRIPTION
Safe Drop	**1**	Drop from any height safely by spending **1 Agility Point** plus the regular Movement Points for the move.
Mantle	**1**	Jump up to a ledge 2 tiles above their current tile even if the wall is otherwise unclimbable by spending **1 Agility Point and 2 Movement Points**.
Climb	**1/tile**	To climb up a climbable wall, spend **1 Agility Point and 2 Movement Points per tile** higher than 2 tiles above ground. Must spend points for the full height of the wall to climb (can't stop part way).
Leap	**1/tile**	Spend **1 Agility Point** per tile to leap over, plus the regular Movement Points for the move.

Conditions

CONDITION	DURATION	EFFECT	REMOVED BY
Acid Burn	Indefinite	At the start of each round, the affected unit takes d3 Acid Damage.	Healing
Bleeding Out	3 turns	The affected unit can take no actions. The affected unit has a bleeding out counter that starts at 3. At the start of each round reduce the bleeding out counter by 1. If the counter is zero, the unit becomes Out of Action. If the unit is Healed for 1 or more HP, remove Bleeding Out and add Disoriented.	Healing, Resurrect
Burning	Indefinite	At the start of each round, the affected unit takes d3 Fire Damage. The affected unit can only take the following actions: Move, Attack, Overwatch, Use Item, or Stop Drop & Roll (use an action, end this unit's turn, remove Burning from this unit).	Healing, Water Tile, Stop Drop & Roll
Disoriented	2 turns	*Psychological.* The affected unit has -3 Speed, -1 Aim, -1 Will.	Restore
Ethereal Suspension	2 turns	The affected unit can take no actions, is unable to be targeted by attacks or abilities, and is immune to all damage.	-
Exhausted	2 turns	The affected unit has -1 Damage to melee attacks, -3 Speed, -2 Will when resisting Will Attacks, has Overwatch removed, and cannot make reaction attacks.	-
Marked	Indefinite	Attacks made against the affected unit by enemy units gain +1 Aim Dice.	Marking unit is killed
Mind Controlled	Indefinite	*Psychological.* The player of the controlling unit chooses what actions the affected unit takes. The affected unit acts on the controlling unit's turn. If either the controlling unit or the affected unit becomes Disoriented, remove Mind Controlled from the affected unit. If the controlling unit dies, remove Mind Controlled from the affected unit.	Controlling unit is killed or gains Disoriented, controlled unit gains Disoriented
Out of Action	Indefinite	The affected unit can take no actions. The unit is wounded beyond the point of being able to function on the battlefield.	Resurrect
Panic	2 turns	*Psychological.* The affected unit makes a single move action as far away as it can from enemies and still be in cover and takes no more actions for the remainder of the duration. Enemy units may flee the battlefield entirely when Panicked.	Restore
Poisoned	4 turns	At the start of each round, the affected unit takes 1 Poison Damage. It has -2 Aim and -3 Speed.	Healing
Shattered	Indefinite	All attacks or abilities that deal damage made against the affected unit gain +1 Damage and +1 Breaking.	-
Stunned X	Varies	*Psychological.* The affected unit has the next X actions removed (i.e. skips actions until X is reached. If a unit gains Stunned 2, the next turn the unit loses 2 actions and cannot act. If it gains Stunned 1 then the following turn it loses 1 action and only has 1 remaining).	Restore
Unconscious	Indefinite	The affected unit can take no actions. If the unit is Healed for 1 or more HP, remove Unconscious and add Disoriented.	Healing, Restore

Tile Features

TILE FEATURE	DURATION	EFFECT
Flames	3 turns	Any unit that enters this tile gains **Burning.**
Poison Cloud	3 turns	Any unit that enters or leaps through this tile gains **Poisoned.** Poison Cloud extends up from the tile in a space 2 tiles tall.
Acid Pool	Indefinite	Any unit that enters this tile gains **Acid Burn**
Shallow Water	Indefinite	Any unit with Burning that enters this tile **removes Burning**

Print Your Own Battlefield Tokens

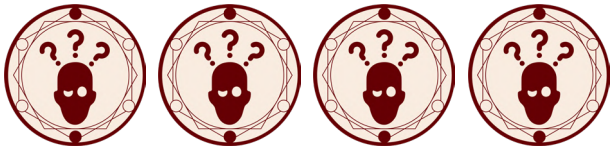
Acid Burn

Bleeding Out

Burning

Concealed

Disoriented



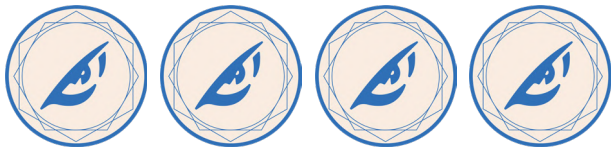
Ethereal Suspension

Exhausted

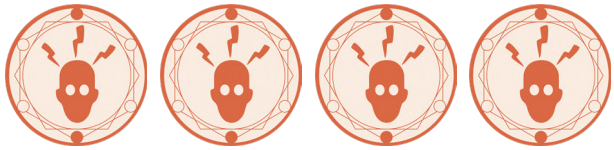
Marked

Mind Controlled

Overwatch

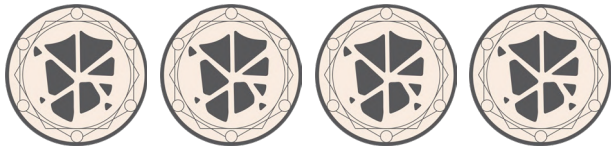


Panic



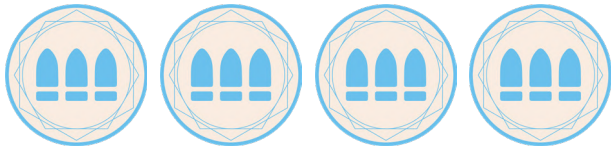
Poisoned

Shattered

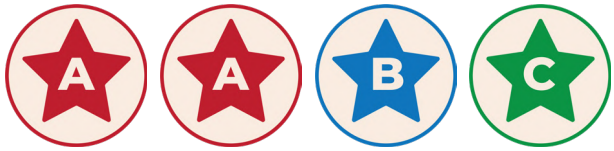


Stunned

Suppressed



Objectives



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