

Duppies & Gunmen



Created by: Andre Smith

Game Designers:

Andre Smith

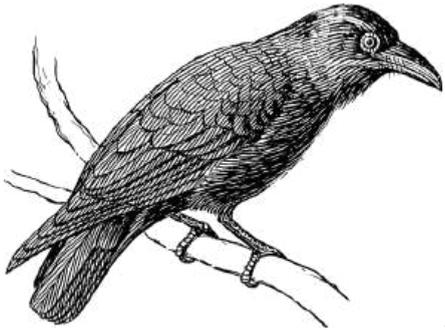
Zoe Gordon

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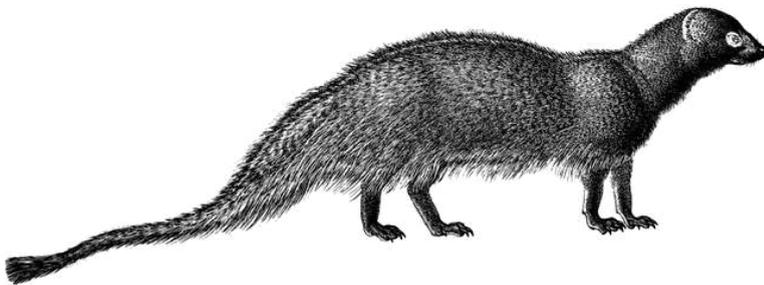
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Prologue

Nature abhors a vacuum. In these dark forgotten places and liminal spaces something must exist, this is how spirits come to be, walking into our world from theirs through dark nights, lonely roads, deep mist or unseen corners.

And yet sometimes the scariest thing as you trod these abandoned places is still nature or man himself. Will you help provide balance to these forces?

Introduction

You are part of a squad, a tight knit group of skilled adventurers with a common goal. The goal? Well that depends...

While we suggest you start as a group of ghost hunters or 'Duppy Conquerors' you can also run an adventure with another objective.

Do you want to solve the mystery of a Haunted House in the Portland countryside? Or fight off a gang of extortionists in Montego Bay? Have a shoot-out with pirate ghosts on the Caribbean Sea?

Create your own journey or follow along with one of our pre-written adventures! Your creativity is the limit!



Duppies And Gunmen

Duppies and Gunmen is a Tabletop Role Playing Game for 3-9 players. Set in the modern fictional island of Jamaica (allegedly not a real place) and rooted in fantasy, Caribbean folklore, Reggae, Soca and Dancehall culture.

The game is designed around; **Roleplay** (*players creating characters and acting on their behalf*) and **Encounters** (*using abilities, dice rolls and stats to subdue opponents or solve puzzles and challenges*).

Characters exist as ordinary people using unique abilities, skills and teamwork to accomplish extraordinary tasks. It should be noted that even at later levels health points do not drastically increase, your characters remain human. The power to face more dangerous challenges are granted by the items you collect, the abilities you gain and by strategizing with your squad.

If you are new to role playing games don't worry; this book will guide you through the rules of this universe and how to resolve challenges, but what happens and how the story unfolds is ultimately up to you and your fellow players. The book serves as merely a guideline for the structure of the world.

Remember: The most important rule is to respect your party members and have fun.



How To Play:

What you will need:

- This Rulebook
- 3-9 Players
- A D&G Character Sheet for each player (except the one leading the game as a Journey Master)
- Imagination (and if not, memory can suffice)
- A set of polyhedral dice (d4 , d6 , d8 , d10 , d12 , d20 ). The eight sided die (d8) being the most important.

How to Play:

Decide who will be the **Journey Master (JM)**;

One player, 'the Journey Master' will take up the responsibility of leading the story. This role is known in other games as Game Master (GM), Referee or Dungeon Master (DM).

The JM reads ahead and sets the stage for the story (the setting, challenges and goal) and controls the actions of animals, enemies and Non-Player Characters (NPCs). The JM provides the world for the Regular Players to navigate.

As the JM you get to decide how fantastical the world is. You can decide if magic is a commonplace part of the society, or if it exists but is largely unnoticed or if it isn't present in your setting at all.

The rest of players will be **Player Characters (PCs)**;

The other players will create characters (each tracking character details on their character sheet) and play as a squad interacting with this universe.

The game is intended to be a collaborative adventure where;

1. The Journey Master describes the environment.
2. The Players Describe what their character wants to do (and if necessary rolls dice to do it).
3. The JM narrates the results of the player's actions.

These steps are then repeated as the group creates the events of the story together.



DICE:

An eight sided die (the d8) will be responsible for most rolls made in the game.



These rolls can be used to make an attack, avoid or minimise danger, or to use a Skill.

The Roll is usually $1d8 +$ or $-$ any Relevant SKILL or any Temporary Modifiers.

The following dice will also be used occasionally for weapon attacks or special abilities.

D4, D6, D10, D12, D20.

The name of these dice are listed as the letter 'D' and the die's highest number.

SUCSESSES AND FAILURES

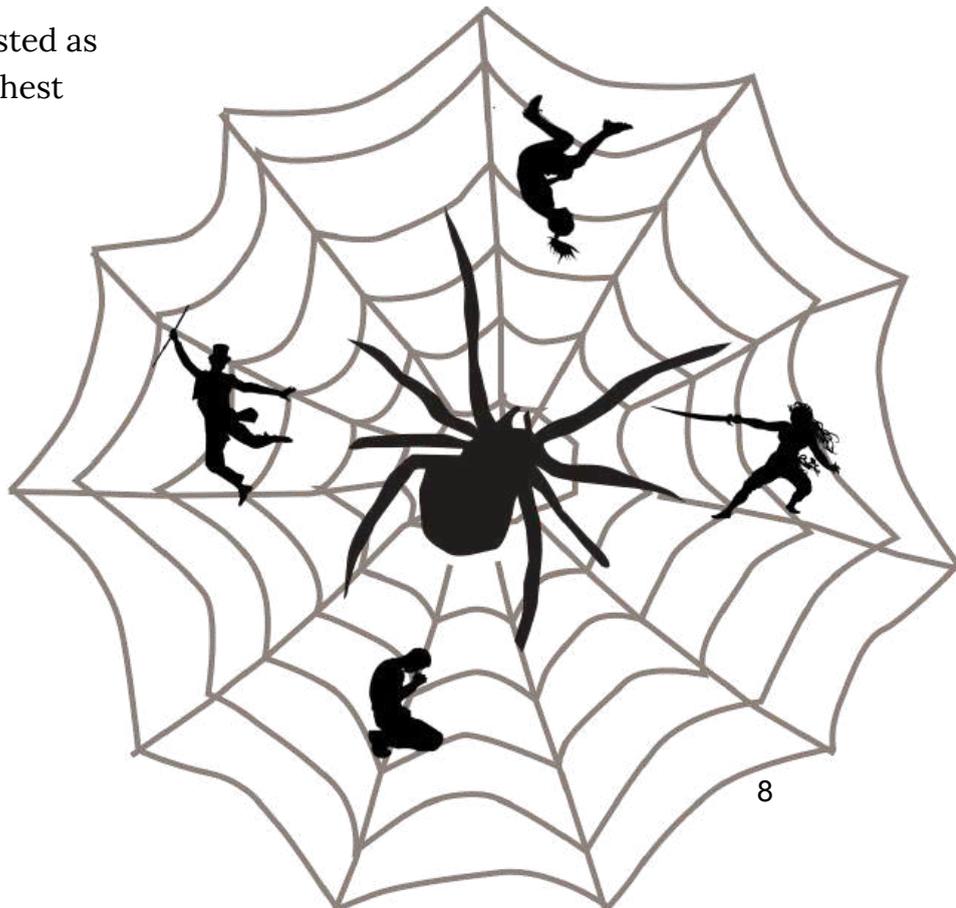
A player may ask to do something. The JM decides if a roll is needed and sets a difficulty.

- 2 - Easy
- 4 - Medium
- 6 - Hard
- 8 - Near Impossible

If the player rolls **higher** than the set difficulty. The difficulty is exceeded and the action is successful, in contested rolls the defender must exceed unless otherwise stated.

Most dice rolls are usually $1d8 +$ a relevant SKILL

Adding relevant Skills to rolls means some rolls may go above an 8 or even below a 1.



Critical Rolls

If a Player or an NPC rolls a Critical (meaning the Minimum or Maximum number on the die) it is important to note that;

On a Critical 1, the creature fails and/or must suffer a negative consequence decided by the JM or player.

On a Maximum roll, the creature usually succeeds in what they were trying to accomplish (but this is not guaranteed especially in cases where an opposed Contested Roll may be higher), it does however mean that there is an additional positive result of the player or JM's choosing.

A player marks EXPERIENCE when they roll the dice's minimum or the dice's maximum number on their rolls, or if the JM rolls the maximum on a dice against them.

Attack rolls may use different dice,

Attack Rolls;

Attack Rolls are made using the weapon's dice + any relevant SKILL and modifiers. This must exceed the target's DEFENCE and the excess is applied in damage.



If the dice's **MINIMUM (1)** is rolled the attack fails.

If the dice's **MAXIMUM** is rolled the attack has an additional effect.

Whenever a player rolls **MINIMUM** or **MAXIMUM** on any dice the player gains **1 EXPERIENCE**.



To Create a Character;

Character creation for players is done by;

- Picking a Class (and Subclass)
- Choosing two Abilities
- Selecting a Background
- Naming your Character
- Introducing your character to the squad and JM.

Character Classes;

The classes available in D&G (on the following page) are regular occupations you'll be familiar with in your everyday life.

Pick a class based on which features look fun or simply pick your current occupation or a job you like.



List of Classes:

Class	Desc	Sub-classes	+ Skillset	+ Skill	HP	DEF	Item and Weapons	\$ (FC)
Artiste	The Artiste class celebrates the creatives, with abilities that delay, distract, influence and inspire.	Visual	+1 SOUL	+1 CREATE	7	3	Spray Can + Lighter, Stencil Knife, Tools of Trade, Likkle Tea	150
		Performing	+1 BODY	+1 CREATE	7	3		150
		Writer	+1 MIND	+1 CREATE (+2 in total)	7	3		150
Athlete	The Athlete is trained in pushing their bodies to the limits of physical agility, stamina, and/or strength, and pushing their opponents' bodies to the floor.	Acrobat	+1 BODY	+1 DEXTERITY (+2)	8	3	Improvised Hammer, Javelin, Ice Pack	150
		Speedster	+1 BODY	+1 SPEED (+2)	8	3		150
		Strategist	+1 BODY	+1 FOCUS	8	3		150
		Strongbody	+1 BODY	+1 STRENGTH (+2)	8	3		150
Criminal	The Criminal is a sly, elusive and mysterious class. Deals high damage and specialises in item procurement and escape.	Gunman	+1 Any	+1 FOCUS	7	3	Crowbar, Pistol, Guard Ring	200
		Pickpocket	+1 Any	+1 DEXTERITY	7	3		200
		Scammer	+1 Any	+1 CONVINC	7	3		200
Law Enforcer	The Law Enforcer is the assigned protector and has high defence, deals high damage and specialises in restraining targets and shielding allies.	Firefighter	+1 BODY	+1 RESILIENCE (+2)	7	4	Handaxe, Extinguisher, Bandages	200
		Police	+1 BODY	+1 DETECT	7	4		200
		Security	+1 BODY	+1 FOCUS	7	4		200
		Soldier	+1 BODY	+1 STRENGTH (+2)	7	5		200
Medic	The Medic is a specialised support class, their study allows them to heal allies and apply debilitating conditions to foes.	Doctor	+1 MIND	+1 STUDY	7	3	Scalpel, Medical, Waste, Trauma Kit	200
		Nurse	+1 SOUL	+1 STUDY	7	3		200
		Paramedic	+1 BODY	+1 STUDY	7	3		200
		Vet	+1 Any	+1 STUDY	7	3		200

Class	Desc	Sub-classes	+ Skillset	+ Skill	HP	DEF	Item and Weapons	\$ (FC)
Mystic	The Mystic is a versatile class with a direct connection to the strange forces that govern magic and spellcasting.	Maroon	+1 BODY	+1 MAGIC	7	3	Cutlass, Arrow, Health Potion	150
		Natural	+1 SOUL	+1 MAGIC (+2)	7	3	Knife, Staff, Health Potion	150
		Obeahman/ woman	+1 MIND	+1 MAGIC	7	3	Knife, Staff, Health Potion	150
Politician	The Politician is less of a support class, more of a <i>supported</i> class. Politicians can use their influence to encourage teammates or to manipulate opponents.	Government	+2 MIND, - 1 BODY	+1 CONVINCING (+3)	7	2	Megaphone, Heavy Suitcase Smelling Salts	300
		Opposition	+2 MIND, - 1 BODY	+1 CONVINCING (+3)	7	2		300
Prayer Warrior	The Prayer Warrior draws power from the divine and uses their faith to protect from adverse effects, banish spirits and ward away magic	Peacemaker	+ 1 SOUL	+1 FAITH (+2)	7	3	Rod or Staff, Likkle Tea.	150
		Preacher	+ 1 SOUL	+1 CONVINCING	7	3		150
		Prophet	+ 1 SOUL	+1 INTUITION (+2)	7	3		150
Professional	The Professional class reduces risks and provides consistent results, Professionals use their study to manage social interactions and procure information	Financial	+1 MIND	+1 STUDY (+2)	7	3	Heavy Thermos, Heavy Suitcase, First Aid Supplies	300
		Legal	+1 MIND	+1 STUDY (+2)	7	3		300
		Tech	+1 MIND	+1 STUDY (+2)	7	3		300
Student	The Student is a mischievous learner who specialises in avoiding damage, staying out of sight, irritating enemies and escaping grim situations.	Nerdy	+1 MIND	+1 STUDY (+2)	6	3	Slingshot, Ice Pack, School Bag	150
		Sporty	+1 BODY	+1 STUDY	7	3		150
		Truant	+1 SOUL	+1 STUDY	6	3		150
								End

Artiste

Celebrates the creative, with abilities that distract, influence and inspire. You're from a deep and intricate culture. Create a character that brings this to life.



First of all Artistes get:

- +1 to CREATE Skill
- **Live for the Applause** (Feature) Passive: Allies within 60ft can expend their Quick Action on their turn to applaud, healing you for 1 HP.
- DEFENCE: 3, HP: 7

Items and Weapons;

- An instrument of your Trade (Eg. camera, canvas and paint, clay, microphone, musical instrument, tablet, typewriter etc)
- 5x **Stencil Knife** (Item) \$5 fc. *Common*. (Melee 5ft/Thrown 30ft, Light) Major Action: Roll 1d6+ CREATE, DEXTERITY or SPEED against a target within 5ft's DEFENCE, the excess is applied in Physical Damage.
- **2xImprovised Flamethrower** (Weapon: 15ft cone) \$10 fc. *Common*. An aerosol can and lighter. Major Action: Ignite a 15ft cone area originating from you, dealing 5 (+ your CREATE Skill) in Heat Damage (ignoring DEFENCE). Creatures within this range must roll 1d8+DEXTERITY to reduce. This item has 10 uses. (2 Handed)
- **Likkle Tea** (Magical Item) \$30 fc. *Common*. Use a Quick Action: to drink or feed tea to another creature. Heals 1 HP per use. 3 uses.
- \$150 fc

EXPERIENCE Boost:

Once per session Artistes can gain 1 EXPERIENCE the first time they do each of the following:

- Earn \$fc from something they made.
- Roll a dice's MAXIMUM in front of an audience (a number of people larger than their current level).

(You also gain 1 EXP whenever your dice rolls the MINIMUM or MAXIMUM result 10 EXPERIENCE and you Level Up!)



Secondly Pick ONE of the 3 Artiste Subclasses below:

1. Visual

Play as a graphic artist, painter, photographer, sculptor, etc.

Creatures must see your work to be affected by it.

You gain the following benefits;

+ 1 to Soul SKILLS

Exhibit (Feature)

As A Major Action: place a mesmerizing visual piece within 5 ft of you. While the work is intact all unallied creatures within 30ft that can see it have their DETECT, FOCUS, DEXTERITY and INTUITION rolls reduced by 1. The artwork has 1 DEFENCE, 3 HP , and Immunity to Toxin and Emotional damage. The effect lasts until collected by you as a Quick action or destroyed. You are able to unveil a number of works each day equal to 1+ your CREATE Skill



2. Performing

Play as an actor, dancer, DJ, MC, musician, singer etc. Your creations are temporary.

Creatures must see or hear your creations to be affected.

You gain the following benefits;

+ 1 to Body SKILLS

Razzle Dazzle (Feature)

Your performance helps soothe allies. As a Reaction: Until the start of your next turn; you and allied creatures within 60ft can add your CREATE Skill to any roll against being charmed, enchanted, frightened or put to sleep. If the creature is already affected, this performance also allows them to repeat the relevant roll.



3. Writer

Play as a blogger, director, journalist, poet, storyteller, etc.

Creatures must hear or read your art to be affected by it.

You gain the following benefits;

+ 1 to Mind SKILLS

Scathing Wit (Feature)

As a Reaction: subtract your CONVINC Skill from any roll made by a creature within 60ft of you. Usage per encounter: 1+ CREATE Skill.



Thirdly: there are Artiste Abilities
(Pick 2 at Level 1)

Quick-Start Suggestion, pick; **Art Therapy, Tribute**

Art Therapy (Ability) Major Action:
Grant Temporary HP equal to your
CREATE Skill to all allies within 60ft by
speaking to them or showing them your
work. Usage: Once per encounter.

Body Language (Ability) Passive:
You can communicate clearly through
gestures to creatures that can see you.
You can also read lips.

Broader than Broadway (Ability) Major
Action: Gesture or speak to draw the
attention of creatures you choose
within 120ft. To these targets, your allies
are Hidden unless the ally; is between
you and the target, makes a loud noise
or attacks. This effect lasts until the
start of your next turn unless you go
Unconscious or take a Reaction.

Curtain Call (Ability) Reaction: When
you are attacked or damaged you may
fall Floored and pretend to be
unconscious or dead. Roll 1d8+CREATE
to exceed the creature's 1d8+DETECT or
STUDY. On a success the creature is
genuinely persuaded you're defeated as
long as you pretend. You may use this
ability once per encounter. Passive: If
you actually die you may Roll
1d8+CREATE at a time of your choosing
to exceed your Max HP. On a success, it
turns out you are actually alive (in a
place that makes sense), with a number
of HP equal to your CONVINCER Skill.

Encore (Ability) Reaction: Speak to a
creature within 60ft and choose a Major
or Quick action it took last turn and
force it to repeat it on its next turn. The
creature can choose a different target if
applicable, if the creature cannot repeat
the action they take 1 Emotional
Damage (ignoring DEFENCE). Usage per

encounter: 1+ your CREATE Skill.

Imitation (Ability) When you select this
ability, choose one, then each time you
gain a level you may choose one more.

- **Mimic** - You can replicate
sounds you've heard, even a
person's voice and mannerisms.
- **Forgery** - you can imitate
handwriting, signatures,
art-styles and official documents
you have seen.
- **Replica**-You are able to make
fake versions of items or
creatures, if complex the item
isn't functional (Hand-sized or
smaller takes a Major Action:
Bucket, Barrel, Person, Cattle and
Building-sized categories take 1
minute, 1 hour, 1 day, 1 week, 1
month and 1 year respectively.)
- **Disguise** - Major Action: Make
yourself or a person you can
touch look like someone else of
the same size or one category
larger.
- **Blend In**- Spend one minute to
grant yourself or a creature you
can touch the Camouflage
(Ability), allowing them to Hide as
a Quick Action: in a specific
terrain (eg. Bricks, Foliage, Sand,
Rocks, Snow). This effect lasts
until the Camouflage is removed
as a Major Action or until the end
of the day.



A creature can roll 1d8+DETECT or
INTUITION to exceed your 1d8+CREATE
to find out if an imitation is fake.

Invigorate (Ability) Quick Action: You
and allies within 60ft that can see or
hear you gain an extra 10ft of Movement
until the end of the encounter. Usage:
Once per encounter.

Jester's Privilege (Ability) Reaction: You are immune to one hazard, area of effect or multi-target attack until the start of your next turn. Usage: once per encounter.

Magnum Opus (Ability) Major Action: Reveal a captivating composition all other creatures within 60ft that can see or hear it (whichever applies) must roll 1d8+FOCUS to exceed your 1d8+CREATE. Creatures that exceed are unaffected. Creatures that fail must react to the piece, expending a Reaction for this round. If an affected creature already used their reaction they suffer 1d4 Emotional Damage (ignoring DEFENCE). Usage per encounter: 1+STYLE.

Parody (Ability) Major Action: You can copy and repeat the last Ability you saw a creature within 10ft use since their last turn. If the action requires a roll you must roll for your own result. Usage per encounter: 1+ your CREATE Skill.

Standing Ovation (Ability)
Major Action: You put on a stirring performance that affects creatures within 60ft. Unconscious creatures awaken. Allies heal 1 HP. Conscious creatures are able to get up from the Floored condition as a Reaction without expending Movement. Additionally; these creatures are immune to the Floored condition until the start of their next turn as long as they remain conscious. Usage per encounter: 1+CREATE

Subliminal Message (Ability).
Passive: You are able to intertwine messages in your art intended for creatures you choose that can understand you and witness it.
Major Action: you may give or leave a

three word command to a creature who sees or hears the work.

Roll 1d8+CONVINCE to exceed their 1d8+FOCUS. If you don't exceed, the creature is unaffected and is aware of your attempt. If you win the contest the creature is unaware of your influence, is Enchanted (condition) and follows your command to the best of their understanding and power. Using either their Reaction immediately or a Quick Action and/or Movement on their turn. If the command involves an action that would be obviously harmful to the creature or its allies, the creature may repeat the contested roll.

The effect ends once the two word action is attempted; whether or not it was successful.

Creatures who witness the Subliminal Message can also roll 1d8+DETECT, STUDY or INTUITION to exceed your 1d8+CONVINCE to decipher it. You can attempt this ability a number of times per day equal to 1+ your CREATE.

That Stale (Ability) Reaction: You make a creature within 60ft that can understand you self-aware of their monotony. A Quick Action taken by the creature cannot be repeated on the creature's next turn. Usage per encounter: 1+ your CREATE Skill.

Trained Ear (Ability) Passive: If you are able to hear, you are aware of the presence of hidden or invisible creatures within 20ft of you. You can hear things from twice as far. When rolling to DETECT sounds you gain +1.

Tribute (Ability) Quick Action: You inspire yourself or a creature within 60ft that can see or hear you. Creatures may expend their inspiration to heal 1d4 HP or to add 1d4 to any dice roll. Usage per encounter: 1+ your CREATE Skill.



Artiste Levels;

Starving (Level 1)

At level 1, You possess great talent but are mostly underappreciated.

Underground (Level 5)

Your work has started to gain momentum outside of just friends and family. You gain the following;

Cult Following (Feature) As A Major Action:when in a populated area you may summon or call on a fan (use the Average Person creature stat-block). For an hour each day; They are willing to assist you in your endeavors but will not be willing to go in harm's way. You may call on a number of fans OR use this feature each day a number of times equal to 1+ your CREATE.

Famous (Level 9)

You have achieved local and international recognition. You gain the following;

Name Drop (Feature) Passive: Everyone who is anyone knows who you are. You are generally recognized wherever you go once not in disguise or hidden. Merchants may give you common items for free if you promote their business. When adventuring you can obtain humble accommodations, travel and food for free. If you do pay it gets upgraded to the next most luxurious option. Allies you permit can highlight their association with you to gain discounts or free goods or services.The combined value of these benefits is up to 100\$fc x(1+ your STYLE) per day.

Next; Pick A Background

(Listed on the Backgrounds page)

Finally; Introduce Your Artiste;

Now that you have Your Character's Features, Items, Skills and Abilities. The rest is up to you.

Have big dreams for your Artiste? Discuss it with your Journey Master to find out how it can fit into the wider narrative.

What is your character's name?

Introduce them to the group and describe what your Artiste looks like to your squad and JM.

After all the introductions are done here are a few questions that you may use to connect your character to the wider group (This is only a guide, feel free to introduce other connections).

One squad member commissioned a piece from you, Who was it? What was the piece? How was the experience working with them?

One squad member negatively critiqued your work. Who was it? What did they say?

One squad member inspires you. Who is it and why?

Work together with your squad to create a collaborative history.



Athlete

Sportspersons trained in pushing their bodies to the limits of physical agility, stamina, or strength. Play a character that leads with a competitive edge.

First of all, Athletes get:

- +1 to Body SKILLS
- **Good Body** (Feature)
Passive: You get an extra point of Max HP.
(8 HP at level 1)
- DEFENCE: 3, HP: 8



Items and Weapons;

- Gear and clothing related to your sport.
- 3x **Improvised Javelin or Discus** (Weapon) \$100 *fc.* *Uncommon.*
(Melee 10ft/Thrown 150ft) Major Action: Roll 1d8+(STRENGTH or DEXTERITY) against target's DEFENCE, The Excess is applied as Physical damage. Deals +1 damage if wielded in Melee range with 2 hands.
(Hand/Back)
- **Improvised Hammer** (Weapon) \$30 *fc.* *Common.*
(Melee 5ft/Thrown 30ft) Major Action: Roll 1d6+ STRENGTH against a target's DEFENCE, the excess is applied as Physical Damage.
- **Ice Pack** (Item) \$30 *fc.* *Common*
Cold packs can relieve pain and swelling from injuries. Use a Quick Action: to administer, heals 1 HP to a creature each turn for 3 turns. Also removes Burning condition. Single use.
- \$150 *fc*

EXPERIENCE Boost:

Once per session Athletes can gain 1 EXPERIENCE the first time they do each of the following:

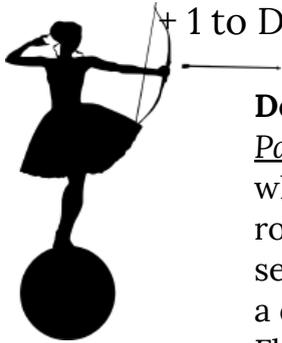
- Solve a problem outside of combat using a Body SKILL.
- Complete an encounter without the assistance of magical items or items that enhance their performance.

(You also gain 1 EXP whenever your dice rolls the MINIMUM or MAXIMUM result 10 EXPERIENCE and you Level Up!)

Secondly Pick ONE of the 4 Athlete Subclasses below;

1. Acrobat

Play as an Acrobat, Gymnast, Marksman or Somebody who can jump off of speaker boxes or bend and touch your toes. You gain the following benefits;



+ 1 to DEXTERITY Skill

Dextrous Advantage (Feature)

Passive: When making rolls which use DEXTERITY, if you roll a 1 you may reroll and select the desired result. Once a day; you can avoid being Floored without having to roll.

2. Speedster

Jamaica is known for world class track stars, you can also be a champion swimmer, fast bowler or just a quick footed member of any team. You gain the following benefits;

+ 1 to SPEED Skill



Long Distance Stulla (Feature)

Passive: Your base Movement increases by an extra 10ft. You may Sprint as a Quick Action (instead of Main).

3. Strategist

Play as the captain or member of a team sport, or one where timing and planning is key. You use your mind to gain a competitive advantage. You gain the following benefits;

+ 1 to FOCUS Skill

Coach (Feature)

As a Major Action: Instantaneously switch the positions of two willing creatures within 30ft of you.



4. Strongbody

Play as a Bodybuilder, Powerlifter, Wrestler, etc. You gain the following benefits;

+ 1 to STRENGTH Skill

Hercules (Feature)

Passive: When Grabbing, being Grabbed or carrying items, you count as Cattle-sized. Once per encounter: As a Major Action or Reaction you can successfully Grab a creature within 5ft without needing to roll or move/lift something ridiculous at the JM's discretion without rolling.



Thirdly there are Athlete Abilities

(Pick 2 at Level 1)

Quick-Start Suggestion, pick: **Hattrick, Sting Like A Bee**

Adrenaline (Ability) Quick Action: Add +1 to rolls using your Body SKILLS but -1 from rolls with your Mind SKILLS. Your Movement speed is doubled. At the end of your turns you recover 1 HP. These effects last a number of turns equal to 1+ your RESILIENCE Skill. Usage: once per encounter.

Contact Sport (Ability) Passive: Add 1d4 when you roll to Grab or escape being Grabbed

Defender (Ability) Passive: While allies are within 10ft of you they gain +1 DEFENCE.

Eye of the Tiger (Ability) Quick Action: Assess a creature you can see. You now know their DEFENCE, Max HP, Movement speed and the numbers for their DEXTERITY, SPEED and STRENGTH Skills. Usage per encounter: 1+FOCUS.

Fake Out (Ability) Quick Action: Force a creature within 5ft to use a Reaction. Usage per encounter: 1+CONVINCE.

Fast Ball Special (Ability) Major Action: If you Grabbed or Restrained a target you can throw them. Distance depends on target's size.

Larger than you; 5ftxSTRENGTH,
Same size as you; 10ft xSTRENGTH,
Smaller than you; 15ft xSTRENGTH. You may also throw the restrained creature at another creature in range, rolling 1d8+ STRENGTH to exceed the target's 1d8+DEXTERITY+DEFENCE. You can decide if Fall damage should be applied for distance travelled for none, one or both of the creatures.

Float Like a Butterfly (Ability)

Passive: Your jump height and distance is doubled. Reaction; When taking fall damage, half the damage to be applied (rounded down). If the damage was 1, 1 take 0.

Foul! (Ability) Reaction: You may make an attack or use a damage dealing Main or Quick Action outside of your turn. Usage: once per encounter.

Hattrick (Ability) Major Action: Make 3 unarmed or weapon attacks against a target. But start your next turn with the 'Stunned' condition, unable to use Movement or make Major Actions, Quick Actions or Reactions until the end of your next turn.

Headbutt (Ability) Major Action: Deal 1d6 in Physical Damage (Ignoring DEFENCE) against a target you can touch. The target's DEFENCE is applied to you in Physical Damage

Head in the Game (Ability) Reaction: You focus on your goal. You are immune to the effects of charms or mind altering items, features or abilities until the start of your next turn. Usage per encounter: 1+FOCUS.

Knee-jerk (Ability) Reaction: After you take damage, move 5ft (xSPEED) in any direction.

Mark them! (Ability) Reaction: Travel up to your Movement speed to follow a moving enemy that was within 10ft of you. You stop moving when you run out of movement or meet an obstruction, (even if the creature keeps going). You are still able to use your full Movement action on your turns.



Parry (Ability) Reaction: If a creature within 5ft attacks you or another creature, you can roll 1d6+FOCUS, DEXTERITY, SPEED or STRENGTH. If you roll a 1 nothing happens, otherwise; Damage is reduced by the amount rolled. If your roll exceeds the damage dealt you may deal the excess in Physical Damage to the attacker (ignoring DEFENCE).

Pin (Ability) Passive: When you make a successful melee attack against a Floored creature it also becomes Restrained.

Ramp Up (Ability) Quick Action: Roll 1d4+DEXTERITY, SPEED or STRENGTH to exceed the DEFENCE of a target within 5ft. The difference is applied in Physical Damage. Each time this attack does damage it deals +1 Harm on its next hit, this accumulates until the attack misses or you end your turn without using this ability.

Runner's High (Ability) Passive: If you take the Sprint Action; Restore an amount of HP equal to your RESILIENCE and end one effect or Condition affecting you. Usage: Once per encounter.

Shot Put (Ability)

Passive: You can effortlessly and accurately throw hand-sized and bucket-sized items at a range of 100ft × STRENGTH (minimum 30ft) You can weaponize any held item of this size, Major Action: Roll 1d6+FOCUS or DEXTERITY against the DEFENCE of a target you can see within this range. Deals the excess in Physical Damage (or whatever damage type is most appropriate for the item).

Spin-kick (Ability) Major Action: Roll 1d6+DEXTERITY, SPEED or STRENGTH, each creature within 5ft who's DEFENCE

is exceeded, takes the excess in Physical damage. Usage per encounter: 1+ RESILIENCE

Sting Like a Bee (Ability) Quick Action: You attack with reckless abandon. Sacrifice an amount from your Current HP to add in Physical Damage on the next melee attack you successfully make on a target.



Tackle (Ability) Passive: Whenever you move 15ft or more then make a successful melee attack against a creature; in addition to taking damage the target must also Roll 1d8+STRENGTH or DEXTERITY to exceed your total Attack Roll or be knocked to the Floored position.

Time Out (Ability) Major Action+Quick Action+Movement+Reaction: You can forgo your entire turn to call a timeout. You do not take damage of any kind. Ends on the start of your next turn. Usage: Once per encounter.

To An Athlete Dying Young (Ability) Passive: If you receive healing while at OHP you recover to your Max HP.

Tough Like Turbot (Ability) Passive: Physical Damage to you is reduced by an amount equal to your RESILIENCE.

Warrior Spirit (Ability) Passive: Your Physical attacks can count as Spiritual instead. You permanently gain +1 to a Soul SKILL of your choice (cannot exceed +4).

Athlete Levels;

Rookie (Level 1)

At level 1, though you possess great athleticism you still require greater skill to compete beyond a regional level.

Champion (Level 5)

You obtain local recognition. You gain the following;

Sponsorship (Feature).

Passive: Twice day you are able to access one of the following for free;

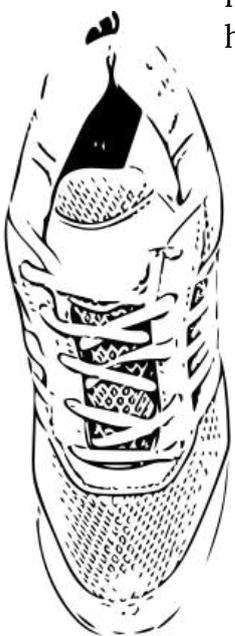
- Transport to and from a desired location
- Ice Pack (Item) or Band Aid (Item)
- Sport Related Clothing
- 5 Meals

Elite (Level 9)

You earn international acclaim and status. You consistently perform at peak performance. You gain the following;

Body Tun Up (Feature)

Passive: Your Body Skills Max out at 5 instead of 4. As a Reaction; for any dice roll using a Body Skill, instead of rolling you may take the 2nd highest number on the dice.



Next Pick A Background

(Listed on the Backgrounds page)

Finally Introduce Your Athlete:

Now that you have Your Features, Items and Abilities. The rest is up to you.

Have any goals for your Athlete? Discuss it with your Journey Master to find out how it can fit into the wider narrative.

What is your character's name?

Introduce them to the group and describe what your Athlete looks like to your squad and JM.

After all the introductions are out of the way here are a few questions that you may use to connect your character to the wider group (This is only a guide, feel free to introduce other connections).

One squad member has seen you compete. Who was it? Where? Did you win that day?

You are hoping one of your squad members comes on board to sponsor your sporting career, who is it? Why?

One squad member makes you feel competitive. Who was it? Why?

Work together with your squad to create a collaborative history.

Criminal

A sly, elusive and mysterious class. Deals high damage and specialises in item procurement and escape.

First of all Criminals get:

- +1 to Any Skillset (Mind/Body/Soul)
- **Nearby Bushes** (Feature) As a Quick Action: You may transport yourself by touching a bush or tree large enough to conceal you. You then emerge from a bush or tree within your line of sight. As A Major Action; You can carry large items and creatures with you. The foliage must be big enough to comfortably conceal all the items or creatures at once to do so.
- DEFENCE: 3, HP: 7

Items and Weapons;

- **Crowbar** (Item) \$30 *fc. Common*. Add +2 to STRENGTH Rolls to open doors or windows. Can also serve as an improvised weapon (Melee 5ft/Thrown 30ft). As a Major Action: Roll 1d6+ DEXTERITY, STRENGTH or SPEED against a target's DEFENCE, the excess is applied in Physical Damage. Deals +1 Damage if wielded with two hands.
- **Guard Ring from Physical Damage** (Magical Item) \$150 *fc. Uncommon*. Passive: The next time the wearer would take Physical Damage the harm is avoided and the ring is destroyed. (Finger).
- **Yard clothes** (Item)
- **White Rum** (Item) \$20 *fc. Common*. Flammable. Alcoholic spirits. Quick Action: to consume a serving Roll 1d8+RESILIENCE to exceed becoming Inebriated (Difficulty starts at 2 and increases by 2 for each serving consumed). 10 servings. Quick Action: The entire contents of the bottle can also be poured on your weapons and ammo. Coated weapons deal Spiritual Damage as well as Physical until the end of the encounter.
- 200 *fc*\$

EXPERIENCE Boost: Once per session Criminals can gain 1 EXPERIENCE the first time they do each of the following:

- Give away an uncommon or rarer item they stole.
- Deal damage to a creature that damaged them first

(You also gain 1 EXP whenever your dice rolls the MINIMUM or MAXIMUM result 10 EXPERIENCE and you Level Up!)



Secondly Pick ONE of the 3 Criminal Subclasses below:

1. Gunman

You use weapons and intimidation to take what you want.

You gain the following benefits;

+1 to FOCUS Skill

Pistol (Weapon)

\$500fc. Restricted.

(Projectile 150 ft)

A metal hand-held fire-arm.

Light, Fires Bullets.

As a Major Action: Roll 1d8+FOCUS or DEXTERITY against target's DEFENCE, the excess is applied as Physical Damage. 17 shots before you need to use a Major Action to Reload.

Rise the Machine (Feature).

Passive: If you lose your firearm, you are able to buy one half cost by the next day.

2. Pickpocket

You steal without your target even noticing.

You gain the following benefits;

+ 1 to STEALTH Skill

2x Knife (Item) \$5 fc. Common.

(Melee 5ft/Thrown 30ft) Sharp, short blade, Light. As A Major Action: Roll 1 1d6+DEXTERITY, STRENGTH or SPEED against a target's DEFENCE, the Excess is applied in Physical Damage.

Cutpurse (Feature)

As a Major Action: You can successfully remove a Hand-sized or smaller item from a creature you touch without having to roll . You may do so blatantly or roll 1d8+STEALTH to do it unnoticed. Creatures who have reason to be suspicious of you may roll 1d8+DETECT to exceed your 1d8+STEALTH to notice that you took the item. Usage: once per encounter.

3. Scammer

Your crimes depend on a certain level of sophistication. You gain the following benefits;

+ 1 to CONVINC Skill

Fake it and Make it (Feature)

As a Major Action: You can make a fake identity and matching IDs for yourself and a number of party members equal to 1+ your CONVINC Skill. You can also copy documents you saw (1 page per minute).

Code Switch (Feature)

Passive: You are also able to pick Abilities from the Professional Class List when you level up. You are able to attain a Fire-Arm License.

Thirdly there are Criminal Abilities:

(Pick 2 at Level 1)

Quick start Suggestion, Pick: **Armed and Dangerous, Retribution**

Armed and Dangerous (Ability) Passive:

When you select this feature gain a Pistol (weapon) for free. If you already have a pistol you gain a Shotgun (weapon). Free ammunition for this pistol is replenished once daily. Additionally you are able to purchase restricted items.



Backstab (Ability) Reaction: If a creature within 5ft of you is moving away you can make one attack with your held weapon.

Bulls Eye (Ability) Quick Action: Before you make an attack; you may deem a shot a bulls-eye. Roll damage for this attack completely ignoring one target's DEFENCE. If the dice roll lands on 1, the attack misses. Usage per day: 1+FOCUS.

Doah Run (Ability) Quick Action: Speak to a creature you can see within range of your held weapon; they are unable to use the Sprint Action for a number of turns equal to 1+ your CONVINCE Skill.

Extort (Ability) Reaction: If A creature within 20ft would recover HP steal any amount of the HP they would regain up to your Max HP. Usage per day: 1+ CONVINCE.

Get on the Ground! (Ability) Major Action: Speak to a number of persons equal to 1+ your CONVINCE that you can see and are within your weapon's range. They must use their Reaction to go Floored. Usage: Once per encounter.

Harder they Come (Ability) Quick Action: When you hit a target with your held weapon or an ability, instead of the regular damage you deal Physical damage equal half its current HP,



rounded down (ignores DEFENCE).

Harder they Fall (Ability) Reaction: If a creature you can see within range of your held weapon attempts and attack but deals no damage, you Strike the creature Flooring them and Dealing Physical damage equal to its STRENGTH Skill (ignores DEFENCE)

Hostage (Ability) Major Action: You automatically Grab an unallied creature you touch within 5ft. Once the creature remains Grabbed and above 0HP: Gain +2 to DEFENCE and +1 to your CONVINCE Rolls (even if it exceeds the Max of 4).

Hotwire (Ability) Major Action: You are capable of stealing unmanned auto-mobiles. Roll 1d8+STUDY, STEALTH or LUCK to exceed a 6 in order to start the car. You are unable to keep the vehicle for more than 24hrs without it being found by authorities or the owner. Selling the vehicle adds +1 permanently to your Suspicion. Usage: Once per day.



Jinnal (Ability) Passive: If this is your first time meeting a creature. The first CONVINCE or STEALTH roll you make against them gets double your points in that skill.

Live by the Gun (Ability) Passive: When you roll the MAXIMUM on a ranged attack, gain Temporary HP equal to the total damage you dealt in until the start of your next turn.

Live by the Sword (Ability) Passive: When you roll the MAXIMUM on a melee attack, gain Temporary HP equal to the total damage you dealt in until

the start of your next turn..

Mind over Matter (Ability) Passive: Your Physical attacks can count as Emotional instead. You permanently gain +1 to a Mind SKILL of your choice. (cannot exceed +4).

Most Wanted (Ability) Major Action: You are able to hurt multiple enemies with one swing or a single projectile. Choose a number of targets in your weapon's range. Instead of the weapon's normal damage you roll a dice based on the number of selected targets.

1 target-1d6

2 targets -1d8

3 targets -1d10

4 targets 1d12

5 or more targets 1d20.

Add the weapon's appropriate SKILL to the attack roll; to exceed the sum of the DEFENCES for all selected targets. The roll's excess over this total DEFENCE is applied in Physical Damage to all selected targets. Attack fails if sum is not exceeded. Usage per day is equal to 1+SPEED.

Move in Silence (Ability) Passive: When travelling at your regular Movement you do not make a sound. Major Action: When travelling in a group you can allow your entire party to add your STEALTH instead of theirs to rolls they make to avoid being heard.

Pick Locks (Ability) Major Action: You can break a mechanical lock in 1 turn (5 seconds) or subtly unlock it in 2 turns (10 seconds), without having to roll.

Push Badness (Ability) Quick Action: Loud. Add 1d6 of Damage to your Attack. Usage per day is equal to your Criminal Level.

Red Eye (Ability) Major Action: Look at the hand, mouth or appendage of a

creature within 60ft. Roll 1d8+FOCUS to exceed the creature's 1d8+DEXTERITY, On a success the creature lets go of or drops whatever that appendage is holding. Usage per day: 1+LUCK.

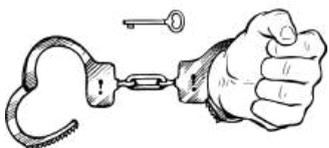
Retribution (Ability) Reaction: When you or an ally takes damage you can make an attack against the attacker (once you can see them and they're in range of your held weapon). Deal +2 Damage to the target for any/each ally they brought to 0HP.

Safe-house (Ability) Passive: You have access to a place that is off-grid. Enemies cannot track you there unless by Magical Means or Special Ability. And no-one is able to enter without your permission, and if you choose you may have visitors brought there blindfolded to keep it hidden. If anyone is informed about the location of your safehouse, you are immediately tipped off and have access to a new one.

Scatter (Ability) Passive: When you roll the Maximum on an attack, you may force a creature of your choice within 120ft to use its Reaction to move up to its Movement speed away from you (without harming itself).

Suppressive Fire (Ability) Major Action+Reaction: If you have a loaded ranged weapon. At the end of every creature's turn you expend 1 ammo. If a creature either starts, moves into or ends its turn in your line of sight within the weapon's range you may Roll 1d8 to exceed the target's DEFENCE. dealing excess in Physical damage. Suppressive fire ends if you run out of ammo. While active you may not take Reactions.

Top Shotta Nuh Miss (Ability) Passive: If you fail to hit with a projectile or thrown attack the ammunition is not expended.



Criminal Levels;

Crook (Level 1)

You are mainly a petty criminal and a troublemaker. You do not have a criminal record.

Badman (Level 5)

You have gained some notoriety, which means local law enforcement can spell trouble if you are not careful.

Spree (Feature)

Passive: When you reduce a creature to 0 HP on your turn you can make another damage dealing Major Action.

Don (Level 9)

You have gained some legitimacy. You gain the following;

Babylon Friend (Feature)

Passive. You now have connections in high places. If stopped by authorities; Roll a d8. Unless you roll a 1, you are let go and they look the other way. Usage Daily: 1+STYLE

Next Pick A Background

(Listed on the Backgrounds page)

Finally Introduce Your Criminal:

Now that you have Your Features, Items and Abilities. The rest is up to you.

Have any intentions for your Criminal?

Discuss it with your Journey Master to find out how it can fit into the wider narrative.

What is your character's name?

Introduce them to the group and describe what your Criminal looks like to your squad and JM.

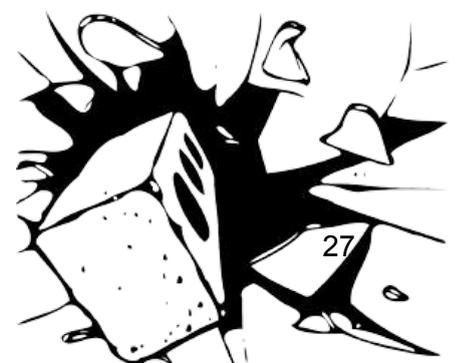
After all the introductions are out of the way here are a few questions that you may use to connect your character to the wider group (This is only a guide, feel free to introduce other connections).

One squad member covered for you in the past. Who was it? Why?

In the past you stole something from a squad member. What was it? Do they know you did it?

You would never steal from one squad member? Who and why?

Work together with your party to create a collaborative history.



Law Enforcer

The Law Enforcer is the assigned protector and has high defence, deals high damage and even has access to minor healing capabilities.

Law Enforcers get;

- +1 to Body SKILLS
-
- **Authorised Access** (Feature) Passive: Your badge and ID gives you access to locations that would generally be inaccessible by the public. You may use this ability once per encounter.
- **Firearm License** (Ability) Passive: Allows the holder to own and use a firearm and ammunition without it being illegal.
- DEFENCE: 3 (4 or 5 with added gear), HP: 7

Items and Weapons;

- **Uniform** (Item)
- **Appropriate Shoes** (Item) \$150. *Common*. Specialised shoes, allowing you to move normally on difficult terrain. (Feet)
- **Bandages** (Item) \$50 fc. *Common*. Major Action: to administer. Restores 2 HP. Also automatically stops Bleed condition. Single use.
- **Pepper Spray** \$20fc. *Common* Major Action; Spray in a 15ft line, All targets in range roll 1d8+DEXTERITY to exceed 6 or suffer Blindness. Condition persists until the creature rolls 1d8+RESILIENCE at the end of their turn to exceed 7. You may also use the contents to coat a weapon or projectiles to deal Spiritual damage until the end of the encounter. Single use.
- \$200 fc

EXPERIENCE Boost:

Once per session Law Enforcers can gain 1 EXPERIENCE the first time they do each of the following:

- Report illegal or suspicious activity to a superior.
- Successfully capture or detain a hostile creature by the end of the encounter.

(You also gain 1 EXP whenever your dice rolls the MINIMUM or MAXIMUM result 10 EXPERIENCE and you Level Up!)



Secondly Pick ONE of the 4 Law Enforcer Subclasses below;

1. Firefighter

'Only you can prevent forest fires'. - Smokey the Bear.
You gain the following benefits;

+ 1 to RESILIENCE Skill

2x **Hand Axe** or **Hammer** (Item) \$30
fc. Common. (Melee 5ft/Thrown 30ft) Major Action: Roll 1d6+ DEXTERITY or STRENGTH against a target's DEFENCE, the excess is applied as Physical Damage.

Fire Resistant Gear (Item) \$100 *fc.*
Uncommon. Passive: Adds 1 to DEFENCE. The wearer reduces any Heat damage they take by 2. Also makes the user immune to any breathing hazards for 2 minutes (24 turns). (Torso,Legs,Feet)

Helmet (Item) \$100 *fc. Common*
Adds 1 to DEFENCE while worn, also reduces Fall Damage by 1. (Head)

Fire Extinguisher (Item) \$25 *fc.*
Common (Projectile 15 ft) A red metal cylinder. Major Action: extinguish flames within 15 ft of you. 3 uses. (Two Handed)

2. Police

You are sworn to serve and protect.

You gain the following benefits;

+ 1 to DETECT Skill

Search Warrant (Feature) As a Major Action; You discover what items a creature, container or vehicle you touch is holding. Usage: Once per day.

Pistol (Weapon) \$500*fc. Restricted.*
(Projectile 150 ft) A metal hand-held fire-arm. Light, Loud, Fires Bullets. Major Action: Roll 1d8+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied as Physical Damage. 17 shots before you need to use a Major Action to Reload.

Bullet Proof Vest (Item) \$500*fc. Restricted.* Adds 1 to DEFENCE while worn. Also reduces damage from Projectile weapons by 1. (Torso)

Handcuffs (Item) \$100 *fc.*
Uncommon. Metal bands and separate keys. As a Quick Action: Restrain a Grabbed or willing person. Target is Restrained (condition) until the keys are used as a Quick Action to release them, or until broken, slipped off or picked (Major Action; 1d8+STRENGTH, DEXTERITY or STUDY to exceed a 7).





3. Security

Nothing gets past you.
You gain the following benefits;

+ 1 to FOCUS Skill

Keep Out (Feature)

As a Major Action: You may stop a group of creatures from entering a location. Select a door or passageway up to 10ft in width. If you stand before it, un-allied creatures are unable to pass until you fall Unconscious, move or allow passage. Usage: once per encounter.

Shotgun (Weapon) \$1000 fc.

Restricted

(Projectile 90 ft) Major Action: Roll 1d10+FOCUS or DEXTERITY against a target's DEFENCE, the Difference is applied as Physical Damage. Additionally the target and any creature within 5ft of them must roll 1d8+DEXTERITY to reduce 5 Blast Damage. Shoots once after which you must use a Major Action to Reload. (Two Handed)

*Player may take Obedient **Large Dog** (creature) instead of Shotgun.

Bullet Proof Vest (Item) \$500fc

Restricted. Adds 1 to DEFENCE while worn. Also reduces damage from Projectile weapons by 1. (Torso)

4. Soldier

You are a member of an army or military.

You gain the following benefits;

+ 1 to STRENGTH Skill



Tactician's Eye (Feature)

Passive: You may easily identify the biggest threat in an encounter (the JM clarifies)

Ghillie Suit (Item) \$0 fc. *Uncommon*.

As a Major Action: Craft a suit that allows you to hide as a Quick Action in a specific type of environment (Foliage, Rocks, Sand, Snow). Lasts until removed or until end of day.

Pistol (Weapon)

\$500fc. *Restricted*. (Projectile 150 ft) A metal hand-held fire-arm. Light, Loud, Fires Bullets. Major Action: Roll 1d8+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied as Physical Damage. 17 shots before you need to use a Major Action to Reload.

Bullet Proof Vest (Item) \$500fc

Restricted. Adds 1 to DEFENCE while worn. Also reduces damage from Projectile weapons by 1. (Torso)

Helmet (Item) \$100 fc. *Common*

Adds 1 to DEFENCE while worn, also reduces Fall Damage by 1. (Head)

Thirdly there are Law Enforcer Abilities:

(Pick 2 at Level 1)

Quick start Suggestion, Pick: **Block, Stay Close**

ALARM (Ability) Quick Action: Touch an entrance, window, creature or point you choose. When you use this ability you can specify if the alarm is triggered by a creature touching the target or by visible creatures entering within 20ft of it; you can designate creatures that won't set off the alarm; you can also choose if the alarm is noticeable only by you (wherever you are), if it is merely visible and/or audible (noticeable by creatures in 60ft) or bright and/or loud (noticeable by creatures within 500ft). Creatures trying to find or disable the alarm must roll to exceed your $1d8+DETECT$. You may have one alarm set at a time.

Big Brother (Ability) Passive: You are always able to figure out the exact location of your allies once the relevant player consents.

Block (Ability) Reaction: If you are targeted by a Melee attack, Roll $1d8+DEXTERITY, SPEED$ or $STRENGTH$ to exceed the Attack Roll. If exceeded the attack fails.

Bulls Eye (Ability) Quick Action: Before you make an attack; you may deem a shot a bulls-eye, roll damage for this attack completely ignoring one target's DEFENCE. If you Roll a Natural 1, the attack misses. Usage per day: $1+FOCUS$.

Detective (Ability) Major Action: Reveal one Hidden creature or object within 60ft of you without having to roll. Usage daily is equal to $DETECT+INTUITION$.

Dodge (Ability) Reaction: You are able to try to jump out of the way of an attacker. If an opponent you can see has targeted you with an aimed attack, force

the creature to re-roll, taking the new result.

Emergency Dispatch (Ability) Passive: If an encounter starts without you, Once your character is near, aware, conscious and unrestrained, you are able to arrive at the location or nearest entrance and roll to join the Turn Order at the start of the next Round. If you are far away, Roll $1d8$ to determine the number of Rounds before you arrive.

Find Weakness (Ability) Quick Action: Look at a creature within 60ft to determine any weaknesses or immunities it has. You are able to add your DETECT Skill to any Attack Roll you make against the target this turn. Usage per day is equal to your level.

FREEZE (Ability) Reaction: Loud. When a combat begins choose yourself or an ally to be first in the turn order. If another creature has this or a similar ability, the last to use it gets priority.

Get Down! (Ability) Reaction: If a creature(s) within 10ft is about to take damage from an attack or effect you can push them 10ft. If they are out of range of the triggering attack or effect it misses them. The pushed creature(s) also becomes Floored. Usage per encounter: $1+SPEED$.

Go on Without Me! (Ability) Reaction: Get your allies to safety. Willing creatures you choose that are conscious and unrestrained can immediately travel 60ft without expending movement or reaction. You gain 1 Temporary HP until the end of the encounter for each creature that utilises this. Usage: Once per encounter.

Guard (Ability) Reaction: Travel up to your full Movement to follow an ally that was within 10ft of you. You stop moving when you run out of movement or meet an obstruction, (even if the ally keeps going). You are still able to use your full Movement action on your turn.

Hands Where I Can See Them! (Ability) Quick Action: Speak to a creature within range of your held weapon that you can see. Before the start of your next turn if the creature moves towards an ally or attempts a Major Action you are able to make an attack using your held weapon without expending a Reaction.



Hawkeye (Ability) Major Action: One creature you can see is unable to use the Hide Action. Lasts for a number of turns equal to 1+ your FOCUS or until you fall Unconscious. Usage per day equals: 1+DETECT.

High Alert (Ability) Quick Action: You are able to add your DETECT Skill to your DEFENCE until the start of your next turn.

Hold Dem (Ability) Passive: Even if your hands are full you can roll to simultaneously grab a number of creatures equal to 1+STRENGTH Skill.

Marksman (Ability) Passive: Double the range of your Projectiles or Thrown weapons.

Not on My Watch (Ability) Quick Action: You gain Temporary HP equal to your DETECT Skill until the end of the encounter. If a creature within range of your current weapon makes an attack against a creature other than you, you may expend remaining Temp HP to deal its value in damage of the weapon's type to the attacker (ignoring DEFENCE). Usage: Once per encounter.

Stay Close! (Ability) Quick Action: The DEFENCE of all allies within 5ft becomes the same as your DEFENCE. Lasts until; the start of your next turn, or if you or allies move out of range.

Suppressive Fire (Ability) Major Action+Reaction: If you have a loaded ranged weapon. At the end of every creature's turn you expend 1 ammo. If a creature either starts, moves into or ends its turn in your line of sight within the weapon's range you may Roll 1d8 to exceed the target's DEFENCE. dealing excess in Physical damage. Suppressive fire ends if you run out of ammo. While active you may not take Reactions.

War Tactics: (Ability) Major Action: While tracking other creatures, you can learn their exact number, their size-categories, and how long ago they passed through the area. If you are within 10ft of a creature that died or where a fight took place you can deduce the events that transpired and cause of death.

Warrior Spirit (Ability) Passive: Your Physical attacks can count as Spiritual instead. You permanently gain +1 to a Soul SKILL of your choice (cannot exceed +4).

Yellow Tape (Item) Major Action: . You mark an entrance or location as restricted, keeping Persons out (other creatures may pass, as well as persons you specify). Any person who would like to pass can use a Quick Action to roll a contested 1d8+CONVINCE, crossing only if they exceed your roll, persons that exceed are unaffected by this ability for the rest of the encounter.



Law Enforcer Levels;

Recruit (Level 1)

At Level 1 the Law Enforcer is mainly new in the system and has the responsibility of reporting activities to the leader of their regional law enforcement.

Officer (Level 5)

At Level 5 the Law Enforcer has acquired some rank. You gain the following benefits;

Contraband Container

(Feature) Passive: You have a place to keep illegal contraband where it won't be confiscated by local authorities, however they are vaguely aware of items stored within it. You are also able to legally obtain and carry Restricted Items.

Chief (Level 9)

Low level Law Enforcement, defers to you. You gain the following;

Containment Cell (Feature)

Passive: You have an area where you can contain a creature. You will however be required to disclose the location of the prisoner to local law enforcement if you contain any person for more than 24 hours.



Next Pick A Background

(Listed on the Backgrounds page)

Finally Introduce Your Law

Enforcer:

Now that you have Your Features, Items and Abilities. The rest is up to you.

Have big plans for your Law Enforcer?

Discuss it with your Journey Master to find out how it can fit into the wider narrative.

What is your character's name?

Introduce them to the group and describe what your Law Enforcer looks like to your squad and JM.

After all the introductions are out of the way here are a few questions that you may use to connect your character to the wider group (This is only a guide, feel free to introduce other connections).

You helped save a squad member. Who was it? How did you help?

In the past you have given a warning to one squad member. Who was it? What was the warning?

You are suspicious of one squad member. Who is it? Why?

Work together with your squad to create a collaborative history.

Medic

The Medic is a specialised support class, their study allows them to heal allies and apply devastating conditions and effects to enemies.

Medics get;

- +1 to STUDY Skill
- **First Aid Certification** (Ability) Passive: +2 to Healing when you use a First Aid Kit and +1 to Healing when you use Bandages. You are able to use a Trauma Kit without inflicting Damage.
- DEFENCE: 3, HP: 7

Items and Weapons;

- **3x Salt** (Item) \$10 fc. *Common*. 1lb Used to season or preserve food. As a Quick Action: You may empty the contents to; throw the salt at a creature within 5ft (contested 1d8+DEXTERITY to exceed target's). Coat a weapon (for a single hit), Form a 10ft line or 5ft radius circle (last until disrupted or broken). If a spirit comes in contact with salt or crosses a line of salt it gains the Burning condition.
- **2x Scalpel** (Weapon: Melee 5ft/Thrown 30 ft) \$5 fc. *Common*. *Major Action*; Roll 1 d6+STUDY or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. (Light)
- **Medical Waste** (Improvised Weapon) \$0 fc. *Uncommon*. *Major Action*; Throw unsafe contents to deal 8 Toxin Damage (ignoring DEFENCE) in a 10ft line. Creatures within the line roll 1d8+RESILIENCE to reduce.
- **Trauma Kit** (Item) \$100 fc. *Uncommon*. Stitches, Tourniquet etc. *Major Action* to administer. Heal a creature's HP for 1d8+STUDY. However the creature also suffers 1d4 Physical Damage if the user doesn't have First Aid Certification. Single use.
- **\$300 fc**

EXPERIENCE Boost: Once per session Medics can gain 1 EXPERIENCE the first time they do each of the following:

- When the squad rests for at least an hour to recover to full HP or clear at least one condition.
- Heal at least one creature to full HP.

(You also gain 1 EXP whenever your dice rolls the MINIMUM or MAXIMUM result 10 EXPERIENCE and you Level Up!)



Secondly Pick ONE of the Medic Subclasses below:

1. Doctor

Play as a Dentist, Physician, Surgeon, etc.

You gain the following benefits;



Medical Knowledge (Feature)

Each day you have a pool of points equal to 3 times your Medic Level that can be used as A Major Action: to heal yourself or creatures you touch.

+ 1 to Mind SKILLS

2. Nurse

'Night Nurse, only you alone can quench this yah thirst' - Gregory Isaacs.

You gain the following benefits;

Bedside Manners (Feature)

Passive: Medical items and healing abilities used within 15ft of you heal for 1 extra HP.

Nightingale (Feature)

As a Quick Action: You may heal yourself for 1 HP.

+ 1 to Soul SKILLS



3. Paramedic

Play as an Emergency Medical Technician.

You gain the following benefits;

First Responder (Feature)

As a Major Action: Heal an unconscious creature for 2HP.

As A Reaction: If a creature takes damage you can travel up to your full Movement distance towards them.

+ 1 to Body SKILLS



4. Vet

You are particularly skilled with animal medicine. You gain the following benefits;

One Health (Feature)

As A Major Action: Increase a creature's Max HP by 1 (If the creature is an animal you may use a Quick Action instead). Each creature can gain this benefit only once daily. Lasts 24hrs or until expended. You may use this a number of times per day equal to your Medic level.

+ 1 to Mind, Body or Soul SKILLS.



Thirdly there are Medic Abilities (Pick 2 at Level 1)

Quick Start Suggestions: **Sedate, Transfusion**

Basic Care (Ability) Major Action:

Restore 1d4 of HP to a creature you touch. Usage per encounter is equal to 1+STUDY.

Biological Knowledge (Ability)

Quick Action: You are able to decipher the Max, Current and Temporary HP of a creature within 30ft you can see. As A Major Action: You are able to determine a creature's immunities, resistances or weaknesses. If you are within 5ft of a creature that died you are able to determine the cause of death.

Clear! (Ability)

Major Action: Touch a creature within 5ft to remove conditions of your choice. Target loses 1 HP (ignoring DEFENCE) for each condition cleared. Usage per encounter: 1+STUDY

Critical Condition (Ability) Passive:

If you roll Maximum damage on a weapon attack you may choose one of the following conditions to apply to your target.

- **Bleeding;** creature loses 1 HP at the end of its turn unless they (or a creature within 5ft) uses a Major Action to stop the bleeding. Effect stacks.
- **Blinded** (until end of target's next turn); creature is unable to see. Opponents count as Hidden. If while blinded, you move at more than half your Movement speed roll 1d8+ STUDY, DEXTERITY or

INTUITION to exceed a 4 or become Floored.

- **Nauseous** (until end of target's next turn) Creature is ill and disoriented, suffers -1 to all rolls that use Mind and/or Body Skills.

Doctors without Border (Ability)

Quick Action: To Sprint to a target that has a condition or is not at full HP. You may automatically escape being grabbed or ignore difficult terrain when doing so

Identify Biohazard (Ability)Major Action:

Choose a point within 100ft. Roll 1d4+STUDY to determine Potency. Creatures within 20ft of that point must roll 1d8+SPEED to exceed Potency. Creatures that fail get the Poisoned condition and at the end of their turn must roll 1d8+RESILIENCE to exceed Potency or take 1 Toxin Damage. Lasts until the creature rolls an 8 on the dice. Usage: Once per encounter.

Is there a Doctor in the House? (Ability)

Major Action: Use your Medical credentials to gain access to or exit a location. If access is unlikely the JM may allow an NPC to have an emergency that necessitates this. Usage per day: 1+LUCK

Medical Access (Ability) Major Action:

You procure one of the following Common Medical items free of cost (Bandages, First Aid Supplies, Ice Pack, Painkiller, Smelling Salts). The item expires at the start of the next day. You



may use this a number of times per day equal to 1+STUDY.

Replenish (Ability) Quick Action: Touch a creature to grant one additional use of an expended Ability or Feature. Usage: Once daily.

Resuscitate (Ability) Major Action: Touch a creature that died up to 17 hours ago (and still has its head and torso attached), Roll 1d8+STUDY to exceed its Max HP. On a success the creature is brought back to life with HP equal to zero or its RESILIENCE. Usage: Once daily.

Sanitize and Sterilize (Ability) Major Action: Throw concentrated cleaners at a point within 40ft. All creatures within 10ft of that point must roll 1d8+DEXTERITY to reduce 10 Acid Damage (ignoring DEFENCE). Usage per encounter: 1+CREATE.

Second Opinion (Ability) Reaction: Prevent a creature within 30ft from recovering HP or from ending a condition. Usage per encounter is equal to 1+ your CONVINCED

Sedate (Ability)

Major Action: Roll 1d4+STUDY to exceed DEFENCE of a creature within 5ft. On a success the creature falls Unconscious (condition) at the end of its next turn. At the end of each of its turns or each time the creature takes damage it may roll 1d8+RESILIENCE to exceed your original attack roll to wake up.

Otherwise the Unconscious condition lasts 1 hour. Does not work on creatures immune to the Poison condition. Usage per encounter is equal to 1+ your CREATE.

Social Distance (Ability) Major Action: Creatures near you when you use this ability are repelled to 10ft away. Corporeal creatures that can understand you cannot willingly get closer than 10ft of you. Effect ends if you end up within 5ft of a creature. Usage per encounter: 1+STUDY.

Side Effects (Ability) Major Action: Target a creature you can see within 30ft. Roll 1d8+STUDY to exceed target's 1d8+ RESILIENCE. If the creature fails they gain the Seize up condition for a number of turns equal to your STUDY (losing either an Action or Movement each turn). Usage: Once per encounter.

Surgical Precision (Ability)

Quick Action: When you damage a creature with a hit, add an effect of your choice based on where you aim;

- **Vitals**; You deal an extra 1 damage
- **Nerves**; The target suffers -1 on their next dice roll
- **Legs**; Floor the Target

Transfusion (Ability)

Major Action: Roll 1d6+STUDY against a Target within 5ft's DEFENCE, excess is applied in Physical Damage. As A Quick Action; You may heal a creature within 10ft for half the Damage you deal



Medic Levels;

Intern (Level 1)

You are well studied but lack practical experience.

Practitioner (Level 5)

Your medical experience has been put to the test on the field. You gain the following;

Do no Harm (Feature) Passive:

If you are conscious and no creature took damage from you during your turn. Heal 1 HP at the end of your turn.

Expert (Level 9)

You have saved many lives and can be depended on for scientific feedback. You gain the following;

Scientific Explanation

(Feature) Major Action: Dispel a spirit or the effect of a magical item within 10ft. Roll 1d6+STUDY, For spirits; exceed the current HP of the creature. On a success the spirit is transformed to an animal of similar size or an Average person (creature), adopting the stats, HP, Features and Abilities of the new form. This effect lasts until the animal or person reaches OHP. For Magical Items roll to exceed based on rarity. (Uncommon: 4, Rare: 6, Legendary:8). You may attempt this ability once daily.

Next Pick A Background

(Listed on the Backgrounds page)

Finally Introduce Your Medic;

Now that you have Your Features, Items and Abilities. The rest is up to you.

Have some aspirations for your Medic?

Discuss it with your Journey Master to find out how it can fit into the wider narrative.

What is your character's name?

Introduce them to the group and describe what your Medic looks like to your squad and JM.

After all the introductions are out of the way here are a few questions that you may use to connect your character to the wider group (This is only a guide, feel free to introduce other connections).

You once administered aid to a member of the squad or their loved one. Who is it? How was the experience?

You notice one of the squad members may have a medical condition. Who is it? What does it seem to be?

One of the squad members has asked you to write a sick note? Who is it? Was it real or fake?

Work together with your squad to create a collaborative history.



Mystic

The Mystic has a direct connection to the strange forces that govern magic and spellcasting. They also know that the use of these forces may come at a price.

First of all Mystics get:

- +1 to MAGIC Skill
- **Hex** (Feature) As a Quick Action: Roll 1d4+MAGIC against a creature within 30 ft to deal Spiritual Damage (ignoring DEFENCE). The target rolls 1d8+MAGIC or FAITH to reduce or avoid.
- DEFENCE: 3, HP: 7

Items and Weapons;

- **2x Dagger** (Item) \$5 fc. Common (Melee 5ft/Thrown 30ft) Short blade. Light. Major Action: Roll 1d6+DEXTERITY, STRENGTH or SPEED against a target within 5ft's DEFENCE, the Excess is applied in Physical Damage.
- **Magic Potion** (Magical Item) \$40 fc. Rare
Made out of mysterious ingredients. Quick Action: to administer; creature regains 1d4 of HP. Single use.
- \$150 fc

EXPERIENCE Boost:

Once per session Mystics can gain 1 EXPERIENCE the first time they do each of the following:

- Spend 1 hour examining an unfamiliar magical item.
- See a new Magical Ability or Feature being used by a spirit within 30ft.

(You also gain 1 EXP whenever your dice rolls the MINIMUM or MAXIMUM result 10 EXPERIENCE and you Level Up!)



Secondly Pick ONE of the 3 Mystic Subclasses below:

1. Maroon

You descend from the tribes that were able to fight to maintain their freedom during slavery. You are a fierce physical combatant but also have knowledge of and connection to the spirits and their powers.

You gain the following benefits;

+ 1 to Body SKILLS

Ketch (Feature) As a Reaction;

You can catch ranged attacks aimed at you. Roll 1d8+DEXTERITY to exceed the total damage rolled by the opponent. If you succeed the projectile is caught and doesn't hit.

If you fail the projectile hits and damage is applied regularly.

Bow (Weapon: Deadly) \$100 *fc.*

Uncommon.(Projectile 120 ft) Elastic string stretched between a wooden, plastic or metal frame. Light. Fires Arrows. As a *Major Action*; Roll 1d8 +FOCUS or DEXTERITY against a target's DEFENCE the excess is applied as Physical Damage. Quick Action to reload after each shot. (2 Handed)

2. Natural

You were either born with, or encountered the forces of the unknown which gifted, or cursed you with power.

You gain the following benefits;

+ 1 to Soul SKILLS

Vibes Sense(Feature)

Passive: You can sense the direction of magical presences and spiritual creatures within 30 ft of you.

As A Quick Action; you may see or hear an invisible or magically hidden creature or item within this range. Usage per encounter: 1+ INTUITION

3. Obeahwoman/Obeahman

Your magic ability lies within items and potions and is the result of diligent study.

You gain the following benefits;

+ 1 to Mind SKILLS

Trinkets and Carouches

(Feature) As A Quick Action;

You are able to bestow your Magic Abilities into items to allow other creatures to cast them using their own SKILLS. You can make a number of Trinkets per encounter equal to 1+ your CREATE Skill. When other creatures use your abilities it counts against your usage for the day if applicable.



Thirdly there are Mystic Abilities (or Spells)
(Pick 2 at Level 1)

Quick Start Suggestions: **Projectile, Protect and Punish**

Area of Harm (Ability)

When you get this ability select two of these damage types (Acid, Blast, Cold, Electric, Emotional, Heat, Physical, Sonic, Spiritual, Toxin). You can choose this ability again to unlock two more. You start each day with a pool of d4 dice equal to your MAGIC Skill.

Major Action: Unleash a hazard and spend dice from the pool to deal harm (ignoring DEFENCE) of a damage type you can access. Damage is equal 1+Total result of the dice roll(s). All creatures within 20ft of you must roll 1d8+LUCK to reduce.

You may replenish your dice pool As A Quick Action a number of times each day equal to your RESILIENCE Skill.

Harm and Heal (Ability) Quick Action:

Call to the mysterious forces to sacrifice and redistribute health among creatures within 60ft. Choose an amount of current HP to transfer from one willing creature to a wounded creature.

Major and Miniscule Magics (Ability)

Major Action: Beseech the forces to allow a magical effect (of the player's own imagination) at a cost. The effect cannot be one covered under the other Mystic spells or something that causes a creature to lose or regain HP.

You describe an effect your character would like to manifest, your JM then decides an appropriate exchange that has to be given up for the magic. The player can then choose whether or not

to accept this bargain or to take a different action.

If the magical effect requires a Skill check or Roll, the price has to be paid once accepted even if the roll, effects or results are unsuccessful. Examples of exchanges are; money, time, items, HP, SKILL points, etc.

Usage per day: MAGIC+CONVINCE.

Obscurity and Illusions (Ability)

Quick Action: you can magically project or obscure a thumb-size object in your hand.

For larger illusions you start each day with a number of points equal to your CREATE+MAGIC Skills.

Major Action: Project an illusion within 120ft that covers a 5ft radius, expending 1 point for each of these characteristics;

- a visual, a sound, smell or harmless temperature of your choice.
- Increase the radius by 5ft increments.
- Make the illusion move
- Increase the effect to loud, bright or intense.

The illusion lasts as long as you use a

Quick Action: to maintain it, if not it disappears at the end of your turn. You may have a number of Illusions in place equal to 1+FOCUS.

A creature that has reason to doubt your Illusion may roll 1d8+DETECT or INTUITION to exceed your 1d8+CONVINCE, to see beyond the illusion, after which they are unaffected by it.

Omen (Ability) Quick Action: Roll 1d8. The JM must use this as the result of their next d8 roll. Usage per day: 1+ INTUITION.

Projectiles and Particles (Ability)

When you get this ability select two of these damage types (Acid, Blast, Cold, Electric, Emotional, Heat, Physical, Sonic, Spiritual, Toxin). You can choose this ability again to unlock two more. Major Action: Magically launch your selected element towards a target within 120ft. Roll 1d8+FOCUS, DEXTERITY or MAGIC against a target's DEFENCE to hit. The excess is applied as harm in the appropriate Damage.

Protect and Punish (Ability) Reaction: If you or a creature within 30ft of you is hit with a single target attack, generate a magical barrier that halves the amount of HP that would be lost (if uneven you take the larger amount). The remaining damage can then be applied to a creature of your choice in 30ft, ignoring DEFENCE. Usage per encounter: 1+MAGIC

Summons and Spirits (Ability)

You start each day with a number of points equal to MAGIC+CONVINCE. Major Action: Use 1 point to summon a creature [DEFENCE: 2 HP: 4 Movement: 30ft walk, All SKILLS: 0]. Choose its appearance and size (from thumb to man-sized), The summon is a spirit. It appears in an unoccupied space within 5ft of you. You may spend one (1) additional point each to give the creature;

- **Tool Use** Limbs that allow it to use items and grab
- **Speech** The ability to speak
- **Melee attack** 1d4+STRENGTH to

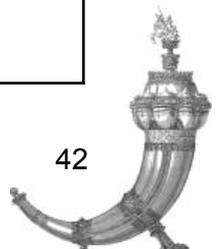
exceed the DEFENCE of a target within 5ft Select a damage type. (You may increase this damage by one dice size (1d6,1d8,1d10 or 1d12) by spending an additional point for each increase)

- **Flight** 30ft
- **Swim** a 30ft swim speed and water breathing
- **Fast** Doubled movement speed.
- **Cattle-size** and ability to serve as mount for 2 persons
- **Ranged attacks** (30ft) using its melee dice roll.
- **SKILL** +1 to any (Max 5)
- **DEFENCE+1** (Max 6) **HP +2** (Max 20)
- **Resistance** (halved harm) to a damage type of your choice
- A requested creature ability at the JM's discretion

When summoned in combat; The creature moves before/after your turn in the next round.

The summoned creature lasts until they reach 0hp, are dismissed as your Reaction, or until the end of the day. Major Action: you can touch your summon to change its size and appearance, and/or spend 1 point to reallocate its points as you please.

Summon (1 point) -----sized, Spirit	
DEFENCE: 2 HP: 4 Movement: 30ft walk SKILLS: 0	
<u>Description:</u> _	<u>Resistances:</u>
<u>Major Action(s):</u> Hide, Sprint, Grab	
<u>Quick Action(s):</u> Search	
<u>Reaction(s):</u> Grab	



Telekinesis and Levitation (Ability)

You can move things with your mind.

- **Float Objects** Quick Action: You can harmlessly move objects that are 10lbs or lighter 30ft around you.
- **Lift Heavy** Major Action: You can roll a contested 1d8+MAGIC to move objects within 30ft, difficulty is 1 per 100lbs of the object. If you exceed you can push or lift the target 10ft. A targeted creature can Roll 1d8+STRENGTH against your roll to be unaffected.
- **Telekinetic Reflex** Reaction: If a roll requires DEXTERITY or STRENGTH you may roll MAGIC instead.
- **Hover** Quick Action: You have a hover movement of 30ft. You are immune to fall damage as long as you are conscious.
- **Crush** Major Action: Roll 1d8+MAGIC against the DEFENCE of a target you can hear or see within 30ft. Deals excess in Spiritual or Physical Damage.
- **Throw** Any item within 30ft can be a projectile. Major Action: Roll 1d6+MAGIC against the DEFENCE of a creature you can see within 100ft, excess is applied in Physical damage (or appropriate damage type based on the item).

You may have (1+ your FOCUS) of these effects going simultaneously. You may use a number of these effects per encounter equal to 1+RESILIENCE.

Passive: You can wordlessly send your thoughts to creatures within 120ft. You may also communicate with up to 8 creatures you are closely familiar with at any range. These creatures can then respond in the same manner. When you communicate in this way, the creature knows who you are and your current emotional state.

As a Major Action: You may attempt to overpower a creature within range. Roll a contested 1d8+MAGIC check against the target who rolls 1d8+ (CONVINCE, FOCUS, FAITH, MAGIC or STYLE). The highest roll charms the other creature. On a tie nothing happens. The creature that wins can do one of the following;

- Immediately force the loser to perform a specified Reaction.
- Force the loser to perform a specified Major Action on its turn.
- Read the immediate thoughts of the loser.
- Modify the loser's memory using 5 words.
- Cause the creature to sleep for 1 hour or until roused by another as a Quick Action, or by Damage or a loud noise.

If the charmer or charmed takes damage before the course of action is taken they may Reroll the contest.

You may attempt to overpower a creature a number of times per day equal to 1+ your CONVINCE Skill.

Telepathy and Trances (Ability)

Teleportation and Transportation (Ability) Major Action; You can name a



place you have been to or seen before and open a portal leading there within 5ft of you. The first barrel-sized or larger object or creature that moves into the portal is transported to the location (along with anything bucket-sized or smaller they are carrying).

You may expend multiple portals at once to transport multiple creatures. Larger creatures require larger portals. Cattle-sized require 2 uses, Mammoth-sized 4 uses Building-sized 8 uses or more Portals last until used or until closed with your Reaction.

Usage: STUDY+MAGIC+SPEED Skills.

Ward (Ability) Quick Action. Add +1 DEFENCE to a creature within 30ft for a number of turns equal to your MAGIC. Usage per encounter: 1+FOCUS

Weather and Warnings (Ability)

Minor Action. Roll 1d8 to determine what the weather will be.

1. Sunshine
2. Rain'Fall (Phenomenon)
3. BreezeBlow (Phenomenon)
4. Heavy Fog (Phenomenon)
5. Thunderstorm (Phenomenon)
6. Hail (Phenomenon)
7. Earthquake (Phenomenon)
8. Lightning (Phenomenon)

You are able to state where and when within the day the phenomenon will happen.

The JM then rolls for or initiates the Phenomenon as written. The JM can choose to award the player 2 EXPERIENCE in order to overrule or cancel this ability. Usage per day: 1 + INTUITION Skill.



Mystic Levels;

Magician (Level 1)

You are mostly accustomed to minor tricks.

Medium (Level 5)

You have dipped deeper into the unknown. You gain the following;

Conjure and Construct

(Feature) As a Major Action: You may conjure non-magical items out of thin air, up to MAGIC x \$100fc worth per day. The item(s) lasts until destroyed, until you dispel it as a Major Action or until the end of the day before they disappear.

Master (Level 9)

You gain Mastery of your craft. You gain the following;

Own Dimension (Feature)

Passive. You have a small location of your creation that can only be visited by magical means. You decide the ritual that must be performed or special entrance that must be used in order for willing creatures to visit and/or leave your dimension. However, whoever learns of the dimension's ritual or entrance may be able to visit freely. Up to 8 creatures may visit at a time. If you conjure a new dimension the prior one has its contents expelled in a location of the JM's choosing.

Next Pick A Background

(Listed on the Backgrounds page)

Finally Introduce Your Mystic:

Now that you have Your Features, Items and Abilities. The rest is up to you.

Have big wishes for your Mystic? Discuss it with your Journey Master to find out how it can fit into the wider narrative.

What is your character's name?

Introduce them to the group and describe what your Mystic looks like to your squad and JM.

After all the introductions are out of the way here are a few questions that you may use to connect your character to the wider group (This is only a guide, feel free to introduce other connections).

The powers that be have informed you to protect one squad member. Who is it? How are you responding to these instructions?

You are sensing a strong spiritual aura from one squad member. Who is it? Is the omen good or bad?

Someone once asked you to cast a spell on one of your squad members. Who was the squad member? What was the spell and who asked you to cast it?

Work together with your squad to create a collaborative history.



Politician

The Politician is less of a support class, more of a supported class. Politicians can use their influence to encourage teammates to act, or to manipulate opponents.

First of all Politicians get:

- +2 to Mind SKILLS
- -1 to Body SKILLS
- **Lambast** (Feature) As a Quick Action: You openly criticise a creature within 60 ft that can hear and understand you. Roll 1d4+CONVINCE to deal Emotional Damage (ignoring DEFENCE). The Creature must Roll a 1d8+FOCUS Saving throw to reduce Damage.
- DEFENCE: 2 (3 with **Heavy Suitcase**) , HP: 7

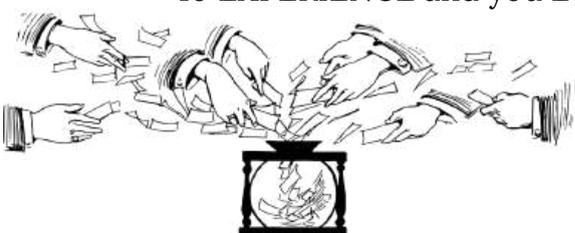
Items and Weapons;

- A Nice Suit or **Pretty Clothes**.
- **Heavy Briefcase** (Item) \$100fc Common. Carries items. +1 to DEFENCE
- **Megaphone** (Item) \$200 fc. Common
Use a Quick Action: to turn on or off the device to allow creatures up to 500ft away (you decide how far) to hear you. If you have an ability that relies on speaking, this item doubles the range. You may also use a Major Action to allow the Megaphone to Feedback. All creatures in 30ft can stay in this range a number of turns equal to their RESILIENCE before suffering 1 Sonic Damage (ignoring DEFENCE) at the start of their turns. (Loud)
- **Smelling Salts** (Item) \$20 fc. Common.
An ammonia based inhalant in a tiny glass jar used to restore consciousness. Quick Action: to use. Restores 1 HP to an Unconscious creature within 5ft. Also ends Sleep condition. 5 uses.
- \$300 fc

EXPERIENCE Boosts: Once per session a Politician can gain 1 EXPERIENCE point the first time they do each of the following:

- Each time a creature agrees to do something for them because of a promise made to the creature.
- If combat ends and their allies have not taken damage.

(You also gain 1 EXP whenever your dice rolls the MINIMUM or MAXIMUM result 10 EXPERIENCE and you Level Up!)



Secondly Pick ONE of the 2 Politician Subclasses below

1. Government

You have a proven track record of success and a commitment to accountability, unlike your political rivals who lack transparency. You gain the following benefits;

+ 1 to CONVINCCE Skill

Bull Headed (Feature)

Passive: Whenever you are affected by Emotional Damage, Reduce harm by a number of HP equal to your FOCUS Skill.



2. Opposition

You have a proven track record of success and a commitment to transparency, unlike your political rivals who lack accountability. You gain the following benefits;

+ 1 to CONVINCCE Skill

Stubborn (Ability)

Passive: Whenever a creature is attempting to CONVINCCE you of something and requires you to roll, if you fail the first roll, you can roll again and take the second result.



Thirdly there are **Politician Abilities** (Pick 2 at Level 1)

Quick Start Suggestions: **Political Influence, Rally**

Delegate (Ability) Major Action: Allow a creature within 60ft to use one of your abilities (you specify). This must be done before the start of your next turn. The creature must expend a Reaction and be able to hear and understand you. If a roll is required they use your stats.

Diplomatic Relations (Ability)

Communication: If a creature cannot understand you, you can spend 1 minute speaking to them to teach them how to understand you going forward OR If you can't understand a creature, you may spend 1 minute watching or listening to them to understand their language.

Do I Have Your Vote? (Ability)

Major Action: You start a bid to garner support on your next dice roll. Each creature (both player characters and NPCs) in the encounter can sacrifice a Reaction in order to vote for or against you. Each positive vote grants you +1, while each negative vote detracts a -1 penalty. Additionally: Creatures that vote in your favor gain EXPERIENCE along with you if you roll a MAXIMUM.

Donations (Ability) Passive: At the start of each encounter gain 1 Temporary HP for each allied player. This Temp HP is reduced each time an ally hits 0 HP.

Drone (Ability) Major Action: Launch into a speech causing creatures within 60ft that can hear and understand you to be lulled. At the end of these creatures' turn they roll 1d8+FOCUS or RESILIENCE to exceed your 1d8+CONVINCE. Creatures that don't exceed are Charmed and spend their next turn dozing where they stand. They are unable to take Reaction and are unable to Communicate or use

Movement or Actions for one turn. A dozing creature can be awakened prematurely by Damage, A loud noise, or can be roused by another creature as a Quick Action.

Election Run (Ability) Passive:

On your turn, if you travelled over a stretch of ground that was difficult terrain, you may turn it into normal terrain.

Fearmonger (Ability) Major Action:

Gesture to a creature or item within 60ft while describing it in terrible fashion. It becomes a source of fear. Creatures within 30ft of this target who can hear you must roll 1d8+FOCUS to exceed your 1d8+CONVINCE. If the creature fails it becomes fraid (Nervous) and suffers a -1 penalty to all Mind SKILL rolls if it can see, hear, or are within 30ft of the source. On an affected creature's turn it may re-roll FOCUS as a Major Action. If a 1 is rolled when trying to end Fraid condition, the creature's level of Fraid increases to Frighten and the penalty becomes -2. Usage: Once per encounter.

I Can't Recall (Ability) Reaction: Nullify the damage of an attack, hazard or effect, before or after damage is applied. Alternatively you may make each creature of your choice within 60ft forget anything that was said by you or an ally within the last 10 seconds. Usage: once daily.

It Doesn't Look So Bad (Ability)

Major Action: Remove a condition affecting you or a creature within 5ft. Usage per day: 1+CONVINCE.



Kickback (Ability) Reaction: A creature that heals you gains TEMP HP equal to half the healing (rounded up). A creature that damages you suffers half the harm you took. Emotional Damage (ignoring DEFENCE). Usage per encounter: 1+ CONVINCED.

Let Me Tell You Something! (Ability) Reaction: When a single target Attack, Grab or Trip is aimed at you, you can roll 1d8+CONVINCE to exceed the total attack rolled by the opponent. On a failure, the attack hits you as normal. On a success the attacker must redirect the hit to a creature of their choice within range or waste the attack entirely.

Motorcade (Ability) Passive: when you use the Sprint action you double the speed of allies until the start of your next turn.

Political Influence (Ability) Major Action: Speak to get a creature on your side. Make a contested 1d8+ CONVINCED Roll to exceed a creature that can understand you within 60ft. If you succeed the target is charmed by you and will use their Movement and Major Action on their turn to follow a command you provide. While charmed the creature will not harm you and will not knowingly harm themselves. Last until the start of your next turn or until the creature attempts the action.

Propaganda (Ability) Major Action: Roll a contested 1d8+CONVINCE to exceed that of a creature that can hear and understand you (or within 60 ft). On a tie nothing happens. If you exceed their roll you are able to utter a sentence up to ten words long to modify the creature's memory. If you fail, their memory remains intact and you suffer 2 Emotional Damage (ignoring DEFENCE) from reputational harm. Usage per day: 1+ CREATE.

Read People (Ability) Passive: You know if someone is lying to you without having to roll unless their CONVINCED Skill is higher than yours.

Rally (Ability) Quick Action: A willing creature within 60ft can use their Reaction to make a single attack on a target of their choice within their range. Attacks made in this way deal +1 Damage. On a MAXIMUM roll, both you and the attacker gain EXPERIENCE. Passive: If you are reduced to 0hp all allied creatures are able to use their Reaction to make an attack with their held weapon on enemies within their range.

Scandal Bag (Ability) Major Action: You may store one bucket-sized or smaller object you own, putting it into a place nobody can get to. As a Quick Action you may retrieve anything you stored at any time.

Scapegoat (Ability) Passive: If you are about to take damage, an unrestrained willing creature within 10ft can expend a Reaction to take the damage instead. Usage per encounter: 1+CONVINCE.

Suspicious Funding (Ability) Passive. Once per day you may select an item which it is possible to purchase and you have the means to afford. Roll 1d8+CONVINCE. If you exceed a 6 the item is free. If you don't exceed you must pay for the item. If you rolled a 1 you must pay double the cost of the item. If you do not have enough funds you may deplete your cash and then pay the difference in items or debt.



Politician Levels

Candidate (Level 1)

You are garnering the trust of your small town.

Mayor (Level 5)

You have secured loyalty in your local constituency with some die-hard supporters. You gain the following;

Voter Fraud (Feature)

As A Major Action: While holding the identification documents of a person who died, Roll 1d8+CONVINCE to exceed their Max HP. on a failure nothing happens. On a success they return to life fully healed within 5ft of you. The person acts in support of you when summoned and must attempt to complete one command you issue to the best of their ability, after which the person acts on their own accord. This lasts 24 hrs after which the person returns to being dead. Usage: Once daily.

Governor (Level 9)

You are able to influence long term change on a national and global level. You gain the following;

Everything Govern (Feature)

Passive: Fix or manipulate the foliage or infrastructure in an environment over the course of a few days/weeks. Describe the change and the JM will advise you how long it takes.

Next Pick A Background

(Listed on the Backgrounds page)

Finally Introduce Your Politician:

Now that you have Your Features, Items and Abilities. The rest is up to you.

Have a big agenda for your Politician?

Discuss it with your Journey Master to find out how it can fit into the wider narrative.

What is your character's name?

Introduce them to the group and describe what your Politician looks like to your squad and JM.

After all the introductions are out of the way here are a few questions that you may use to connect your character to the wider group (This is only a guide, feel free to introduce other connections).

A grant you signed off on helped a squad member. Who was it? What was it for?

You have withheld a truth from one squad member. Who was it? What was withheld? Do they now know?

One squad member is in your key demographic. Who is it? Have you done anything to attempt to garner their support?

Work together with your squad to create a collaborative history.



Prayer Warrior

The Prayer Warrior believes in the divine and uses their Faith to protect from adverse effects, banish spirits and ward away magic.

First of all Prayer Warriors get:

- +1 to Soul SKILLS
- **Prayer of Healing** (Feature) As a Quick Action: Whenever you or a creature within 60ft uses an item or ability that heals HP. You may add your FAITH Skill to the amount of HP restored, this effect lasts until the end of your next turn. You may use this ability once per encounter.
- **Cornerstone** (Feature). Passive: Any Hand-sized stone that you pick up can be used as a Dangerous weapon; (Melee 5ft/Thrown 20ft) As a Major Action: Roll 1d6+STRENGTH, FAITH or DEXTERITY to exceed target's DEFENCE, the difference is applied in Spiritual or Physical damage.
- **Shield of Faith** (Feature). Passive: Reduce Spiritual Damage dealt to you by an amount equal to your FAITH.
- DEFENCE: 3, HP: 7

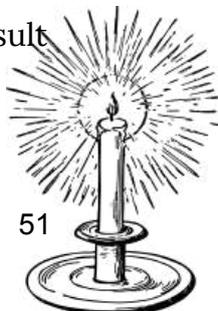
Items and Weapons;

- **Church Clothes**
- **Rod or Staff** (Weapon: Melee 5ft/Thrown 30ft) \$15 fc. *Common*. Heavy. As a Major Action: Roll 1 d6+DEXTERITY, STRENGTH or SPEED against a target's DEFENCE, the excess is applied in Physical Damage. Deals +1 Damage if wielded with two hands.
- **Likkle Tea** (Magical Item) \$30 fc. *Common*. Use a Quick Action: to drink or feed to another creature. Heals 1 HP per use. 3 uses.
- \$150 fc

EXPERIENCE Boosts: Once per session a Prayer Warrior can gain 1 EXPERIENCE point the first time they do each of the following;

- Give away, destroy or disable an Uncommon or rarer magical item OR Donate 10% or more in \$fc of their earnings, loot or reward.
- Use the Help Major Action and the creature is successful.

(You also gain 1 EXP whenever your dice rolls the MINIMUM or MAXIMUM result 10 EXPERIENCE and you Level Up!)



Secondly Pick ONE of the 3 Prayer Warrior Subclasses below:

1. Peacemaker

You are known for calm isolated contemplation or for settling disputes as a mediator. You gain the following benefits;

+ 1 to FAITH Skill

Armistice (Feature)

As a Major Action:

Create a 20ft square zone of peace, either fixed in a spot you touch or anchored to move with you. Creatures inside the zone cannot Attack or use effects that damage HP. Staying in the Zone adds; +2 to DEFENCE and +2 to rolls to avoid damage.

The zone lasts until any non-allied creature is reduced to 0 hp or until it is dismissed as a Quick Action by an allied creature.

You may use this feature a number of times per day equal to FAITH.



2. Preacher

Your life's mission is to spread the word. You gain the following benefits;

+1 to CONVINCING Skill

Crusade (Feature)

As a Quick Action:

Embolden your team for your Holy cause. The weapons held by you and allied creatures of your choice count as Spiritual and deal +2 damage, this effect lasts until the end of your next turn. You may use this ability a number of times per encounter equal to 1+ your FAITH Skill.



3. Prophet

You were selected for a higher calling. You gain the following benefits;

+ 1 to INTUITION Skill

Visions (Feature)

'Give us Vision, Lest we Perish'.

Passive: You intercede with a higher power to get a glimpse of the future. Roll a d8, and note the result. Later the result can be expended to replace any dice roll by; you, the JM, or any player. You may prepare a number of Visions equal to 1+ INTUITION each day.



Thirdly there are Prayer Warrior Abilities:

(Pick 2 at Level 1)

Quick-Start Suggestions: **Guardian, Holy Ground**

All Understanding (Ability) Passive: You have a basic understanding of what any creature is trying to communicate whether through signals, writings or sound.

Altar call (Ability) Major Action: Launch into an impassioned call to action. Roll 1d8+CONVINCE. Creatures you specify within 60ft that can hear you must roll 1d8+(FOCUS, STUDY or FAITH) to exceed or must use their Reaction to move their full Movement Speed towards you. Usage: once per encounter.

Blessings (Ability) Quick Action: Ask for blessing, you and all allied creatures have +1 to your next Roll until the end of your next turn. Usage per encounter is equal to 1+ your FAITH Skill.

Divine Forecast (Ability) Major Action: Beseech the divine. Ask for the weather you would like, and in what general vicinity (a Mountain-sized or smaller area). Choose from the options below;

1. The weather continues as is.
2. Clear Skies or Light Rain
3. Fog or Dust cloud
4. Heavy Rain
5. Strong Winds
6. Thunderstorm
7. Hail
8. Lightning (instantaneous /single target)

After stating the desired phenomenon Roll 1d8.

If the roll is equal or higher than the desired phenomenon it happens as you asked, if not the weather stays the same or worsens.

The Phenomenon takes effect on the start of your next turn and lasts until the end of the encounter (except

lightning) or until an effect or ability changes the weather. Usage per day: 1+FAITH

Exorcise (Ability) Major Action: Point at a Spirit within 20ft of you. Make a contested 1d8+ FAITH roll. If the spirit doesn't exceed your roll (or roll an 8) they are banished from the area. They are not damaged by this and the JM controls where they go. If the spirit does return it is unable to do so for a number of minutes equal to your FAITH Skill. Usage: once per encounter.

Guardian (Ability) At the start of each day, you ask for protection and invoke a divine presence. This presence has HP equal to 5 times your level. Reaction: Each time you or a creature would take damage you may expend any amount of the Guardian's remaining HP to take that damage instead. Guardian's HP does not replenish until the next day, nor does it benefit from healing. It also does not carry over from the previous day.

Gut Feeling Passive: You may add your INTUITION to your SPEED rolls.

In Spirit (Ability) Passive: While Unconscious you are able to communicate with your allies (wherever they are) for a number of minutes equal to 1+FAITH.

Martyr (Ability) Passive: Your long-suffering encourages others. Whenever you are below Max HP your allies get +1 to their attacks. If you are at 0 HP allies get to add a bonus to their attacks equal to your FAITH.



Miracle (Ability) Major Action:

You request divine intervention. Roll 1d8, on an ODD number nothing happens.

On an EVEN number you may remove one Condition, Status Effect or curse from a creature, fix a broken item or revive an Unconscious creature to 1 HP. You may attempt this ability a number of times per day equal to your FAITH. If you roll an 8 you do not expend Usage.

No Weapon Formed (Ability) Reaction:

Add your FAITH Skill to your DEFENCE until the start of your next turn. You can use this ability a number of times per encounter equal to 1+ your LUCK.

Pilgrimage (Ability) Quick Action: While

using your Movement and/or Sprint to travel past creatures you are unable to be targeted by Attacks, Grabs, Reactions or Trips until the end of your turn or unless you make an attack. You may use this ability a number of times per encounter equal to FAITH.

Premonition (Ability) Quick action: Roll

1d8. This will be used as the result of your next roll. Usage per day; 1+INTUITION.

Rebuke (Ability) Major Action:

Utter words to target a creature within 60ft that can hear you and any creatures you choose within 5ft of target. Roll 1d8+FAITH (ignoring DEFENCE) in Spiritual damage, each affected creature must roll 1d8+FOCUS, RESILIENCE or FAITH to reduce. Usage per encounter: 1+FAITH

Repentance (Ability) Quick Action:

Remove all Temporary subtractions and additions from your Scores and Skills to reset them to the natural numbers. Until your next turn your allies can also use a Quick Action on their turn to benefit

from the effect.

Sacred Ground (Ability) Major Action:

Sanctify a 40ft square area starting from a fixed point you touch, the effects of the square also extend upwards indefinitely into the sky above and downwards into the ground below. Magical Items do not work in or affect this area. Creatures are; unable to use Abilities or Features that rely on the MAGIC Skill (whether for rolls or uses per day) AND Can only use FAITH Skills that you allow. Whenever an evil or violent Spirit or a Possessed creature enters the Holy Ground, they take Spiritual Damage (ignoring DEFENCE) equal to your FAITH Skill. This ability lasts until used again or until you or an ally makes an Attack or Damages a creature while in the space of the Holy Ground. Usage: Once daily.

Steadfast (Ability) Passive: if you are

charmed, tricked or forced by another creature to use your Reaction, Movement, Major Action or Quick Action. You may choose to expend the Action doing nothing instead of following the instruction. Usage per encounter: 1+FAITH

Trial and Tribulation (Ability) Major

Action: Begin a great lamentation. Creatures that can hear and understand you take Emotional damage (ignoring DEFENCE) equal to your FAITH if they end their next turn within 10ft of you.

Turn the other Cheek (Ability) Reaction:

If an attack would reduce you to 0 you survive with 1 HP instead. Usage: once per encounter.



Prayer Warrior Levels;

Believer (Level 1)

You believe in your higher power but may question your faithfulness.

Worshipper (Level 5)

You have faith in your higher power but put in the effort to do the work. You gain the following;

Living in Faith (Feature)

Reaction: You may use your FAITH instead of the listed Skill for any saving throw.

Stalwart (Level 9)

Others of your belief depend on you for guidance. You gain the following;

Sanctuary (Feature)

Passive: You have a safe space (such as a small house, large room, garden, place of worship, workplace etc) where Spirits, Magical effects and Persons that wish you ill will be unable to enter without your permission.

Next: Pick A Background

(Listed on the Backgrounds page)

Finally: Introduce Your Prayer Warrior;

Now that you have Your Features, Items and Abilities. The rest is up to you.

Have high hopes for your Prayer Warrior? Discuss it with your Journey Master to find out how it can fit into the wider narrative.

What is your character's name?

Introduce them to the group and describe what your Prayer Warrior looks like to your squad and JM.

After all the introductions are out of the way here are a few questions that you may use to connect your character to the wider group (This is only a guide, feel free to introduce other connections).

You said a prayer on behalf of one of the squad members. Who was it? What was the prayer?

You told a squad member about your faith. Who was it? Were they receptive?

You fear one of your squad members need saving. Who is it? Why?

Work together with your squad to create a collaborative history.



Professional

The Professional is a diverse support class, their study gives them consistent strategies for avoiding damage, navigating social interactions and accessing information.

First of all Professionals get:

- +1 to Mind SKILLS
- +1 to STUDY Skill
- **Paper Trail** (Feature) Passive: You can save evidence of any conversation you had with another person.
- **Work Id** (Item) Passive:: Authorities trust you. Also get a warning from authorities instead of facing the consequences on the first occurrence of any minor offence.
- DEFENCE: 3 (4 with Briefcase), HP: 7

Items and Weapons;

- **Work clothes**
- **Heavy Briefcase** (Item) \$50 fc. *Common*. A leather or plastic rectangular container with a handle for carrying books and documents. Adds 1 to DEFENCE while held. (Held)
- **Heavy Thermos** (Weapon: Melee 5ft/Thrown 30ft) \$30 fc. *Common*.
As a Major Action: Roll 1d6+STRENGTH or DEXTERITY against target's DEFENCE. Twice per encounter use a Major Action to empty its contents to do 10 Heat or Cold Damage (ignoring DEFENCE) in a 10ft line. Creatures within the line roll 1d8+DEXTERITY to reduce or avoid this damage.
- **First Aid Supplies** (Item) \$50 fc. *Common*. A collection of items designed to manage all types of injuries including basic cuts, scrapes and burns. Use a Major Action to administer. Restores 2 HP to a creature. Single use.
- \$300 fc

EXPERIENCE Boosts: Once per session a Professional can gain 1 EXPERIENCE point the first time they do each of the following;

- The first time per encounter they gain \$fc
- If they end an encounter without taking damage

(You also gain 1 EXP whenever your dice rolls the MINIMUM or MAXIMUM result 10 EXPERIENCE and you Level Up!)



Secondly Pick ONE of the 3 Professional Subclasses below:

1. Financial

You find reliability in numbers. Play as an Accountant, Advisor or Analyst.

You gain the following benefits;

Financial Security (Feature)

As A Reaction: You can use your financial acumen to mitigate risks. Whenever you are about to take damage you may expend \$100fc per point of HP (or destroy an item of equivalent or greater value) to avoid or reduce damage. You may also use this Feature to protect willing creatures, you may opt to expend the creature's money or items when doing so.



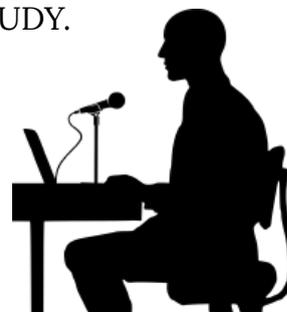
2. Legal

You are a great debater. Play as a Lawyer, Judge, Council.

You gain the following benefits;

Legal Advice (Feature) As A

Major Action: You and each person in your squad within 60ft who can hear you gains +1 to rolls to CONVINCE until the end of the encounter (even if it would exceed the Maximum of 4). Usage per day is equal to 1+ your STUDY.



3. Tech

You gain the following benefits;

Tech Wizardry (Feature)

Major Action: If you have remote or physical access to the controls of a relevant device: You may; fix or disable a piece of technology. Or determine the coordinates of someone who is holding a specific piece of technology. Usage per day: 1+ STUDY.



Thirdly there are Professional Abilities:

(Pick 2 at Level 1)

Quick-Start Suggestions: **Damage Control, Self Starter**

Alacrity (Ability) Passive: Your walk speed is doubled. Once per encounter you are also able to do a Major Action as a Quick Action (Allowing 2 Major Actions on your turn).

Appraisal (Ability) Quick Action: Determine one of the following if the target is within 30ft and visible to you;
-If a creature lied to you.
-The current HP of a creature
-The function of an object
-The value and rarity of an object
-The layout of a location
-Memorize the written contents of a page you saw.
Usage per day: 1+DETECT



Confidential Access (Ability) Major Action: You are able to roll a d8+DETECT to access private records of a creature, person, incident or location. The JM determines difficulty. Usage: Once per day.

Consummate Professional (Ability) Reaction: Avoid an effect that Charms, Enchants, Enthralls or Frightens you, or attempts to make you Unconscious. Usage per day: 1+FOCUS.

Could Have Been An Email (Ability) Quick Action: All abilities used by you and allies with a range of less than 60ft can extend to a 60ft range. Lasts until the end of your next turn. Usage: once per encounter.

Damage Control (Ability) Reaction: When you or creatures within 5ft of you take Damage, you are able to restore HP equal to your STUDY Skill to yourself or the creature(s). Or you can fix an item in the same range that was just broken. Usage per encounter: 1+FOCUS

Health Insurance Passive: Roll 1d8 to get one the following health items free;

1. Vitamin C
2. Pain Killer
3. Bizzi Tea
4. Smelling Salts
5. Ice Pack
6. Trauma Kit
7. Bandages
8. First Aid Kit

Usage: Once per day

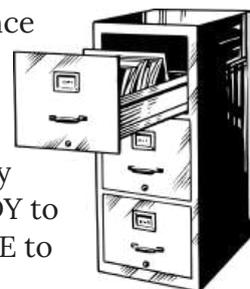
I'm on Break (Ability) Major Action: Creatures that can understand you are unable to direct single target attacks or effects against you, this lasts an hour or until you use a Major Action or Reaction. Usage: Once per day.

Investments and Returns (Ability) Passive: If there is a type of action you voluntarily did not use on your turn (Main, Minor, Movement or Reaction). You gain an extra use of that type of Action on your next turn. Usage: Once per encounter.

Lies and Statistics (Ability) Quick Action: Speak to accurately or falsely quote data. You may add your STUDY to a CONVINCE roll or your CONVINCE to a STUDY Roll. Usage: Once per encounter.

Links (Ability) Major Action: You can reach out to a Non Playable Character (NPC) connection you have. They use the Average Person (creature) stats [DEF: 3 HP: 6 Mvmt: 30ft] Their SKILLS are zero other than what is stated below when you choose which link;

- **A cunning connection** who can get information on nearly everything (+4 Mind Skillsets)
- **A burly brawler** who can move



or break almost anything (+4 Body Skillsets)

- **A mysterious merchant** who can hide or find almost anything (+4 Soul Skillsets)

You have the use of their services for 1 minute, they are however highly unlikely to join you in battle. Usage per day: 1+STYLE

Prescient Purchase (Ability)

You have an uncanny knack for planning ahead. Major Action: you may expend \$50 to retrieve a bucket-size or smaller item from your bag (once you have enough to purchase it). The item must be non-magical and either common or uncommon. Usage per day: STUDY+INTUITION.

Mind over Matter (Ability) Passive: Your Physical attacks can count as Emotional instead. You permanently gain +1 to a Mind SKILL of your choice. (cannot exceed +4).

Numbers Game (Ability) Passive:

You know how to hedge your bets. Whenever you roll a d8 you may reap the benefit corresponding to the number rolled.

1. Gain +1 to your next roll
2. Reroll and take the 2nd result
3. Recover 3 HP
4. Gain 4 Temp HP until start of next turn
5. Gain \$50
6. Your DEFENCE becomes 6 until the start of your next turn
7. End one condition affecting you.
8. Choose any benefit above.



Proactive (Ability) Quick Action: Roll 1d8. You may use this number to replace your next roll. Usage per day: 1+ STUDY.

Red Tape (Ability) Major Action: Your Movement speed is halved. Creatures within 30ft that can understand you are

unable to use their Movement or Sprint.. This lasts a number of turns equal to your CREATE Skill. An affected creature can use their Major Action to roll a contested 1d8+CONVINCE. If they exceed your roll they are able to move on their next turn. Usage: Once per encounter.

Refund (Ability) Passive: You or a creature within 10ft can regain a usage of an ability, item or feature if it failed. Usage: Once per day

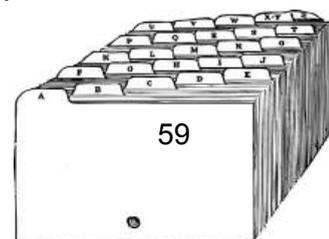
Self Starter (Ability) Passive: If you fall Unconscious you immediately regain Consciousness at the start of your next turn. You also restore 1 HP. Usage: Once per encounter.

Study Weakness (Ability) Quick Action: You gain insight on the weaknesses and resistances of a target creature within 60ft. You are able to add your STUDY Skill to any Attack Roll you make against the target. Usage per encounter is equal to your level.

Team Synergy (Ability) Reaction: Allow an ally within 15ft to roll a SKILL using your points in that skill. Allies within range may also do the same for you. Usage per encounter: 1+STUDY.

Trust Fall (Ability) Reaction: Prevent another creature within 15ft from Falling Floored OR if another creature within 30ft would take Fall Damage, reduce it by an amount equal to your STUDY.

Whistleblower (Ability) Major Action: You alert your allies of a creature's movements. Select a target you can see, they are unable to use the 'Hide' Major Action and all targeted attacks against them have +1 to hit. This effect lasts until you become Blinded or Unconscious. Usage per day is 1+ FOCUS.



Professional Levels;

Entry Level (Level 1)

You work hard but are not necessarily noticed by your employers.

Senior (Level 5)

You have gained the respect of your peers. You gain the following;

Own Key (Feature)

Passive. You gain access to either a Luxury **Car** (Item) or both a Used **Car** (Item) and a place to live.

Director (Level 9)

You are able to directly influence the strategic objectives of your organisation. You gain the following;

Above and Beyond (Feature)

Passive. You can increase your Mind SKILLS to a Maximum of 5 instead of 4. When you roll a 1 on any Mind Roll, mark EXPERIENCE but roll again until the result is higher.

Next: Pick A Background

(Listed on the Backgrounds page)

Finally: Introduce Your

Professional:

Now that you have Your Features, Items and Abilities. The rest is up to you.

Have any objectives for your Professional?

Discuss it with your Journey Master to find out how it can fit into the wider narrative.

What is your character's name?

Introduce them to the group and describe what your Professional looks like to your squad and JM.

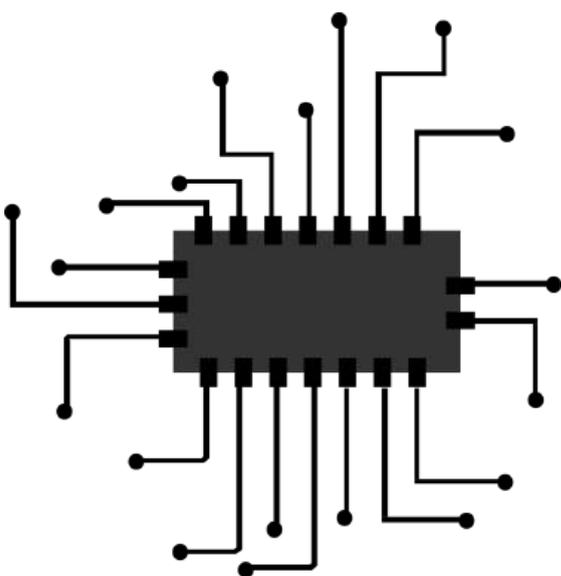
After all the introductions are out of the way here are a few questions that you may use to connect your character to the wider group (This is only a guide, feel free to introduce other connections).

You know confidential information about one of your squad members. Who is it? Do they know you know?

One squad member visited your work place. Who is it? Why?

One squad member owed you money. Who was it? Have they repaid you? What was it for?

Work together with your squad to create a collaborative history.



Student

The Student is an astute learner who specialises in avoiding damage, irritating enemies and escaping grim situations.

First of all Students get;

- +1 to STUDY Skill
- **Likkle But Tallawah** (Optional Feature) Passive: You are a bit smaller than the average player. +1 to STEALTH, -1 to Maximum HP (starting HP= 6).
- **Prankster** (Feature) As a Quick Action: Roll 1d8+STUDY to deal damage (of a type of your choice) to a creature within 5ft. The creature then rolls 1d8+(either DETECT, DEXTERITY, or INTUITION) to reduce damage. The difference is applied to the creature's HP (ignoring DEFENCE).
- DEFENCE: 3, HP: 6 (7 if Sporty)

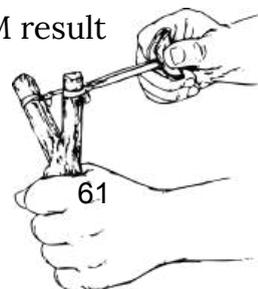
Items and Weapons;

- **Uniform**
- **Bag Juice** (Item). \$1fc. Common. Water and syrup sold in a small plastic bag, may be used as an improvised Ice Pack. Quick Action: Administer to a creature, heals 1 HP each turn for 3 turns. Also removes Burning condition. Single use.
- **School Bag** (Item) \$25fc. Common. When worn by a Student. Reduces 1 from all Damage types except Emotional and Toxin. (Back, Shoulder)
- **Slingshot** (Dangerous Object) \$10 fc. Common.(Projectile 50 ft) A leather strap, or elastic between wood which shoots pebbles or similar sized objects. Major Action: Roll 1 d6+STUDY or DEXTERITY against a target's DEFENCE, the Excess is applied in Physical Damage (Damage type can vary based on ammunition loaded into the sling). Reload after each shot as a Quick Action. Can be used to deal non-lethal damage.
- \$150 fc

EXPERIENCE Boosts: Once per session Students can gain 1 EXPERIENCE point the first time they do each of the following;

- Whenever they just Levelled up.
- Bring an enemy to OHP using non-lethal damage.

(You also gain 1 EXP whenever your dice rolls the MINIMUM or MAXIMUM result 10 EXPERIENCE and you Level Up!)



Secondly Pick ONE of the 3 Student Subclasses below:

1. **Nerdy**

You are a sharp learner. You gain the following benefits;

+ 1 to Mind Scores

Bag and Pan (Ability) Your bag is big, filled with books, papers, electronics etc. Once you are wearing it you may spend a Quick Action to reposition or remove and cover behind it. When you do this you count as behind cover.



2. **Sporty**

Your talents are mainly on the field. You gain the following benefits;

+ 1 to Body Scores

Trapping (Feature)

Passive:

+1 to HP (7 to start)

+1 to DEFENCE



3. **Truant**

You don't like being told what to do. You gain the following benefits;

+ 1 to Soul Scores

Skull (Feature)

As a Reaction: You are able to Move up to your current Walk Speed or Hide once no enemy is looking at you and you are not Grabbed or Restrained.



Thirdly there are Student Abilities:

(Pick 2 at Level 1)

Quick-Start Suggestions: **Hide and Seek, Last Lick**

Bundle of Potentiality (Ability)

Major Action: Select a point within 30ft. Deals a damage type of your choice in a 15ft radius from that point. Damage dealt equals 3 x The number of creatures in the radius (ignores DEFENCE) . Affected creatures must roll 1d8+LUCK to reduce.

Reaction: If you are brought to 0HP you may use this ability centred around you or on your attacker (even beyond range), dealing Emotional Damage.

Cre! (Ability) Reaction: You cross your fingers calling for a time-out. Creatures that can understand you are unable to direct single target attacks against you. Lasts until you take a Reaction, Major or Quick Action. Usage: Once per encounter.

Escape Detention (Ability) Reaction: Whenever you roll to escape being Grabbed, Pinned, Restrained or Trapped. You can use the sum of your STUDY+DEXTERITY and LUCK to replace your roll.

Galavant (Ability) Passive: Outside of combat, when travelling between locations you and allies heal twice as fast. Gaining 2HP per hour of rest instead of 1.

Hide and Seek (Ability) Passive: You can Hide As a Quick Action.

I'm Rubber You're Glue (Ability)

Quick Action: Gain Temporary HP equal to your STUDY Skill. If a creature that can understand you damages you use a Reaction to cause the attacker to take Emotional Damage for the amount of the Temp HP lost. Usage: once per encounter.

Knock it Off (Ability) Passive: When you roll the MAXIMUM on an attack and damage a creature, force it to drop a held item.

Last Lick (Ability) Passive: If you damage a creature with an attack you may move your full movement, without it counting against your regular Movement.

Missed Me! Missed Me! (Ability)

Reaction: When you are targeted by an attack you can see you may move 10ft in any direction. If this puts you out of range of the attack or behind appropriate cover the attack misses. Usage per encounter: 1+SPEED.

Out of Order (Ability)

Reaction+(Major/Quick Action): You may sacrifice the Main or Quick Action from your next turn and use it instead of a Reaction this round. However on your next turn you may not take the type of Action used. Usage: once per encounter.

Precocious (Ability) Reaction: When an encounter starts your turn is first. If another creature has this or a similar ability, the last to use it gets priority.

Ready or Not (Ability) Passive: Attacks targeting you from Hidden creatures are reduced by an amount equal to your SPEED.

Quick Action or Reaction: Reveal a Hidden creature within 30ft. Usage: 1+LUCK

Seen but Not Heard (Ability) Passive:

You can communicate freely with creatures within 60ft without other creatures hearing. If you miss on an attack while Hidden you remain Hidden.



Sneaky (Ability) Passive: When you attack a target that didn't see you inflict an additional +2 harm.

Substitute (Ability) Major Action: While Hidden or out of sight of an enemy, use a piece of clothing or applicable item to construct an inanimate Decoy of yourself or another creature you are familiar with. The Decoy is an item. It cannot move on its own or take any actions, it has [HP: 1, DEFENCE: equal to your STUDY Skill and is unable to roll SKILL checks]. Damage Immunities: Emotional, Toxin, Abilities that target creatures specifically.

Once the Decoy is active; While the creature represented by the Decoy is Hidden they may add your CREATE Skill to their 1d8+STEALTH Rolls. As A Reaction: When targeted by a single target attack, the creature can switch places with the Decoy once it is within 15ft. This may be done once per encounter.

You may create a number of Decoys per day equal to your Level.

Suspension (Ability) Reaction: If an opponent hits you with a melee attack, you deploy a device which propels the opponent backwards 10ft for every HP of damage dealt. The attacker must then roll 1d8+DEXTERITY to exceed their own Attack Roll total or fall Floored.

Trapper Keeper (Ability) Major Action: Construct a trap within 5ft. Roll 1d8+STUDY to determine the trap's difficulty. If you are behind cover you can hide the trap as a Quick Action. The first creature other than you that moves within the trap's range triggers it. Choose the type of trap you set:

- **Slip or Trip**- A creature that enters within 30ft of the trap must roll 1d8+DETECT, DEXTERITY or INTUITION to exceed or fall Floored. The area

becomes difficult terrain after, until cleared as a Major Action.

- **Paint and Powder** - A creature that enters within 20ft must roll 1d8+DETECT, DEXTERITY or INTUITION to exceed or is visibly marked for 24hrs and has a dripping paint trail showing wherever they move for 1 hr. Invisible creatures affected become visible.
- **Snag or Snare** - A creature that enters within 10ft of the trap must roll 1d8+DETECT, DEXTERITY or INTUITION or is Grabbed until they roll to exceed.
- **Spikes or Bomb** - A creature that enters within 5ft of the trap must roll 1d8+DETECT, DEXTERITY or INTUITION to reduce damage. The damage type is Physical unless you expend a relevant item that would allow you to specify another damage type (ie, matches for Heat Damage, Ice Pack for Cold).

Traps last until triggered, or disarmed by you as a Quick Action. Intelligent creatures told about the trap can disable it as a Major Action while just out of its range. Usage per encounter: 1+CREATE

White Out (Ability) Major Action: You throw a smoke/dust bomb at a point within 60ft. A 20ft radius around that spot becomes shrouded. Everything in the area counts as Hidden and creatures in the area are Blinded. If you would like, the area can also cause the Choking (condition) at the start of their turn for creatures who stay in it a number of turns higher than their RESILIENCE. Lasts 1d10 turns or until dispersed by strong winds. Usage per encounter: 1+CREATE.

Youthful Exuberance (Ability) Passive: You can climb at your walk speed. Also difficult terrain does not slow you.

Student Levels;

Pupil (Level 1)

You are fairly new in your scholastic journey.

Prefect (Level 5)

You have gained both the respect of your teachers and fellow classmates. You gain the following:

Critical Thinking (Feature)

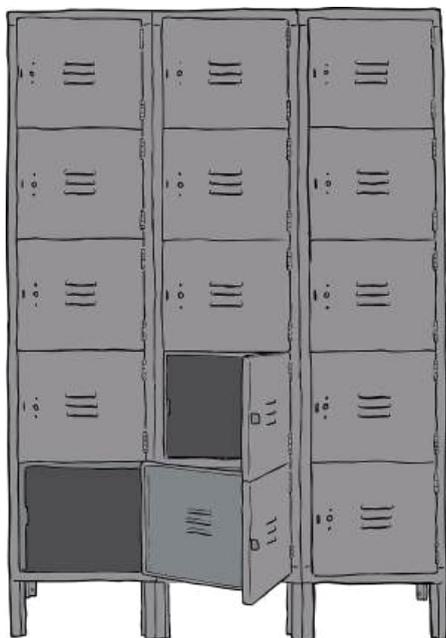
When you roll the Maximum number on a die, roll it again and use the sum of both numbers as the result.

Valedictorian (Level 9)

You have undoubtedly set yourself apart in both your scholarly and co-curricular endeavours. You gain the following:

Advanced Studies (Feature)

Passive. You are able to choose one Ability from any other class and learn it as your own. Each time you Level up you may exchange the Ability chosen.



Next: Pick A Background

(Listed on the Backgrounds page)

Finally: Introduce Your Student;

Now that you have Your Features, Items and Abilities. The rest is up to you.

Have big ambitions for your Student? Discuss it with your Journey Master to find out how it can fit into the wider narrative.

What is your character's name?

Introduce them to the group and describe what your Student looks like to your squad and JM.

After all the introductions are out of the way here are a few questions that you may use to connect your character to the wider group (This is only a guide, feel free to introduce other connections).

One of the squad members knows your parent guardian, or family member. Who is it? Are they on good terms?

You once pulled a prank on one squad member. Who was it? What was the prank?

You see one squad member regularly on your way to school. Who is it? How well do they know you?

Work together with your squad to create a collaborative history.

Backgrounds

After you've selected a Class, pick one of the following Backgrounds for your character and gain the appropriate perks.

Country (Background)

You are from rural farmlands. You gain;

- +1 FOCUS,
- +1 STRENGTH,
- +1 MAGIC

Yard Clothes (Item)



Downtown (Background)

You know various city routes and backroads. You gain;

- +1 DETECT,
 - +1 RESILIENCE,
 - +1 STYLE
- +Yard Clothes (Item)



Foreign (Background)

You're from a foreign land. You gain;

- +1 STUDY
 - +1 DEXTERITY
 - +1 LUCK
- +Going Out Clothes (Item)



Mountain River or Sea-side (Background)

(Background)

You grew up in a scenic touristy destination. You gain;

- +1 CREATE,
 - +1 SPEED
 - +1 FAITH
- + Either Yard or Going Out Clothes



Suburb (Background)

You grew up in a middle class housing scheme. You gain;

- +1 CONVINCING,
 - +1 STEALTH,
 - +1 INTUITION
- + Either Yard or Going Out Clothes



Supernatural Heritage (Background)

You were born from or raised by other-worldly beings. You gain;

- +1 MAGIC or FAITH
- + An Ability from the Mystic or Prayer Warrior class.

Uptown (Background)

You fancy huh? You gain;

+Triple the starting cash (\$fc) of your class.

+1 to Any Skill.

+ Going Out Clothes (Item)



General Abilities for ANY Class

Below are a list of Abilities that can be chosen by any class, upon Levelling up.

Affinity (Ability) Passive: Choose one of your SKILLS. When you make rolls relating to that SKILL, roll twice and take the higher result.

Climber (Ability) Passive: You can climb as fast as your walk speed. When taking fall damage, halve the damage to be applied (rounded down). If the damage was 1, take 0.

Feeling Lucky? (Ability) Passive: Whenever you need extra luck, you can reroll any dice roll, taking the new result. Usage per day: 1+LUCK

Feisty (Ability) Passive: Whenever you deal Emotional Damage, the target(s) suffers +1 Harm.

Firearm License (Ability) Passive: Allows the holder to own and use a firearm and ammunition without it being illegal. Does not include high powered weapons and stolen firearms.

First Aid Certification (Ability) Passive: +2 to Healing when you use a First Aid Kit and +1 to Healing when you use Bandages. You are able to use a Trauma Kit without inflicting Damage.

Hacker (Feature) Major Action: If you have physical or remote access to the controls of a digital device, machine or infrastructure; Roll 1d8+STUDY to fix, break, override, control or retrieve data from it. The Difficulty to exceed is as follows;

- 4 - Simple machines
- 5 -Uncommon
- 6 - Rare or Expensive
- 7 - High Security devices

On a failure you damage the machine or raise an alarm.

Usage: once per encounter.

Influencer (Ability) Passive: You are well known. When you meet a new person you may roll 1d8+CREATE, if the roll exceeds a 5 then the person is a fan of your work. On any Roll you make to CONVINCE this person you can also add your CREATE Skill. The person is Charmed by you and is hesitant to attack you. This lasts until you damage or offend the creature. Usage: once per day.

Martial Artist (Ability) Passive: You can make Melee attacks as a Quick Action.

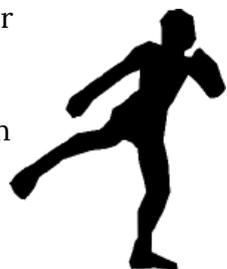
Points for Style (Ability) Passive: Each day you have a number of points equal to STYLE. Before any dice roll. You may expend an amount of these points to add it to a roll while describing how you make the action stylish.

Quick Shooter (Ability) Passive: You can make a ranged attack as a Quick Action.

Sucker Punch (Ability) Quick Action: Roll 1d4+SPEED or STEALTH against the DEFENCE of a target within 5ft, excess is applied in Physical or Emotional Damage. This attack ignores Reactions. Usage: once per encounter.

Swimmer (Ability) Passive: You can swim at your walk speed. Double the amount of time you can hold your breath.

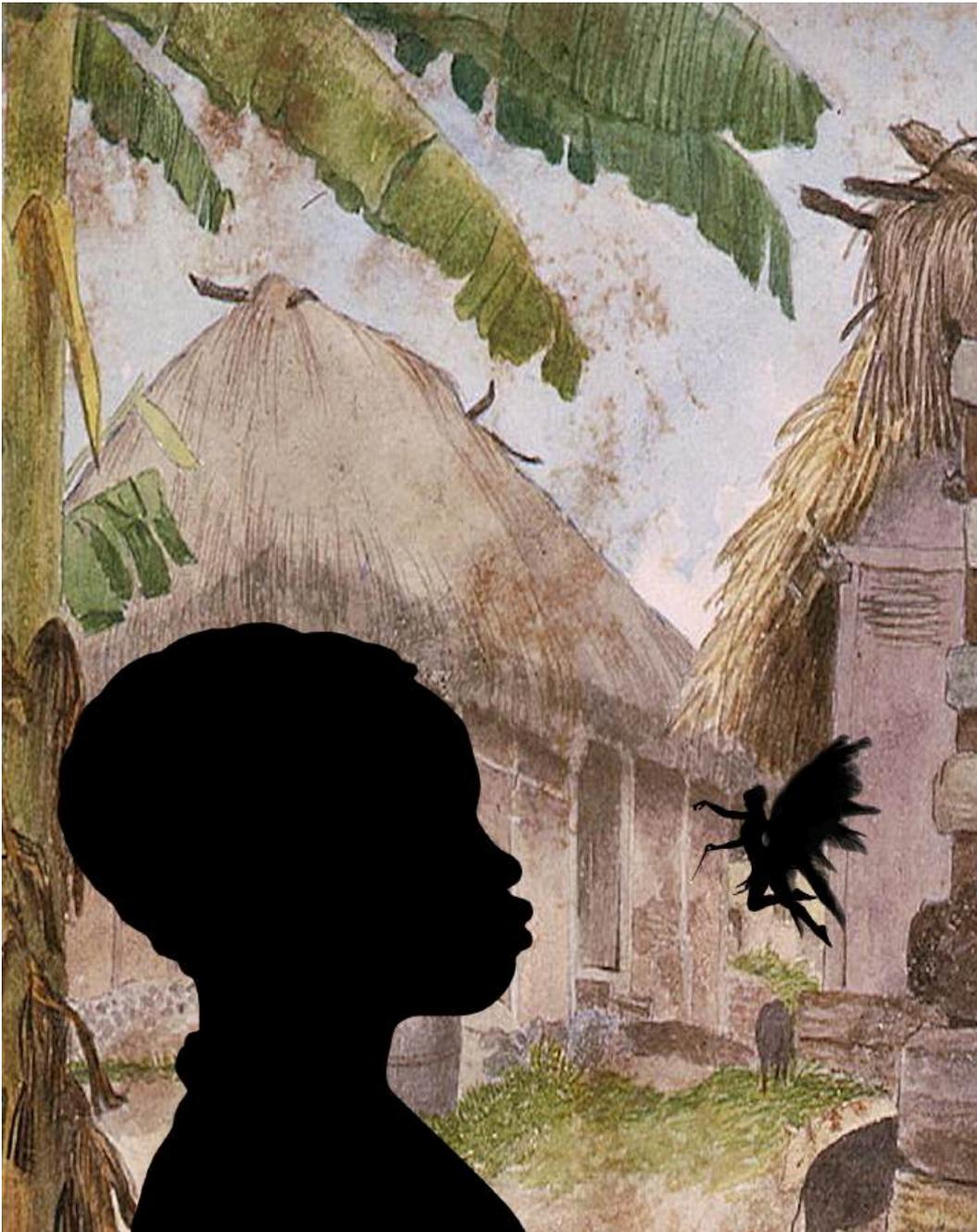
Tunnel Vision (Ability) Quick Action: Add +2 to your FOCUS (even if it would increase it over the +4 limit). Lasts until the start of your next turn. During this time you are unable to use Reactions.



PLAYERS CAN STOP READING AT THIS POINT

Now that you've created your character you have the basic info needed to start playing!

But if you're interested to read more;
Feel free to browse until you get to the Journey Master's Guide.



Deadleff and Possessions:

Spirits cannot technically be killed. When a Spirit is destroyed its Abilities and essence are dispersed in the form of **Deadleff**; The squad is allowed to bind those abilities to physical items called **Possessions**.

Deadleff:

Destroyed Spirits drift apart and eventually reform. In order to stop this reformation you can bind their Abilities into items called Deadleff.

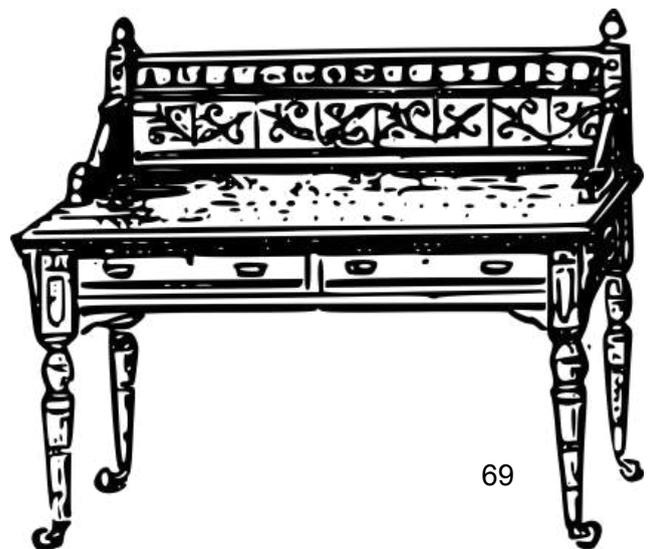
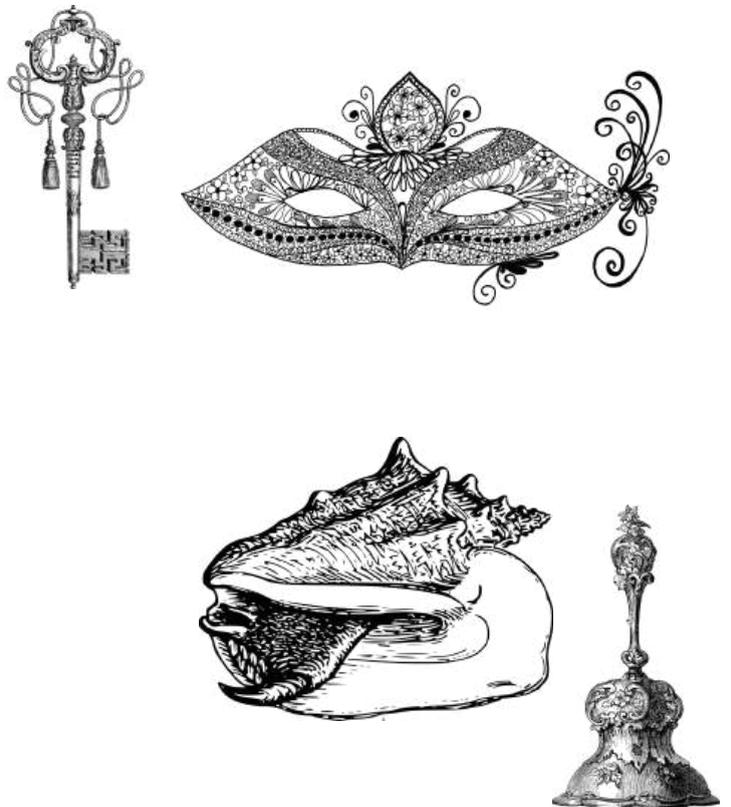
When a duppy dies each player that is in the vicinity can roll to attach the abilities of the duppy into items they own. Some spirits can be very particular about the Deadleff items they'll allow you to attach them to.

If a player does not know the appropriate item to bind the Deadleff, they may roll $1d8 + (\text{CREATE, STUDY, DEXTERITY, SPEED, LUCK or MAGIC})$ and describe what they are doing in order to find the appropriate item. If they exceed a 5 they are given the necessary information.

Once an appropriate item is presented they can choose where the spirit rests, otherwise it bonds to an item of the closest match;

Possessions

Possessions count as Magical Items. The spirit remnants that inhabit these items prefer space and therefore multiple Possessions cannot be worn on the same body part.



BUYING STUFF

Money - In the world of Duppies and Gunmen, Foreign Currency (\$fc) is the main type of legal tender mentioned. Local Currency exists, but usually to fund the character's off screen expenses and non-adventuring purchases.

Foreign Currency (\$fc) is used to buy Adventuring Gear, Magical Gear and whatever important items the squad wants to aid their quest. Successfully completed quests and loot is also measured in \$fc.

Items in this book will always be listed in \$fc

This book provides a list of potentially vital Adventuring items along with their costs in fc (If no cost is listed in \$fc it means the item is found while adventuring, improvised or can be bought with Local Currency).

Local Currency (\$Lc) exists theoretically but no prices are listed when using lc. It is also not tracked by the players. It may be assumed that the Characters use their local currency (whether it be salary, allowance, business profits etc) to cover their daily non-adventuring expenses, like food, shelter, taxes etc. This means small items fairly irrelevant to the JM's overall storyline, (candy, phone credit, gas etc) can be covered with this local currency. Not really tracked but exists to move the storyline forward in a plausible way.

The local currency in this game (much like our actual local currency) is mostly unpredictable and fictional, with no concrete value. Hard to quantify and harder to keep'

Buying and Selling

When players are buying items they cost their full value in \$fc, unless otherwise stated by JM. When players are selling an item they are worth half their \$fc value (if they are in good condition).

Procuring Items that are not Listed in the Book.

If a player wants to buy or sell a non-magical item that is not listed, if it is an item that would not severely affect the plot or balance of the adventure but has significant enough impact that using 'Local Currency' wouldn't be warranted; then at the JM's discretion the JM or players can do a quick search on the internet for the average cost of such an item in whichever major currency feels fair or relevant at the time (USD and Pound Sterling are safe bets). Using this as a guide the JM can determine what the requested item should cost in \$fc.

ITEMS:

Wearable

Armor

Bullet Proof Vest (Item) \$500fc
Restricted. Adds 1 to DEFENCE while worn. Also reduces damage from Projectile weapons by 1. (Torso)

Helmet (Item)

\$100 fc. *Common*
Adds 1 to DEFENCE while worn, also reduces Fall Damage by 1.
(Head)

Protective Clothing (Item)

\$200 fc. *Common.*
Clothes Designed for Safety.
Adds 1 to DEFENCE while worn
(Torso,Legs,Feet)

Shield (Item)

\$50 fc. *Uncommon.* *Quick Action* to Equip/Drop. Adds 1 to DEFENCE while held. If you are holding a shield, As A Reaction; you may destroy it to reduce harm by 5 from a source that doesn't ignore DEFENCE. (Hand)

Appropriate Shoes (Item)

\$150. *Common.*
Specialised shoes, allowing you to move normally on difficult terrain.
(Feet)

Clothing

Going Out Clothes (Item) \$120 fc
A set of nice clothes, they'll help you look nice but will get messed up on dirty missions.

Pretty Clothes (Item) \$400+fc
Extra fancy clothes, they'll help you look nice but will get messed up easily. Eg. Suit, Frock, Dress, Blazer, Turtleneck.

Work or Church Clothes (Item)

\$100 fc
A set of clothes to wear go to the people them work place, church or office.

Uniform (Item)

\$100 fc
Specific set of clothes to show you belong to one place. Eg. Khaki shirt and pants, Tunic, Epaulette

Yard Clothes (Item)

\$20 fc (no resale)
Old garments worn when around the house so you don't mess up your nice clothes. Eg. Slippers, Ganzie, Shorts.

Jewellery (Item)

Common - \$50 fc.
Uncommon - \$100 fc
Rare - \$1000+ fc

Magical Protection and Weapons

Items that can be purchased at magical merchants.

Battle Wand (Magical Item)

\$2,000fc. *Rare*.

When you purchase the wand you may describe how your wand works and select its damage type (You may select one damage type per \$1000fc spent on the wand).

As A Major Action; Roll 1d6+ MAGIC against DEFENCE of a creature within 120ft. The excess is dealt in your chosen damage type.

Duppy Detector (Magical Item)

\$100fc. *Uncommon*,

An item of your choice that detects the presence of spirits, magic and duppies.

Warding Totem (Magical Item)

\$5,000fc. *Rare*.

As a Reaction; Increase DEFENCE by 1d4. Usage per encounter 1+MAGIC.

Guard Rings

A ring of precious metal loaded with a spirit and with DNA from the wearer. The rings provide protection from a specific threat, after the guard ring activates it is destroyed. No more than ten rings can be worn at once.

Guard Ring from *(Specify)*

Damage (Magical Item)

\$150 fc. *Uncommon*

Select a specific damage type (Acid, Blast, Cold, Electric, Emotional, Heat, Physical, Sonic, Spiritual, Toxin) the next time the wearer would take that type of damage the harm is avoided and the ring is destroyed. (Finger)

Guard Ring from Police Detection

(Magical Item)

\$150 fc. *Uncommon*.

Activate while or before travelling.

This ring allows the wearer to travel without being stopped by Law

Enforcement. If the wearer is

travelling with a group, the group

may get stopped but Law

Enforcement will ignore the wearer

unless the wearer speaks or interacts

with the Law. Once this item is used

to avert Law Enforcement the ring is

destroyed. (Finger)

Guard Ring from Enemies (Magical

Item) \$150 fc. *Uncommon*.

When the rings get warm, it means that danger is looming near, and it is

time to go into hiding, or prepare for

a confrontation. While wearing this

ring you are alerted of any

approaching danger (the JM is not

obligated to tell you the nature of

the danger, just how warm or hot the

ring is). If you begin combat while

wearing this ring, the ring is

destroyed and you can automatically

move first.

(Finger)

Guard Ring from All Damage

(Magical Item) \$1500 fc. *Rare*.

The next time the wearer would take

damage, it is avoided and the ring is

destroyed (Finger)

General Items

Bag of Feed (Item)

\$50 *fc. Common.*

50 pounds of Animal Food.

Creature serving size;

1 serving for a Mammoth-sized

6 servings for Cattle-sized,

20 servings for Man-sized,

30 servings for Barrel sized,

50 servings for Bucket-sized,

100 servings for Palm-sized,

1000 servings for Thumb-sized.

Building Tools (Item)

\$50 *fc. Common*

Nails, Hammer, Saw and measuring equipment. Contains tools (Hammer, Hand-Axe) that if wielded as weapons deal 1d6+STRENGTH or DEXTERITY in Physical Damage.

Camping Gear (Item) \$500 *fc.*

Uncommon. A tent, sleeping bags, and cooking utensils.

Cleaning Supplies (Item) \$20 *fc.*

Common. Disinfectant, Gloves and Absorbent and Scrubbing Materials.

Climbing Gear (Item) \$500 *fc.*

Uncommon. Climbing harness, locking carabiner and belay device. Allows you to climb up difficult vertical surfaces.

Cooking Utensils (Item) \$200*fc.*

Common

Contains tools (Knife, Cleaver) that if wielded as weapons deal 1d6+(STRENGTH or DEXTERITY) in Physical Damage.

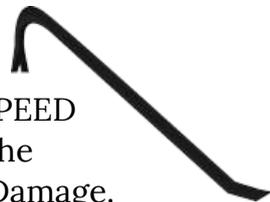
Crowbar (Item) \$30 *fc. Common.*

Add +2 to STRENGTH Rolls to open doors or windows. Can also serve as an improvised weapon.



As a Major Action; Roll 1d6+

DEXTERITY, STRENGTH or SPEED against a target's DEFENCE, the Excess is applied in Physical Damage. Deals +1 Damage if wielded with two hands.



Disguise/Special Effects Kit (Item)

\$50 *fc. Uncommon.* Contains a mirror, wigs, make-up, props, clothing and dye which allow you to disguise your physical appearance. If used in combat you may use a Major Action to change one aspect of your appearance. Reusable.



Diving Gear (Item) \$2000 *fc.*

Uncommon. Wetsuit, Fins, Tank of Air, Scuba Mask and Regulator. Allows wearer to stay underwater for up to an hour. After which air-tank must be refilled (\$5 *fc.*). Re-usable

Emergency Rations (Item)

\$30 *fc. Common.* 10 servings of storable food.

Firestarter (Item) \$5 *fc. Common*

Matches, Lighter, Flint whatever, start a tiny flame.



Firework (Item) \$20 *fc. Uncommon*

Fires a loud colourful fiery display. As a Major Action; can be fired at a point 150 ft away. Any creatures in 20ft of that point must roll 1d8+DEXTERITY to reduce 5 Heat Damage +1 Blast Damage.



Flare (Item) \$20 fc. *Uncommon*
A flaming sparking light that can be seen from up to 5 miles away.

Flashlight (Item) \$5 fc. *Common*
Sheds light in a cone wherever pointed.

Grappling Hook (Item) \$35fc.
Uncommon. Can be attached to rope to hook items and structures up to 120ft away.

Handcuffs (Item) \$100 fc.
Uncommon. Metal bands and separate keys. As a *Quick Action*; Restrain a Grabbed or willing person. Target is Restrained (condition) until the keys are used as a *Quick Action* to release them, or until broken, slipped off or picked (Major Action; 1d8+STRENGTH, STEALTH, DEXTERITY or STUDY to exceed a 7).

Heavy Thermos \$30 fc. *Common*.
(Melee 5ft/Thrown 60ft)
As a *Major Action*; Roll 1d6+STRENGTH or DEXTERITY against target's DEFENCE. Or use a *Major Action* to empty its contents to deal 10 Heat or Cold Damage (ignoring DEFENCE) in a 10ft line. Creatures within the line roll 1d8+DEXTERITY to reduce. This may be used twice per encounter.

Kerosene Oil (Item) \$5 fc. *Common*.
A bottle of strong smelling flammable liquid can be used to fuel lamps. As a *Major Action*; you can Roll 1d8+DEXTERITY against a target within 20ft's DEFENCE to throw the kerosene. On a success; If the target is directly exposed to any flames

before the oil is cleaned up (using a *Major Action*), the target suffers 2 Heat Damage (ignoring DEFENCE) immediately and suffers the Burning condition. OR You can pour a flask of oil on the ground to cover a 5-foot-square area. If lit, the oil burns for 5 rounds and deals 1 Heat Damage (ignoring DEFENCE) to any creature that enters the area or ends it's turn there.

Megaphone (Item) \$200 fc. *Common*
As a *Quick Action*; turn on or off the device to allow creatures up to 500 ft away to hear you (Loud). If you have an ability that relies on speaking, this item doubles the range. You may also use a *Major Action* to allow the Megaphone to Feedback. All creatures in 30ft can stay in this range a number of turns equal to their RESILIENCE before suffering 1 Sonic Damage (ignoring DEFENCE) at the start of their turns.

Noisemaker (Item) \$5fc. *Common*.
Loud. Bell, Whistle, Horn, Shaker or a similar simple object used to alert via noise.



Padlock (Item) \$10 fc. *Common*.
A metal lock with 2 keys. Quick Action: Lock or unlock an entrance or container. Corporeal creatures are unable to open it without a key (each additional key is \$5fc). For creatures trying to enter without a key: the difficulty to exceed is a 5. as a *Main Action*: Roll 1d8+STRENGTH to break the padlock obviously or 1d8+STEALTH to pick it subtly. Or 1d8+STUDY or FOCUS to use an hr to unlock it.[N.B Heavy duty Padlock \$30fc: Difficulty 7]

Parachute (Item) \$3000 *fc.*
Uncommon. Major Action to Activate.
Removes 10 Physical Damage from a
Fall for the wearer. Re-usable

Pocket Sand (Item) Common \$10*fc.*
Quick Action; Roll 1d4+SPEED to
exceed a target within 5ft's
DEFENCE. On a success target is
Blinded until the end of their turn or
until water is used to wash eyes as a
Major Action.

Rice Water (Item) \$5*fc.* Common.
Water from rinsed rice. As A Major
Action you may wash your face with
the rice water. Allows you to see
Invisible creatures until the end of
your next turn. Single use.



Rope (Item) \$50 *fc.* Common
150ft of thick strong cord made by
twisting strands of hemp or nylon.

Salt (Item) \$10 *fc.* Common. 1lb Used
to season or preserve food. As a
Quick Action; You may empty the
contents to; throw the salt at a
creature within 5ft (contested
1d8+DEXTERITY to exceed target's).
Coat a weapon (for a single hit),
Form a 10ft line or 5ft radius circle
(last until disrupted or broken). If a
spirit comes in contact with salt or
crosses a line of salt it gains the
Burning condition.

Shovel (Item) \$30 *fc.* Common.
Add +2 to STRENGTH Rolls to dig
holes. Can also serve as an
improvised weapon.
As a Major Action; Roll 1d6+
DEXTERITY, STRENGTH or SPEED
against a target's DEFENCE, the
Excess is applied in Physical Damage.

Deals +1 Damage if wielded with two
hands.

Tarpaulin (Item) \$20 *fc.* Common.
20ft square of durable plastic or
waterproofed canvas.

Tent (Item) \$100 *fc.* Uncommon
A portable shelter made of cloth,
supported by poles and stretched
tight by cords or loops attached to
pegs driven into the ground.

Umbrella (Item) \$20 *fc.* Common.
Adds +1 to DEFENCE but is destroyed
after a hit. Also offers some
protection from rain and sun.

White Rum (Item) \$20 *fc.* Common
Flammable. Alcoholic spirits.
If consumed (*Quick Action*) Roll
1d8+RESILIENCE to prevent
becoming Inebriated (Difficulty
starts at 2 and increases by 2 for
each serving consumed). 10 servings.
The entire contents of the bottle can
also be poured on weapons and
ammo as a *Quick Action*. Coated
weapons deal Spiritual Damage as
well as Physical until the end of the
encounter. Rum can be combined
with Fire Starter and cloth to make a
Molotov cocktail (weapon)



Plants

Calabash (Plant) \$5fc. *Uncommon*. A dried and hollowed out gourd. As A Major Action; Roll 1d4+MAGIC to exceed the Current HP of a spirit. On a success the Spirit is trapped until another creature uses a Major Action to release them or the gourd is destroyed. Single use.

Duppy Gunshot (Plant) \$1fc (or growing wild). *Common*. The seed pod of the Purple Ruellia Tuberosa flower. As a Major Action you may dip the pods in water and throw them at a point within 15ft. All Incorporeal creatures within a 5ft radius suffer 1 Spiritual Damage (ignoring DEFENCE) and become corporeal until the start of your next turn. Single use.

Four Leaf Clover (Plant) \$Free. *Rare*. Raises a creature's LUCK to 4 for one day. Also allows the holder to see Invisible creatures. Single use.

Jumbie Beads or Johncrow Beads (Plant) \$2fc (or growing wild). *Common*. Red and black seeds, also called rosary pea. Ten or more of the boiled seeds can be strung together to make a bracelet or necklace. While worn any spirit that comes within 10ft of the wearer must roll at the start of their turn to exceed a 5 or take Toxin Damage. This works even if the spirit is immune to Poison and Toxins.

Silk Cotton Tree (Plant) *Rare*. Building-sized. Also known as The Kapok or Ceiba Tree. Many believe that duppies are trapped in silk cotton trees. A building sized or smaller spirit (even incorporeal) that touches the tree, passes under it or over the ground or its roots, must roll 1d8+MAGIC to exceed an 8 or is Trapped and unable to leave the vicinity of the tree as long as the tree is alive.

Healing Items (Medical and Magical)

Medical Healing

A reliable and accessible source of healing. Cannot be used to heal Intangible creatures.

Antidote (Item) \$ varies. *Rare.*
Ends Poisoned Condition. Single use.
The Antidote for any Venom/Poison is double the Poison's cost.



Bandages (Item) \$50 *fc.* *Common*
Major Action; to administer. Restores 2 HP. Also automatically stops Bleed condition. Single use.

Bissy Tea (Item) \$20 *fc.* *Common*
The Bizzi or Kola/Cola Nut is a fruit native to the rainforests of Africa.
Major Action to administer. Removes Poison condition. Single use.



Coffee (Item) \$30 *fc.* *Common.*
Major Action to consume. Once per day restores the use of one ability.

First Aid Supplies (Item)
\$40 *fc.* *Common.* A collection of items designed to manage all types of injuries including basic cuts, scrapes and burns. Use a Major Action to administer. Restores 2 HP to a creature. Single use.

Ice Pack (Item) \$30 *fc.* *Common*
Cold packs can relieve pain, swelling, and inflammation from injuries.
Quick Action: to administer to a

creature. Passive: heals 1 HP at the start of your turn for 3 turns. Also removes Burning condition. Single use.

Painkiller (Item) \$10 *fc.* *Common*
Grants the user 1 Temporary HP. Effect lasts for 1 hr. Single use. Temp HP gained from this in a day cannot exceed 1+RESILIENCE.



Smelling Salts (Item) \$20 *fc.* *Common.* An ammonia based inhalant in a tiny glass jar used as a stimulant to restore consciousness. Quick Action to administer; Restores 1 HP to an Unconscious creature. Also ends Sleep condition. 5 uses.

Vitamin C (Item) \$10 *fc.* *Common.*
Also known as ascorbic acid. Use a Quick Action to administer. Does very little unless you have scurvy, but it's nice to think it does.

Trauma Kit (Item) \$100 *fc.* *Uncommon.* Stitches, Tourniquet etc. Major Action to administer. Heal a creature's HP for 1d8+STUDY. However the creature also suffers 1d4 Physical Damage if the user doesn't have First Aid Certification. Single use.



Magical Healing

Can also be used to heal spirits. Available at magic shops (just hope the shop is authentic).

Teas

Upset Stomach? Headache? Bruk Foot? Drink Likke Tea! A Caribbean Grandma's remedy for everything.

Likkle Tea (Magical Item)

\$30 fc. Common.

Heals 1 HP per use. Quick Action: to drink, or feed to another creature. 3 uses.

Some Tea (Magical Item)

\$60 fc. Common

Heals 2 HP per use. Quick Action: to drink, or feed to another creature. 3 uses.

Nuff Tea (Magical Item)

\$90 fc. Uncommon

Heals 3 HP per use. Major Action: to drink, or feed to another creature. 3 uses.



Health Potions

Made out of mysterious ingredients, concocted and sold by magical merchants.

Magic Potion (Magical Item)

\$40 fc. Rare. Quick Action: to

administer; creature regains 1d4 of HP. Single use.



Medium Potion (Magical Item)

\$60 fc. Rare. Quick Action: to

administer; creature regains 1d6 of HP. Single use.

Master Potion (Magical Item)

\$80 fc. Rare. Major Action: to

consume all of it and regain 1d8 HP or Quick Action to drink half for 1d4 HP.

Other Items

Rod of Healing (Magical Item)

\$5000 fc. Rare. Major Action Heal 1 HP to a creature within 10ft.

Quick Action: Once per day you can end an effect affecting a creature.



Weapons

Bat, Baton, Club, Rod or Staff

\$15 *fc.* *Common.*

(Melee 5ft/Thrown 30ft)

Roll 1d6 +DEXTERITY, STRENGTH or SPEED against a target's DEFENCE, the excess is applied in Physical Damage. Deals +1 if wielded with two hands.

Bow (Weapon: Deadly)

\$100 *fc.* *Uncommon.*

(Projectile 120 ft)

Physical Damage: 1d8 +FOCUS or DEXTERITY. Quick Action to reload after each shot. (Elastic string stretched between a wooden, plastic or metal frame. Light. Fires Arrows. (2 Handed)

Cannon (Weapon: High Powered)

\$1000 *fc.* *Restricted.*

(Projectile 500 ft) Major Action to Load, Quick Action to ignite. Fires on the start of your next turn. Roll 1d10+FOCUS or DEXTERITY to exceed the DEFENCE of all creatures within 5ft of where you aim, excess is applied in Physical Damage.

Chainsaw (Weapon: High Powered)

\$150 *fc.* *Uncommon*

(Melee 5ft) A power saw with an endless chain to which the cutting teeth are attached. Heavy. Loud. Roll 1d10+ STRENGTH against a target's DEFENCE, the excess is applied in Physical Damage. (Two Handed)

Crossbow (Weapon: Deadly)

\$200 *fc.* *Uncommon.*

(Projectile 180 ft) Consists of a short bow attached to a longer piece of wood. Light. Fires Bolts. Roll 1d8

+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Reload as a Major Action after each shot.

Axe, Cutlass, Machete, Rapier or Sword (Weapon: Basic) \$30 *fc.*

Common.

(Melee 5ft/Thrown 30ft)

Long metal blade and a hilt or handle. Light. As a Major Action; Roll 1d8+(STRENGTH, SPEED or DEXTERITY) against a target's DEFENCE, the excess is applied in Physical Damage. Deals another +1 Damage if wielded with two hands.

Dagger or Knife (Dangerous Object)

\$5 *fc.* *Common.*

(Melee 5ft/Thrown 30ft)

Light. Roll 1 d6+DEXTERITY, STRENGTH or SPEED against a target's DEFENCE, the Excess is applied in Physical Damage.

Darts or Shuriken (Dangerous Object) \$2 *fc.* *Common.*

(Melee 5ft/Thrown 30ft)

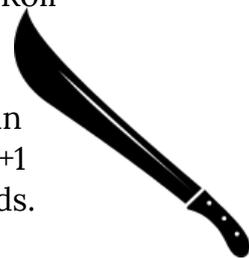
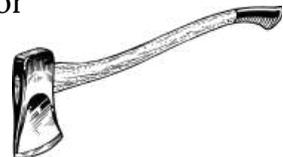
Throwing weapons. Light. As a Major Action; Deal your DEXTERITY against a target's DEFENCE, excess is applied in Physical Damage. You are able to throw a number of these weapons at once equal to your SPEED.

Great-Axe, Great-Sword or War-Hammer (Weapon: Deadly)

\$200 *fc.* *Rare*

(Melee 10ft) *Heavy.* Roll 1d10+

STRENGTH against a target's DEFENCE, the excess is applied in Physical Damage. (Two Handed)



Hand Axe or Hammer (Weapon:

Basic) \$30 *fc.* *Common.*

(Melee 5ft/Thrown 30ft)

Roll 1d6+ DEXTERITY or STRENGTH against a target's DEFENCE, the excess is applied in Physical Damage.

Javelin or Spear (Weapon: Deadly)

\$100 *fc.* *Uncommon.*

(Melee 10ft/Thrown 150ft)

Roll 1d8+ STRENGTH or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. +1 more if wielded in Melee range with two hands.

Musket (Weapon: Deadly)

\$1,000*fc.* *Restricted*

(Projectile 1200 ft)

A metal hand-held fire-arm. Heavy. Roll 1d8+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Reload as a Major Action after each shot. Illegal without a FireArm License. (Two Handed)

Pistol (Weapon: Deadly)

\$500*fc.* *Rare*

(Projectile 150 ft)

A metal hand-held fire-arm. Light. Roll 1d8+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Fires 17 bullets before you need to use a Major Action to Reload.

Rock or Stone (Harmful Object)

\$1 or *Free.* *Common*

(Melee 5ft/Thrown 30ft)

Roll 1d4+STRENGTH or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Light.

Ruler or Stick (Harmful Object)

\$10 or *Free.* *Common*

(Melee 5ft/Thrown 20ft)

Roll 1d4+STRENGTH or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Light.

Scalpel (Dangerous Object)

\$5 *fc.* *Common.*

(Melee 5ft/Thrown 30 ft)

Light. Roll 1 d6+STUDY or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage.

Semi-Automatic Rifle (Weapon:

Deadly)

\$10,000. *Rare*

(Projectile 1200 ft)

Fires three shots in one Main Acton, which you can aim at one or multiple targets. Roll 1d8+ FOCUS against a target's DEFENCE, the excess is applied in Physical Damage. Fires 30 shots (10 turns) after which you must use a Major Action to Reload. Illegal without a FireArm License. (Two Handed)

Shank or Stencil Knife (Dangerous Object)

\$5 *fc.* *Common.*

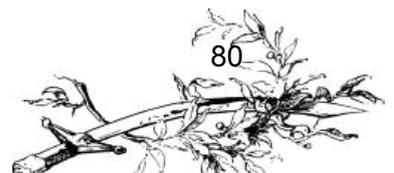
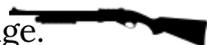
(Melee 5ft/Thrown 30 ft)

Roll 1 d6+CREATE, DEXTERITY or SPEED against a target's DEFENCE, the Excess is applied in Physical Damage.

Shotgun (Weapon: High Powered)

\$1000 *fc.* *Rare* (Projectile 90 ft)

Roll 1d10+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Also the target and all creatures



within 5ft of them must Roll 1d8+DEXTERITY to reduce 5 Blast Damage. One shot before Major Action to Reload. (Two Handed. Heavy. Loud)

d6+SPEED,DEXTERITY or STRENGTH against a target's DEFENCE, the excess is applied in Physical Damage. On a critical hit the target is Grabbed.

Slingshot (Dangerous Object)
\$10 fc. Common. (Projectile 50 ft) A leather strap, or elastic between wood which shoots tiny objects. Major Action; Roll 1 d6+STUDY or DEXTERITY against a target's DEFENCE, the Excess is applied in Physical Damage. Reload after each shot as a Quick Action.



Sniper Rifle (Weapon: Warfare)
\$50,000. Restricted.
(Projectile 2000 ft) A metal fire-arm with Stand. Heavy. After using a Quick Action to set up you may As a Major Action; roll 1d12+FOCUS against a target's DEFENCE, the excess is applied in Physical Damage. After each shot replace the bolt as a Quick Action in order to shoot again. After 5 shots you must use a Major Action to Reload. Illegal without a FireArm License. (Two Handed)



Taser (Harmful Object)
\$50 fc. Common.
(Melee 5ft) As a Major Action; Roll 1 d8+DEXTERITY or SPEED to exceed a target's DEFENCE, on a success deals 1 Electrical Damage. Damaged Target is Floored and Stunned until the end of its next turn. This item can be used 3 times before needing to be recharged for an hour.

Whip (Dangerous Object)
\$15 fc. Uncommon.
(Melee 10ft) Roll 1

Area of Effect (AoE), Explosives and Spray Weapons

***Automatic Rifle, Machine Gun or Sub-Machine Gun** (Weapon AoE)

\$10000. *Restricted.*

(Projectile 900 ft)

As A Major Action; Fire 5 bullets at once which each deal 1d8+FOCUS in Physical Damage. Reload using a Major Action once fired. Illegal even with a FireArm License. (Two Handed)

Improvised Flamethrower (Weapon: AoE)

\$10 fc. *Common.*

(15ft cone)

An Aerosol Can and Lighter. As a Major Action; you can ignite an area in a 15ft cone originating from you, this area deals 5 (+CREATE Skill) in Heat Damage (ignoring DEFENCE). Creatures within this range must roll 1d8+DEXTERITY to reduce this hazard, the difference is applied in damage. This item has 10 uses. (Two Handed)



Mace or Pepper Spray

\$20fc. *Common*

Major Action; Spray in a 15ft line, All targets in range roll 1d8+DEXTERITY to exceed 6 or suffer Blindness.

Condition persists until the creature rolls 1d8+RESILIENCE at the end of their turn to exceed 7. You may also use the contents to coat a weapon or projectiles to deal Spiritual damage until the end of the encounter. Single use.

Molotov Cocktail (Weapon: AoE)

\$30fc. *Common*

(Thrown; 30ft) An ignited bottle of Rum or spirits. Can also be crafted



using rum and fire starter. Gives everything in a 10 ft radius of the landing point the Burning condition. Single use.

Tear Gas (Weapon: AoE)

\$50fc. *Restricted.*

(Thrown 100ft)

Single use. The chemicals in these cartridges are effective at causing irritation, bleeding, pain and blindness. When dropped the cartridge emits a 30ft radius cloud that causes the Blindness and Choking condition in creatures. Each creature is affected by these effects after a number of Rounds equal to their RESILIENCE.

Once a creature is affected they must roll 2 checks, (1d8+RESILIENCE to exceed a 5) one to end Blindness and one to end Choking Effects. Lasts 15 Minutes.

Acids and Poisons

Acid (Item) \$20 fc. *Common.*

This can be used to melt most solids. Can be thrown up to 10ft.

If the entire bottle of Acid is emptied on a creature they suffer 5 Acid Damage - target DEFENCE. The creature's DEFENCE is also lowered by 1 until they Rest.

Basic Poison (Item)

\$20 fc. *Common*

Toxic powder or liquid (single use)

As a Quick Action;

The Poison Can be used to coat a melee weapon or five projectiles. If this poison enters a creature's body it rolls 1d8+RESILIENCE to exceed a

4. If the creature fails they are Poisoned.
At the end of the poisoned creature's turns they must make a 1d8+RESILIENCE roll to exceed a 4 and take 1 Toxin damage if they fail. This poison effect continues until cured or until a natural 8 is rolled. If the creature is poisoned any more times before being cured they suffer 2 Toxin damage on a fail instead



Deadly Poison (Item)

200 fc. Common

Toxic powder or liquid (single use)

As a Quick Action;

The Poison Can be used to coat a melee weapon or five projectiles. If this poison enters a creature's body it rolls 1d8+RESILIENCE to exceed a 6. If the creature passes there is no further effect. If the creature fails they are Poisoned.

At the end of the poisoned creature's turns they must make a 1d8+RESILIENCE roll to exceed a 6 and take 1 Toxin damage if they fail. This poison effect continues until cured or until a natural 8 is rolled. If the creature is poisoned any more times before being cured they suffer 2 Toxin damage on a fail instead.

Lethal Poison (Item)

2000 fc. Uncommon

Toxic powder or liquid, used by assassins, exterminators and farmers. (single use)

As a Quick Action;

The Poison Can be used to coat a



melee weapon or five projectiles. If this poison enters a creature's body it rolls 1d8+RESILIENCE to exceed an 8. If the creature fails they are Poisoned.

At the end of the poisoned creature's turns they must make a 1d8+RESILIENCE roll to exceed a 8 and take 1 Toxin damage if they fail. This poison effect continues until cured or until a natural 8 is rolled. If the creature is poisoned any more times before being cured they suffer 2 Toxin damage on a fail instead.

Ammunition

Arrows or **Bolts** (Ammunition)

\$2 fc each. Uncommon.

A weapon consisting of a thin, straight stick with a sharp point, designed to be shot from a bow.

Cartridge

\$100fc. Restricted.

A unit of bullets. The different types of guns use different cartridges and hold different amounts.

Pistol- 17 bullets

Shotgun - 1 slug

Sniper Rifle - 5 bullets

Holster, Quiver or **Sheath** (Item)

\$25fc. Uncommon.

Gear used to hold weapons or Ammunition.

Weapons Summary

Classification	Examples		Description	Attack & Damage
Harmless Attacks 	Pinch, Slap, Sting		Items that may be painful but generally deal no damage on a hit	<i>Optional: Coinflip for hit/miss, 0 damage for either</i>
Unarmed Strikes and Thrown Items (1d4) 	Kick, Punch, Sticks, Stones, Scratch or Bite (from teeth/claws shorter than 1 inch)		Methods that may be used to defend yourself if cornered but aren't actual weapons.	1d4+SKILL to exceed target's DEFENCE, Excess applied in Physical Damage.
Basic or Natural Weapons (1d6) 	Bat, Metal Blades shorter than 1ft, Club, Dagger, Hammer, Hand-Axe, Knife, Scalpel, Shank, Slingshot, Staff, Whip		Items may efficiently puncture, bludgeon or slash, but were probably designed for other purposes other than weaponry or destruction.	1d6+SKILL to exceed Target's DEFENCE, Excess is applied in Physical Damage.
Deadly Weapons (1d8) 	Axe, Cutlass, Javelin, Rapier, Sword, Spear, Bow & Arrow, Crossbow, Great-Axe, Great-Sword, Lance, Musket, Pistol,		Basic weapons, usually made specifically to hack down or demolish.	1d8+SKILL to exceed Target's DEFENCE, Excess is applied in Physical Damage.
Destructive Weapons (1d10) 	Great-Axe, Sledge Hammer, War Hammer, Chain-saw, Shot-gun, Car Crash		Items that use weight and potential energy to deal damage above regular human force. Specifically designed to tear down trees or small infrastructure or to kill humans or mid-sized game.	1d10+SKILL to exceed Target's DEFENCE, Excess is applied in Physical Damage.
Disastrous or Siege Weapons (1d12) 	Sniper Rifle, Cannon		Targeted weapons with additional mechanical force or blast damage	1d12+SKILL to exceed Target's DEFENCE, Excess is applied in Physical Damage.
Area of Effect (AoE) Weapons and Explosives	Dynamite, Flamethrower, Grenade, Pepper spray etc.		Weapons that don't require good aim. Sprays, Explosives and AoE.	No Aim Needed. Damage specified on weapon.

Heavy Weapons vs Light Weapons

Heavy Weapons: Your STRENGTH Score must be at least 0 to Attack with a Weapon that is 'Heavy'.

Light Weapons: If a Weapon is 'Light' tag and isn't two-handed, you may **Dual-Wield**, by holding two of these weapons. You make your Major Action as normal but you may also use your Quick Action to make an Off-Hand Attack (Rolling the Attack Roll without adding your relevant Skill).

Exploding Weapons. (Magical Item) Rare. (Cost is 10x weapon's normal value)

Use the stats of a weapon of your choice the difference is;

The weapon is Loud and deals +1 Blast Damage. When you roll the dice's Maximum on an attack, roll until the result isn't the Maximum, then sum all numbers rolled.

Invisible Weapons. (Magical Item) Rare. (cost is 20x weapon's normal value).

Use the stats of a weapon of your choice the difference is; Weapon is undetectable by sight when clean. Whenever attacking with an invisible weapon roll the damage twice and take the preferred result.

Silvered Weapons. (Magical Item) Rare. (cost is 10x weapon's normal value).

Use the stats of a weapon of your choice the difference is; The weapon is silver.

Technology and Communication

Abeng (Item)

\$30 *fc.* *Uncommon*

A hollowed cow's horn traditionally used by Maroons. that can be blown to send signals up to 10 miles away.



Walkie Talkie(s) or Communicator(s)

(Item) \$25 *fc* each. *Common.*

Built in remote mic can transmit you and your teammates' voices very clearly.

Banger Phone

\$50 *fc.* *Common*

A cheap phone that cannot access the internet or use apps etc. It can make calls and texts and store notes and contacts.



Camera (Item)

\$300 *fc.* *Common*

Photography device for recording image or video.

GPS Tracker (Item)

\$50 *fc.* *Uncommon*

A coin sized device. You are able to check the location of this tracker as a Quick Action.

Police Scanner (Item)

\$150 *fc.* *Common*

+1 to rolls to avoid Checkpoints.
(Inserted in Vehicle)

Smart Phone (Item)

\$200 *fc.* *Dear*

A mobile phone that performs many of the functions of a computer, typically having a touchscreen interface, internet access, and an operating system capable of running downloaded apps.



Pets and Mounts:

(See Domesticated Fauna in 'Wild' Faction for full Stats)

List of Domesticated Animals				
Animal	Cost	DEF	HP	Move
Bird	\$15	2	2	50ft
Cat	\$50	3	3	50ft
Chicken	\$10	2	2	20ft
Cow	\$700	2	10	30ft
Dog (Large)	\$500	2	6	50ft
Dog (Medium)	\$100	2	4	50ft
Dog (Small)	\$150	2	3	40ft
Donkey/Mule	\$400	3	8	50ft
Goat/Sheep	\$100	2	4	40ft
Horse	\$900	3	9	60ft
Pig	\$200	2	9	30ft
Rabbit	\$20	2	2	40ft
Rodent	\$5	2	1	20ft

Baby animals; Cost half the price, Have DEFENCE reduced by 2 (min 0) and one third the HP (rounded up).

Animal temperament:

When an animal is obtained The JM can decide the temperament or can roll 1d8 for general disposition.

1. Flighty
2. Loud
3. Stubborn
4. Aggressive
5. Excitable
6. Brave
7. Smart
8. Obedient

(When buying an animal the player can pay double the price hoping to procure a trained one, having the JM roll twice and take the highest result).

Rules of Mounting

Climbing on or off a mount takes 10ft of Movement. Directing the animal takes a Quick Action. The animal then moves as you direct for as long as it wills.

You are only able to ride mounts of your size-category or larger. If you are the same size-category; The animal moves half speed. If the mount is in a larger size-category it moves at normal speed.

Animals Attacking

As A Quick Action; you may command Obedient animals/mounts to attack as their Major Action. Other animals attack at their own discretion based on temperament.

Vehicles:

Land Vehicles

Bicycle (Item)

\$250 *fc.* *Common*

Use a Quick Action to navigate while moving. Doubles Movement Speed. 5 ft of Movement needed to mount or dismount, you may also comfortably carry one Mid-size or smaller passenger.



Bike (Item)

\$2500 *fc.* *Dear.*

Use a Quick Action to navigate while moving. Movement Speed during combat is now up to 600 ft per turn. 5 ft of Movement needed to mount or dismount, you may also comfortably carry one Mid-size or smaller passenger.

Bus

\$23,000 *fc.* *Dear.*

Use a Quick Action to navigate. Movement Speed 300 ft per turn. The vehicle can also comfortably carry 20 passengers. A creature expends 5 ft of Movement to enter or exit. Travelling in the vehicle counts as Light cover and adds +2 to DEFENCE.

Car (Item)

Used: \$5,500*fc.* -*Luxury:* \$50,000*fc.*

Dear. This vehicle can comfortably carry a handful of Man-sized or smaller passengers.

A creature expends 5 ft of Movement to enter or exit. Travelling in the vehicle counts as Light cover and adds +2 to DEFENCE.

Use a Quick Action to navigate.

Movement Speed during combat is now 300 ft per turn (or 600 ft for Luxury cars). Crashing is applied in Fall Damage for distance travelled. If a vehicle is reduced to 0HP. All riders must roll 1d8+DEXTERITY against the harm dealt.



Cart (Item) \$2500 *fc.* *Uncommon.*

Allows Cattle-sized animals to carry a handful of people.

Hand-cart (Item) \$250 *fc.*, *Uncommon.*

A wooden push-cart. Allows a person to carry up to 500 pounds.

Scooter(Item)

\$50 *fc.* *Uncommon.* Use a Quick Action to navigate while moving. Adds 20 ft to Movement Speed.

Skateboard/Skates (Item)

\$50 *fc.* *Uncommon.* Adds 20 ft to Movement once the terrain isn't difficult. DEXTERITY must be 1 or higher to use.

Truck

\$58,000 *fc.* *Dear.*

Use a Quick Action to navigate. Movement Speed during combat is now up to 300 ft per turn. The vehicle can also comfortably carry 100 passengers.

A creature expends 5 ft of Movement to enter or exit. Travelling in the vehicle counts as Light cover and adds +2 to DEFENCE.



Water Vehicles;

Canoe (Vehicle)

\$1000fc. Uncommon.

A small, open water vessel propelled by oars.

Jetski (Vehicle)

\$10,000 fc. Uncommon.

A small jet-propelled vehicle that skims across the surface of water and typically is ridden like a motorcycle. Use a Major Action to navigate while moving. Holds a rider and passenger.

Jon Boat (Vehicle)

\$1500fc. Uncommon.

A small, open water vessel propelled by oars or engine and a sail.

Cabin Cruiser Boat (Vehicle)

\$50,000fc. Uncommon

Motor and Sail propelled watercraft capable of comfortably holding a handful of people. Has a bathroom, kitchenette and sleeping area.

Motor Boat (Vehicle)

A small, open water vessel propelled by engines and a sail.



Vehicular Combat

Vehicles can be used as a melee weapon once the target is on a flat uninterrupted path of suitable terrain (If the target is Floored roll the damage dice twice, taking the larger result). The melee damage is listed on the table below.

On a successful hit, the vehicle also suffers damage equal to the target's DEFENCE.

Vehicles	Size	Damage	DEF	HP	SKILLS	
Bicycle	Barrel-sized	1d4 +SPEED (single target)	To exceed target's DEFENCE, excess is applied in Physical Damage	1	3	DEXTERITY: 1, SPEED: 1 STRENGTH: 0, STEALTH: 0
Bike, Jetski	Man-sized	1d6 +FOCUS (60ft line)		2	6	DEXTERITY: 0, SPEED: 6 STRENGTH: 3, STEALTH: -6
Car	Cattle-sized	1d8 +FOCUS (30ft line)		3	15	DEXTERITY: -4, SPEED: 5 STRENGTH: 4, STEALTH: -5
Bus	Mammoth-sized	1d10 +FOCUS (30ft line)		4	25	DEXTERITY: -5, SPEED: 5 STRENGTH: 5, STEALTH: -6
Truck, Plane, Train, Ship	Building-sized	1d12 +FOCUS (60ft line)		5	50	DEXTERITY: -6, SPEED: 6 STRENGTH: 6, STEALTH: -7

Immunities: Emotional and Poison Damage

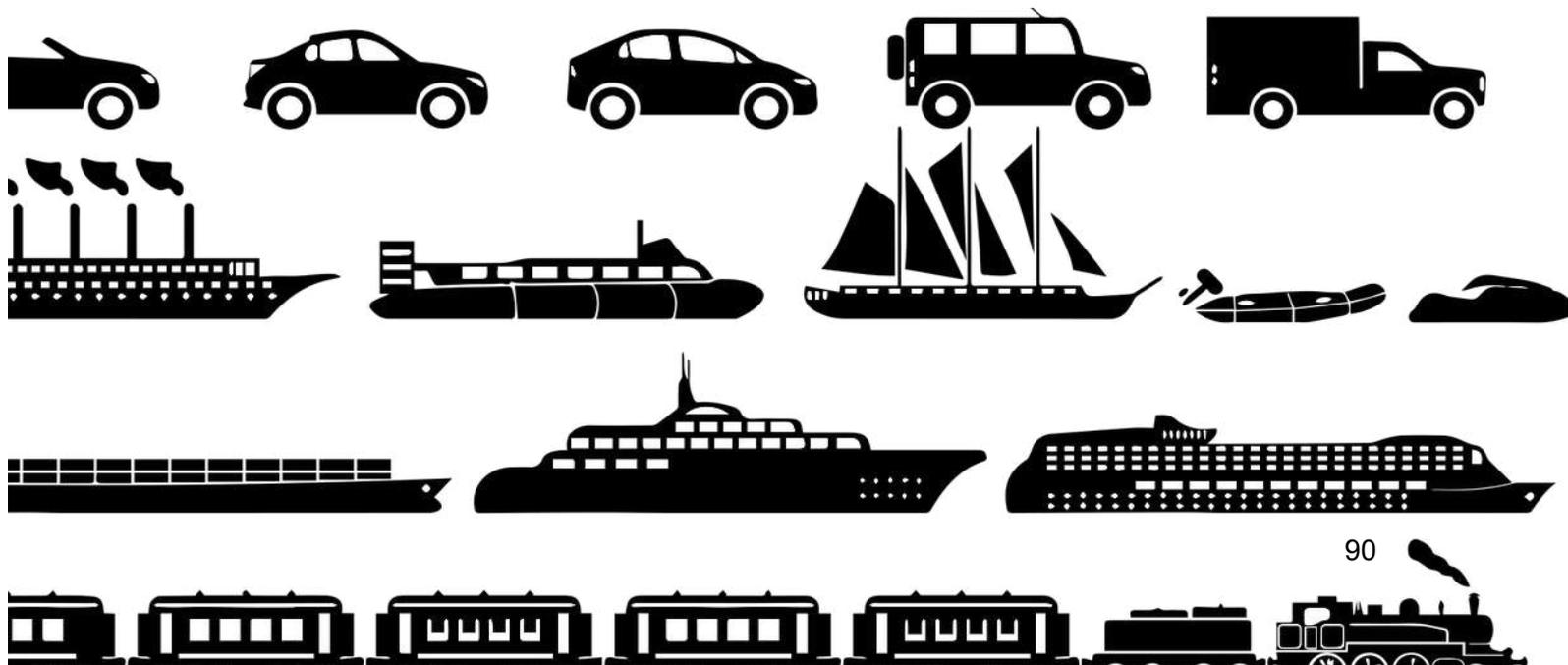
Vulnerabilities: takes double Damage from Blast, Heat and Falls.

SKILLSET:

Mind: Vehicles use the Mind SKILLSET of its rider/driver.

Body: Use the Body SKILLSET of the Vehicle

Soul: The vehicle has a Soul SKILLSET of -1.



How to Approach Challenges:



Encounters:

An Encounter is an immediate challenge a player or the squad must resolve to meet an objective. These range from Combat encounters (battles and chases) to Social encounters (interviews, interrogations or negotiations) and Survival encounters (hazards or puzzles). The Journey Master may require the rolling (1d8+SPEED) to determine Turn Order and usually uses dice rolls to overcome the necessary obstacles.

An Encounter ends when it has been succeeded, failed, fled or comes to a stale-mate.

Turn Order

The turn order (or Initiative) of the Encounter, determines who goes first.

When your characters approach enemies or vice versa, if both parties are aware of each other's presence; All creatures roll 1d8+SPEED, the creature's total result determines when each creature goes (in order from highest total to lowest) .

Notable Exception: **Surprises and Ambushes**

(If one group sneaks up on the other un-noticed, then that group gets a free Ambush Round of action) . The Ambushing creatures take a Turn and the Ambushed can only use Reactions. After the Ambushers take a Round THEN Initiative is Rolled.

Turns

Each creature (Players, Monsters and Non-Player-Characters) has a Turn. On its turn all creatures can; Communicate, use a Major Action, A Quick Action and its Movement.

Outside of their turn all creatures; may Respond to communication, Roll to avoid and damage, and use a Reaction.

When all creatures in the encounter have used (or forfeited) their Turn it is called a **Round**.



Turn Order and Rounds

After all creatures in the encounter roll 1d8+SPEED, they take turns in order of highest to lowest result. Each player can record their place in the **Turn Order** (called 'Initiative' in some games) and the JM tracks the enemies' turns.

If your SPEED Roll is tied with an ally, each round you may decide who goes first. If your SPEED Roll is tied with an enemy then the Journey Master goes first.

After all players and enemies have taken their Turn the first **Round** is over.

During this first turn it is important that the JM makes careful note of the order in which each creature went, because the subsequent turns follow the same sequence unless a creature voluntarily delays their turn by holding an action, is defeated or leaves the battle.

Encounters can end once the conflict is resolved, or if the squad or enemy is defeated, surrenders, calls a truce or retreats.

Additional Note:

Summoning Creatures.

Some abilities, features and items allow you to summon creatures in the middle of a fight. Unless otherwise stated; A summoned creature cannot use Movement, Actions or Reactions until the start of the next Round. The creature can then take its Turn immediately before or after its summoner's or roll its own Initiative.





Health Points

Health in Duppies and Gunshots is described by a creature's HP or Health Points. Being above 0 Health Points describe the creature's ability to maintain their sense of self, and their capability to remain in an encounter or keep fighting. And while dropping to 0 HP can mean death, there are other results of falling to 0 HP such as being unable to react, move or process information.

Temporary HP

Temporary HP is added to your current HP and is able to stack. Temporary HP is unable to be healed and is expended once damaged. Unused temporary HP is lost at the end of the encounter in most cases, and otherwise at the end of the day.

Resting

Health is restored at a rate of 1HP per hour of resting (doing non-strenuous activity).

Player's are advised to be considerate; If you require less rest than another character it is encouraged not to leave the player out of the gameplay while they recuperate and to ensure involvement as a group.



In a Combat:

Each player's turn is approximately 5 seconds in game (but may take a bit longer in real life).

On their Turn, Each creature can do the following things, in any order.

1. Take One Major Action:

- **Attack**
- **Help** another creature (Declare it before their dice roll, You both roll and choose the best result) using their Stats.
- **Hide** (If already behind cover Roll $1d8+STEALTH$, enemy must beat by Rolling $1d8+DETECT$ to find you)
- **Hold a Major Action** for one turn until a scenario you specify is triggered. The Held action is wasted if your next turn starts without the trigger occurring
- **Put on or take off;** Clothing or Armour
- Roll to **Disarm, Trip, Grab** or **Restrain** an Enemy
- **Sprint** [Run 30ft or Climb/Swim 15ft $+(5ft \times SPEED Skill)$]
- **Use:** an Ability, Item or Feature with the 'Major Action' tag
- **(Generally Major actions are anything that would take more than 2 seconds)**

2.Communicate

Speak briefly to squad members or enemies

3.Move

- **Walk** (up to your current Movement speed)
- **Climb** or **Swim** up to half your Movement speed.
- **Crouch Down** to hide behind cover
- **Drop Down** (gain Floored Condition)
- **Get Up;** From the Floored condition using 10 ft of your Walk Speed.

4.Take One Quick Action

- **Drop, Pick up or Switch** an item, weapon or Shield
- **Exchange** an item with other player within reach
- **Hold a Quick Action** for one turn until a scenario you specify is triggered. The Held action is wasted if your next turn starts without the trigger occurring.
- **Request a truce**
- **Search** (Rolling $1d8+DETECT$)
- **Use:** an Ability, Item or Feature with the 'Quick Action' tag.
- **Anything else at the JM's discretion that would take less than 2 seconds** (Provided that effect is not covered by another main or class action)
- **A player can replace their Major Action with a Quick Action to do 2 Quick Actions in their turn**

Outside of their turn creatures can;

1. Respond to Questions

2. Make Saving throws against Effects

3. Take ONE Reaction

- **Use:** an Ability, Item or Feature with the Reaction Tag
- **Trip:** A creature travelling within your melee reach to give it the Floored Condition (after a Contested DEXTERITY Roll). .
- **Grab:** A creature travelling past you. (Contested $1d8+STRENGTH$).
- **Catch** an item
- **Dress Back:** +1 DEFENCE against a Melee Attack
- **Duck Down:** Become Floored, which gives you +1 DEFENCE from ranged attacks and -1 DEFENCE from Melee attacks but requires 10ft of Movement on your turn to get up.

Hitting and Missing

Attack Rolls are made using the weapon's dice (d4, d6, d8 or d10) + Relevant SKILL and modifiers. This must exceed the target's DEFENCE and the excess is applied in damage. If a player is the attacker or target they mark EXPERIENCE each time a MINIMUM or MAXIMUM Roll is made.

When a **Player** or the **JM** attacks;

If the dice lands on the **MINIMUM Roll** (as in a **1**) the attack is a Critical Miss and does no damage.

At the player or JM's discretion, the attacking creature also suffers one of the following;

- Take 1 Damage
- Fall Floored
- Drop their item
- Deal 1 Damage as friendly fire to an ally in the weapon's range
- Suffer a slight inconvenience of the JM's choosing

If the dice lands on the **MAXIMUM Roll** the attack is a Critical Hit and has an additional effect of the attacker's choice;

- **Brutal hit**; You deal an extra 1 damage
- Or you can cause the creature to suffer a condition based on the Damage Type used;

Damage Type	Critical Effect/Condition	Duration
Acid	Blinded	Until end of Encounter
Blast	Floored	Until Creature Gets Up
Cold	Shivering	1 turn
Electric	Stunned	1 turn
Emotional	Dazed	Until end of Encounter
Heat	Burning	Until Put Out
Physical	Bleeding	Until Stopped
Sonic	Deafened	Until end of Encounter
Spiritual	Upset Spirit	Until end of Encounter
Toxin	Poisoned (Potency: 4, Toxin: 1)	Until Cured

Additional Actions Creatures can take

Disarm

Major Action. If you have at least one hand free and a creature within 5ft is holding a weapon or item. Make a contested roll against the target, each can choose to use either STRENGTH, DEXTERITY or SPEED. If your result is higher than the target, you are now holding the item, on a tie the item falls to the floor, otherwise the target continues holding the item.

Grab

Major Action or Reaction. If you have a suitable appendage free, you may Roll a contested STRENGTH check against a target within 5ft, the target can roll their choice of STRENGTH, DEXTERITY or SPEED to exceed your roll to avoid being Grabbed. Based on the size of both creatures the target is either Halted, Hindered or Towing.



If the Grabbed target is the Grabber's Size Category or smaller they are **Halted**; the Grabbed creature's Movement speed is immediately reduced to 0 and they are also unable to Sprint. The Grabbed is also unable to add their DEXTERITY or SPEED to

saving throws that require those Skills.

If the Grabbed target is one (1) Size Category larger than the Grabber, the Grabbed creature is **Hindered** and can only move at half their current Movement, carrying the Grabber with them.

If the Grabbed target is more than one Size Category larger than the Grabber, the Grabbed creature is **Towing**. Suffering no loss to Movement but carrying the Grabber with them as they move.

On the Grabbed target's subsequent turns they may use a Major Action to Roll contested STRENGTH to attempt escape.

If the target doesn't escape, the Grab continues until you release the target, use two hands or fall unconscious.

Hide

Major Action. If you are behind sufficient cover and out of a creature's line of sight you may use a Major Action to gain the Hidden (Position).

Muffle

Major Action. If you or an ally has successfully Grabbed a target you can use a Major Action to Muffle them. Roll a contested STRENGTH vs their choice of DEXTERITY, SPEED or STRENGTH.

The Muffled target is unable to Communicate verbally or use Abilities or items that rely on speech.

Restrain

Major Action. If you or an ally has successfully Grabbed a target you can use a Major Action to Restrain them. Roll a contested STRENGTH vs their choice of DEXTERITY, SPEED or STRENGTH.

The Restrained target is unable to use Movement, make Melee or Ranged attacks, Grab creatures, Pick up or use Abilities or items that require their hand(s).

Sprint

Major Action. Move up to your full Movement Speed. This can be done even if you already used Movement.

Trip

Major Action or Reaction. Roll a contested 1d8+ DEXTERITY check to exceed that of a creature travelling within your melee reach to give it the Floored Condition.

Conditions and Positions

Bad Mind (Condition)

-1 to all rolls that use the Mind Skillset.

Bleeding (Condition)

A Bleeding creature loses 1 HP at the end of its turn unless they (or an ally within 5ft) uses a Major Action to stop the bleeding. Effect stacks.

Blinded (Condition)

A blinded creature is unable to see. Opponents count as Hidden. If while blinded, you move at more than half your Movement speed roll 1d8+ STUDY, DEXTERITY or INTUITION to exceed a 4 or become Floored.

Body-Come-Down (Condition)

Creature is ill and suffers -1 to all rolls that use the Body Skillset.

Burning (Condition)

A burning creature is aflame. At the start of the creature's turn they take Heat Damage equal to the amount of turns they have been Burning. For every 3 turns a creature burns its DEFENCE is reduced by 1.

Burning lasts until either;
-The creature uses their full Movement to go Floored and roll around. -A Major Action is used to smother the flames, or - A Quick Action is used to douse the flames with an appropriate substance.

Charmed (Condition)

When you Charm a creature you may issue a command it uses its Movement and/or Reaction to fulfil.

Choking (Condition)

A choking creature is unable to breathe or speak. A creature that continues to choke after a number of turns equal to their RESILIENCE has their Max HP reduced by 1 at the end of their turns. Max HP is restored if the creature ceases choking but current HP remains unrecovered.

Covered (Position)

Using Movement and or crouching to go behind an object or creature that obscures you from line of sight. Even if your cover isnt impenetrable you gain +2 DEFENCE while here. While behind cover you may also use a Major Action to hide if there is enough space and a creature wouldn't reasonably be able to immediately spot you.

Dazed (Condition)

Creature is distracted or disoriented and suffers -1 to all rolls that use the FOCUS Skill.

***Dead** (Condition)

A dead creature is unable to recover HP and counts as an object.



Deafened (Condition)

A deafened creature is unable to hear.

Enchanted (Condition)

When you Enchant a creature you may issue a command that uses its Quick Action and Movement or Reaction to fulfil.

Enthralled (Condition)

When you Enthral a creature you may issue a command it uses its Major Action and Movement or Reaction to fulfil.

Drowning (Condition)

If a creature anticipated being unable to breathe and their neck isn't being clutched; they are able to hold their breath for a number of minutes equal to 1+RESILIENCE. If RESILIENCE is negative then breath can be held for one turn.

If this continues without a breath being taken; The creature begins the Choking condition.

**Fractured** (Condition)

Suffer 1 Physical Damage (ignoring DEFENCE) the first time you use Movement on your turn. Last until splinted as a Major Action.

Floored (Condition/Position)

A creature is floored when they are voluntary or involuntary laying down. It costs 10 ft of Movement to get up.

Melee attacks against a Floored target gain +1 while ranged attacks against a floored target suffer -1. A creature is able to move while floored, crawling at one third their Movement speed.

Fraid (Condition)

A Fraid creature suffers a penalty to all Mind SKILL rolls if it can see, hear, or are within 30ft of the source of fear.

There are different Levels of Fraid which determine the level of debilitation;

Nervous (-1),

Fright'n (-2),

Terrified (-3),

Mortified (-4).

At the end of a Fraid creature's turn it can attempt to end the condition using a Major Action to roll a contested 1d8+FOCUS to exceed the source's CONVINCED.

If a Natural 1 is rolled when trying to end Fraid condition, the creature's level of Fraid increases.

Grabbed (Condition) A grabbed creature is unable to use their Movement or Sprint until they escape (usually with a contested 1d8+STRENGTH as a Major Action).

Haunted (Condition)

A Haunted creature is possessed by another creature. They gain +1 to Soul SKILLS. The creature possessing them gets to control their

Main Action, Quick Action OR Movement each turn.

Hidden (Position)

If you are unable to be seen by the target AND they don't know exactly where you are, you count as hidden. -A Hidden creature gains +2 to DEFENCE.

-When a Hidden creature makes an attack they get to roll twice and pick the preferred number. This however ends the hidden condition if the attack is seen or heard.

- Melee and Ranged attackers further than 5ft away; In order to successfully target the Hidden creature with a single target attack must Search as a Quick Action. Roll a contested 1d8+DETECT to exceed the Hidden creature's 1d8+STEALTH. Note: There is a difference between being Hidden and being behind cover (if the opponent sees where you hid and you stay in that spot you are simply covered).

Impaled (Condition)

Suffer 1 additional Harm each time you take Physical Damage. Lasts until removed as a Quick Action. Removing causes Bleeding condition.

Inebriated (Condition)

Inebriated creatures suffer -1 to all Mind AND Body Scores but gain +1 to all Soul Scores. Condition ends in 1d8 hours minus the creature's

RESILIENCE Score.

Incorporeal (Condition)



An Incorporeal creature is unable to interact with corporeal creatures or magical physical objects. An incorporeal creature is immune to Physical and Toxin damage and takes Half Damage (rounded down) from Acid. They are also immune to the Drowning condition.

Muffled (Condition)

A Muffled creature is unable to Communicate verbally or use Abilities or items that rely on speech.

Nauseous (Condition)

A Nauseous creature is ill and disoriented. For any roll the creature makes they roll twice and only keep the lowest result.

Paralyzed (Condition)

A paralyzed creature has their DEFENCE reduced by 1 and is unable to make Reactions, Major Actions, Quick Actions or Movements.

Petrified (Condition)

A petrified creature is turned to stone, unconscious, cannot recover HP through healing and counts as a magical item instead of a creature.

Point Blank (Position)

If using a Projectile weapon you are within 5 ft of a target that has



already used their Reaction or is Grabbed, Restrained, Stunned, Unconscious or unaware of your presence, you may attack from Point Blank range. This allows you to roll the attack twice and take the higher roll.

Poisoned (Condition)

At the end of their turn a Poisoned creature rolls to exceed the poison's potency and suffers Toxin Damage (ignoring DEFENCE) if they fail. The roll to exceed and the toxicity are listed on each Poison as well as how to cure it. If different types of Poison afflict the creature they must roll for each.

Pop Down (Condition)

Creature is exhausted and suffers -1 to all rolls for each level of Pop Down. Stacks.

Restrained (Condition)

If you or an ally has successfully Grabbed a target you can use a Major Action to Restrain them. A Restrained creature is unable to use Movement. They are also unable to use their hands or appendages to make Melee or Ranged attacks, Grab creatures, Pick up or use Abilities or items that require their hand(s) until they escape (usually with a $1d8 + \text{STRENGTH}$ or DEXTERITY roll).

Seize up (Condition)

At the start of each of the creature's turn they must choose one of the following; Lose a Major Action, Lose a Quick Action, Lose a Reaction or Movement Speed Becomes zero.

Soaked (Condition)

A creature gains this condition when drenched with water (or similar liquid). Soaked creatures avoid -1 Harm from Heat Damage but suffer +1 Harm when taking Cold or Electrical Damage. If a Soaked creature would gain the Burning condition, both conditions are cancelled out.

Submerged (Condition)

A creature gains this condition when under water (or similar liquid). A submerged creature has +1 DEFENCE and Heat Damage is reduced by 3. However; +1 Harm is suffered from Cold, +2 from Electric and +3 from Blast Damage. A Submerged creature unable to breath underwater and with no access to air also suffers the drowning condition.

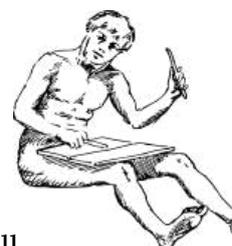
Shivering (Condition)

A shivering creature suffers -1 to all FOCUS and DEXTERITY rolls.

Stunned (Condition)

A stunned creature is unable to speak or make Reactions

Unclothed (Condition)



If a creature is wearing no clothing (or barely any) clothing they lose 1 point of DEFENCE. This also counts for creatures that lose their fur or feathers.

Unconscious (Condition)

An unconscious creature has their DEFENCE reduced by 1 and is Floored, Blinded and unable to Speak, take Reactions, Major Actions, Quick Actions or Movements.



Upset Spirit (Condition)

Creature is disheartened and suffers -1 to all rolls that use the Soul Score.



Different Movements

Burrow - dig underground

Climb -ambulate up vertical surfaces granted there are surfaces to hold on to, (half Movement unless listed).

Crawl -Moving while floored, half Movement.

Float - Moving supernaturally and without weight.

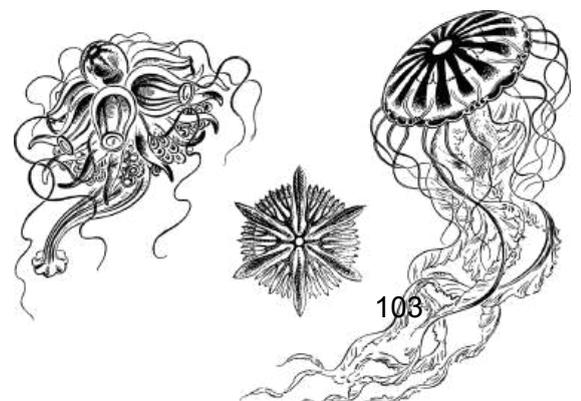
Fly - using momentum and physics to travel forward or hover.

Jump - you can jump lengthwise $\frac{1}{3}$ your Movement, your vertical leap is equal to 1ft per DEXTERITY Skill.

Sprint - run, by using Major Action to repeat Movement.

Swim - traverse deep water (half Movement unless a swim speed is listed).

Walk - Movement Speed



Dying:

Player Characters:

If a Player's character reaches 0HP they get a chance to stay alive even if the damage was intended to be lethal, this is called a 'Dying Trial' (known in some games as Death Saves) and means they are in the throes of death but fighting to regain consciousness.

Dying Trials:

When a player is reduced to 0 HP they immediately fall unconscious. At the start of the players next turn they roll 1d8.

If an 8 is rolled they return to consciousness with 1 HP. A Dying Trial also ends if the player receives healing (even by levelling up).

If a 1 is rolled **or** each time the player takes damage while still at 0 HP the player immediately rolls a Dying Trial again. If the next roll is a 1 the player dies. 1's rolled during this time still count towards EXP points and levelling up can also end a Dying Trial (if an 8 brings you to a level up you recover with 2 HP).

It is important to note;

- Only rolls of 1 and 8 are relevant in dying trials.

For a High stakes campaign; The player must roll a Dying Trial on each of their turns, until dead or revived.

For a Low stakes campaign; Or if the player's character was dealt non-lethal damage the player can choose each turn whether to roll or safely stay unconscious at 0 HP without the risk of rolling a 1.

Note to JM

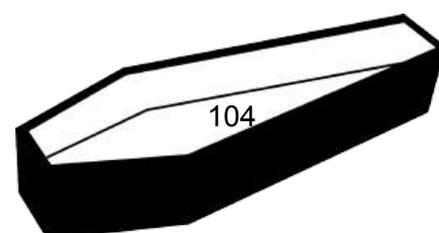
It is generally poor form to put a player character in a situation where there is absolutely nothing they can do to prevent their own death (eg; being decapitated while they are unable to move or falling from a plane with no parachute). It is preferable that you give your players the option of choice and the possibility of survival.

So in situations where death is EXTREMELY LIKELY but there's a chance to pull through at the last second and save themselves (such as fire surrounding or an opponent striking a final blow against an unconscious player). Use the Sudden Death Rule.

Sudden Death:

If the unconscious player is about to be dealt damage that would immediately kill them then the Dying Trial goes into sudden death, and **MUST** be resolved on the **current** turn. The player continues rolling d8s until they *either*;

- Get an 8 and awaken in time to pre-empt the damage
- Or
- Roll two 1s consecutively and die.



Other times a player may die;

If a player takes Damage equal to **2x** their HP Maximum in a Single hit they go unconscious and immediately enter Sudden Death even before their turn.

If in a single hit a player takes damage that is equal to **3x** their HP Maximum they die immediately.

When a player dies:

The JM may allow them to use a Duppy (Creature) Stat Block from the Monster List with some of their Abilities added, to finish the current mission, staying with the squad as a spirit with Unfinished Business.

The player can then create a new character that joins the squad. After which the ghost dissipates and may leave 1 Ability in a Possession as a Dead-leff.



Spirits and Non-Player Characters

Monsters and NPCs when dealt lethal damage, may automatically die when they reach 0 HP. Alternatively a player can simply knock the target unconscious when they bring them to 0 HP by deciding to use non-lethal damage (Possible with Cold, Electric, Emotional, Sonic, Toxin or Physical Melee attacks).



When a Spirit Dies

When a Spirit dies they leave floating energy called **Deadleff**.

Players can bond this Dead-leff into appropriate items called

Possessions.

These Possessions prevent the Spirit from re-shaping and also contain some of the powers of the Spirit. A spirit can create a Deadleff for each ability or feature it has with the Deadleff (*) tag.

Levelling up

A character levels up when they gain ten (10) Experience Points.

EXPERIENCE Points

EXPERIENCE points are gained;

- When you roll a 1
- When you roll the Maximum on any dice.
- When the JM rolls the Maximum against you or your character.
- Fulfilling Class Specific Experience Boosts.
- You gain 1 EXP when you survive or resolve an interaction with at least one opposed creature. If the creature is a higher level than you, Gain an additional point of EXP.
- You can also be awarded EXP by the JM for exceptional role-play, creativity or teamwork.

***Note: If your character Summons other creatures or commands them, you do not gain EXP on their dice rolls.**

Upon Levelling up you should immediately inform your JM, also alert your JM of the changes and/or benefits you'd like to select.

When a character levels up:

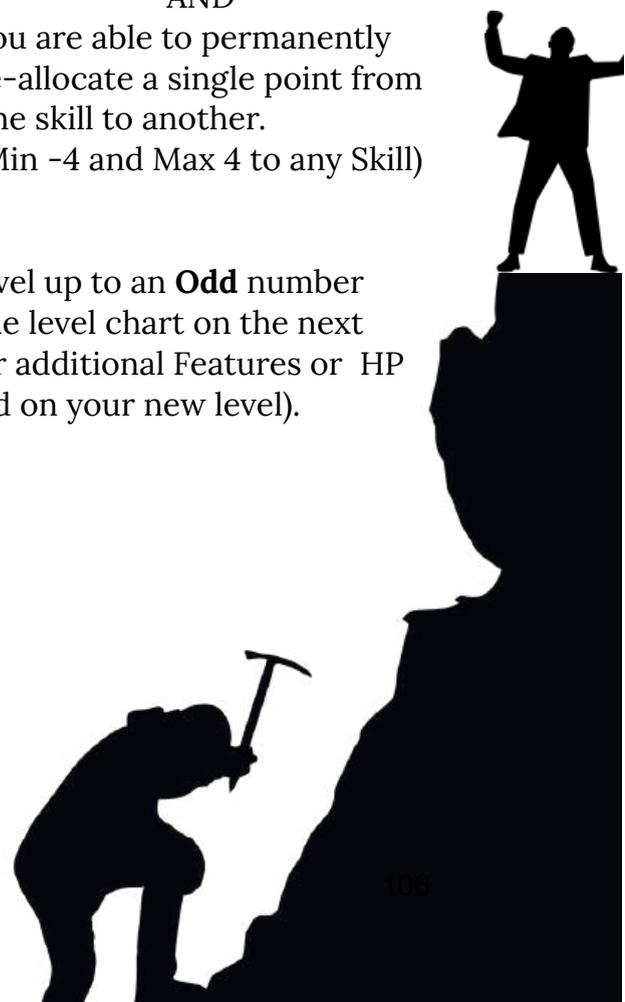
You may do one of each of the following, (or do one of either twice);

- Permanently Add +1 to any Skill (to a Max of 4)
or
- Learn a new ability from your Class List or from the list of General Abilities

Additionally upon levelling up.

- You restore 1 HP if not at full.
- Gain \$100fc
- You are able to replace one Ability for another.
AND
- You are able to permanently re-allocate a single point from one skill to another.
(Min -4 and Max 4 to any Skill)

If you level up to an **Odd** number check the level chart on the next page (for additional Features or HP unlocked on your new level).



Levelling Table

Level	Gains	Description
1	<ul style="list-style-type: none"> • New Class Feature(s) • Items • +1 Skillset and +1 Skill • Subclass Feature(s) • 2 Abilities • Background perks 	You begin your journey
2	<ul style="list-style-type: none"> • +1 Skill and +1 Ability (or do one twice) 	Increase a Skill by 1 and Gain 1 Ability from your class or General Abilities, or do one of either twice.
3	<ul style="list-style-type: none"> • +1 Skill and +1 Ability • Gain +1 to Max HP 	Your experiences have hardened you, your Max HP increases.
4	<ul style="list-style-type: none"> • (Same as level 2) 	“
5	<ul style="list-style-type: none"> • +1 Skill and +1 Ability • New Class Feature 	Gain a Class Feature (Listed on Class Sheet)
6	<ul style="list-style-type: none"> • (Same as level 2) 	“
7	<ul style="list-style-type: none"> • +1 Skill and +1 Ability • Gain +1 to Max HP 	More experiences have hardened you, your Max HP increases.
8	<ul style="list-style-type: none"> • (Same as level 2) 	“
9	<ul style="list-style-type: none"> • +1 Skill and +1 Ability • New Class Feature 	Gain Final Class Feature (Listed on Class Sheet)
10	<ul style="list-style-type: none"> • (Same as level 2) 	“
11	<ul style="list-style-type: none"> • +1 Quick Action per Turn • +1 Skill and +1 Ability 	You have honed your talents, you can now do an additional Quick Action on your turn.
12	<ul style="list-style-type: none"> • (Same as level 2) 	“
13	<ul style="list-style-type: none"> • +1 Skill and +1 Ability • Gain +1 to Max HP 	Experiences have hardened you, your Max HP increases past its natural limit.
14	<ul style="list-style-type: none"> • (Same as level 2) 	“
15	<ul style="list-style-type: none"> • +1 Skill and +1 Ability • +1 Reaction per Turn 	You gain an additional Reaction outside of your turn.
50	<ul style="list-style-type: none"> • +1 Skill and +1 Ability 	Level Cap

Multi-classing.

A player may choose to have their character dip into multiple classes.

To do this, on your next level up you forego any Skill improvements or Abilities. You instead take the Main Feature and Sub-class Feature of your new class (you get none of the items, Scores or Skill points of your new class).

After that, whenever you level up you are able to choose Abilities from your new class and/or previous class.

Journey Master's Guide

ONLY JOURNEY MASTER NEEDS TO READ BEYOND THIS POINT



SKILLS

You have 15 skills.

For simplicity your skills at level 1 are entirely dependent on the class and Background you pick. Each time you level up these can be adjusted.

The 15 skills are divided evenly between three main categories; **Mind**, **Body** and **Soul** (changes in these affect all the skills linked to them).

The **Soul** is our intrusive thoughts, emotions and capacity for love; Our **Body** is the vehicle we use to transport our Soul throughout the Physical world; and our **Mind** is the tool we use to process this experience.

The associated Skills to each Score are as follows and are further explained on the following page;

	SKILLS
Mind 	CREATE
	CONVINCE
	DETECT
	FOCUS
	STUDY
Body 	DEXTERITY
	RESILIENCE
	SPEED
	STEALTH
	STRENGTH
Soul 	FAITH
	INTUITION
	LUCK
	MAGIC
	STYLE

Mind Skillset refers to your Mental capacity. Skills:

- **CREATE** - Used when a player/creature is Building, Fixing, Imagining, Inventing or Making something.
- **CONVINCE** - Used whenever one is Deceiving, Intimidating, Persuading, or Swaying someone.
- **DETECT** - Used when Gathering Insight, Investigating, Locating, Perceiving or Searching.
- **FOCUS** - Used when Concentrating, also Aiming Projectile weapons.
- **STUDY** - Used when Learning or Recalling information or applying specialized training

Body Skillset refers to your Physical prowess. Skills:

- **DEXTERITY** - Used for Acrobatics, Agility, Balance, Dodging, Flexibility, Also used for Light Weapons, (thrown and melee).
- **RESILIENCE** - Your Constitution and Vitality against adverse effects like Illness, Sleep, Sounds, Temperatures and Toxins.
- **SPEED** - Your ability to travel far or fast, (Also used for Movement and Reflexes).
- **STEALTH** - Used for Camouflage, Hiding and Sleight of Hand
- **STRENGTH** - Your ability to Push or Pull and Resist Same, Also used for Heavy Weapons (thrown and melee).

Soul Skillset refers to your Spiritual connection to the unexplained. Skills:

- **FAITH** - Used for Belief, Hope, Optimism and Trust.
- **INTUITION** - Used for Assumptions, Guts and Natural Instincts.
- **LUCK** - Used for Chance, Fate and any roll not covered in the skill listing
- **MAGIC** - Used for the Arcane, Occult or Paranormal.
- **STYLE** - Your Inherent Charisma, Flair and Finesse.

For humans each Skill naturally maxes out at 4 and has a minimum of -4. 5 and above to any skill would be Legendary or Supernaturally good. Skills are only able to be moved higher than 4 by special circumstances.

-5 or less to any Skill would suggest death or an in-human propensity to fail.

If your Skill is;	It Means you are;
Negative; (-1 to -4)	Below Average or Terrible
0	Average Person
1	Noticeably Good or Talented at the Skill
2	Great enough to be locally Renown
3	Exceptional enough for International Recognition
4	Perfect enough for Historical Note and World Records

Damage Types



Acid - Chemicals that corrode and burn on contact. Incorporeal beings are generally resistant to acid damage. May Blind creatures.

Blast - Blast damage usually describes an excess of force or pressure in the air. Blasts generally loud and cover an Area of Effect.

*Creatures and Objects suffer damage from Blast Attack for every 5ft of the space they inhabit within the blast range.
*Vehicles suffer double damage from blast damage.

Cold - An Elemental Damage type that freezes the target. Can be caused by chemicals, ice, the weather or environment.

Electric - An Elemental damage type that shocks the target, can cause burns or disrupt electrical signals. Can cause convulsions, fainting, burns and paralysis.

Emotional - Attacks or effects that affect the Mental wellbeing of the target, usually through inflicting some guilt, or manipulation.

Jamaicans are very susceptible to 'Badmind' or bad energy and ghosts are no exception.

Inanimate Objects, Plants, and some Animals tend to be immune to Emotional Damage.

Heat - An Elemental Damage type that burns the opponent. Can be caused from fires, light sources or boiling substances. Can cause burns, fainting and Burning condition.

Physical - Attacks that Cut, Smash or Stab. These are the most common ways to attack and are easily accessible through melee and ranged weapons. May cause Bleeding condition. Many Incorporeal beings are immune to attacks that are purely physical.

Sonic - Caused by sound (whether high pitched or concussive) at a volume or frequency that harms creatures and objects. Many beasts may take double damage from Sonic Damage. Plants are generally immune.

Spiritual - Attacks that gain their harm from the supernatural. While the damage may sometimes manifest as a mix of Physical or Emotional effects, the source is generally harder to pinpoint than from a mental or corporeal cause.

Toxin - poisonous substances or pathogens that harm bodily functions. Usually inhaled, ingested or injected. Incorporeal Beings and Inanimate objects are generally immune to Toxin



Falling

Falling is one way that creatures and items may take damage and is calculated in bands

Trip

Falls from standing or under 5ft high.
Floored condition.

Drop

Falls between 5ft to under 30ft high.
Creatures only have time for a Reaction. Deals 5 Physical Damage, Roll $1d8 + \text{DEXTERITY} + \text{DEFENCE}$ to reduce

Quick Fall

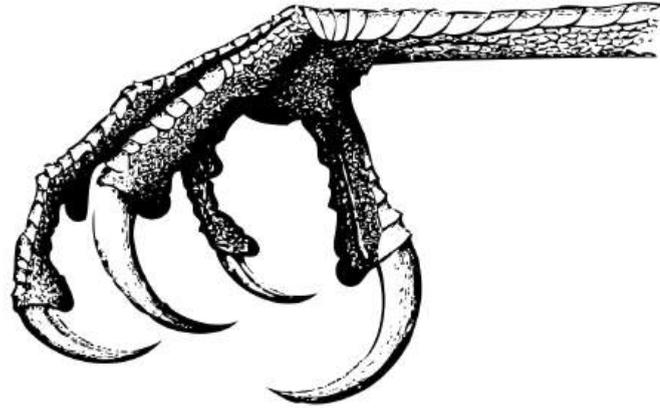
Falls from 30ft to under 120ft high.
Creatures only have time for a Quick Action or a Reaction. Deals 10 Physical Damage, Roll $1d8 + \text{DEXTERITY} + \text{DEFENCE}$ to Reduce.

Major Fall

Falls from 120ft to under 200ft high.
Creatures have time for 1 Major Action. Deals 15 Physical Damage, Roll $1d8 + \text{DEXTERITY} + \text{DEFENCE}$ to Reduce.

Helluva Fall

Over 200ft high.
Creatures have time for 1 Turn (Major Action, Quick Action, Reaction) Deals 20 Physical Damage, Roll $1d8 + \text{DEXTERITY} + \text{DEFENCE}$ to Reduce.



Hazards and Area of Effect,

Attacks that do not require aim, environmental hazards and disasters that cover an area will generally require a player to ROLL 1d8+Skill to reduce damage.

Some hazards like; **Falls** and **Swarms**, take your DEFENCE into account when reducing Damage.



The nature of the hazard should determine the Base Damage it deals as well as the way it operates.

The JM should note that Hazards presented should be scaled based on the level of the players.

Hazards can also be Instantaneous (dealing damage once triggered) or Ongoing (dealing damage at certain intervals).

EXAMPLES;

Instantaneous;

A **rudimentary booby trap** which immediately deals 5 Physical Damage (Ignoring DEFENCE) to a creature within 5ft, requiring a roll (1d8+DEXTERITY, SPEED, RESILIENCE or DETECT) to reduce.



Ongoing;

A 20ft radius **cloud of acidic gas** that requires a 1d8+ DEXTERITY roll to reduce 15 Acid Damage whenever a creature moves into or starts their turn in that area. Or a Cloud of poison gas may require a 1d8+RESILIENCE Roll to reduce 5 Toxin damage each turn once inhaled.



A hazard can have varying degrees of damage in different areas;

A 40 ft square **room on fire** may require creatures at the start of their turns to roll 1d8+RESILIENCE against 10 Heat Damage within 5ft of the source of the flames, but against only 5 Heat Damage if further away.



Players should only have to roll once against the same hazard in a single round;

A **thicket of thorns** stretching for 50 ft dealing 5 Physical Damage for every 10 ft a creature travels within it, may require the creature to roll 1d8+ DEXTERITY to reduce harm against the sum of the distance travelled when they have finished their movement.



Creating your own Hazards:

The amount of Damage a hazard should deal is dependent on;

1. How hard it is to avoid,
2. How harmful it would be if not avoided.

How Much Damage Should the Hazard Deal? Sum the following criteria					
1. How Harmful is the danger? (Pick One)	Painful (Superficial wounds and scars) 0 Damage	Dangerous (Injurious and Possibly Lethal) 5 Damage	Deadly (99% Lethal) 10 Damage	Catastrophic (Destroys Vehicles) 15 Damage	Disastrous (Levels Buildings) 20 Damage
2. If detected can the danger be avoided? (Pick One)	Possible to avoid +0 Damage	Impossible to avoid +5 Damage			
Damage = The Total Number of Points between the above criteria. The player then rolls 1d8+Skill to reduce damage.					

Once the damage amount is decided, you can decide the type of Damage (Acid, Blast, Cold, Electric, Emotional, Heat, Physical, Sonic, Spiritual or Toxin) and the range of the hazard in feet.

N.B

The aim of creating hazards should not be to completely destroy your players so the JM is advised to level hazards appropriately.

It should be noted that not every situation that causes the character pain, causes them to lose HP. Slaps, grazes and superficial wounds do not generally affect the player outside of the narrative flair. Damage affects the HP when the harm results in a concussion, major burn, impalation, laceration, broken bones, other serious injury, shock or major mental stress.



Other Hazards; Phenomenon and Natural Disasters

Some Abilities and effects may refer to weather conditions. The JM should feel free to use these or improvise your own.

Rain' Fall (Phenomenon)

Rainfall or precipitation can have an intensity and a duration of the JM's discretion.

The JM can also roll on the table below for how obstructing the rain is (all subsequent levels include the effects of the levels above it)

1. Dew (Ju)/Light Drizzle; No effect
2. Raining; Any uncovered creature gains Drenched Condition.
3. Pouring; Ground becomes Difficult Terrain (half movement)
4. Heavy; Sound based attacks and Abilities have their ranges halved.
5. Dousing; All Fire Damage is reduced by 2. Rivers rise.
6. Poor visibility; All projectile weapon ranges are halved. Roads become flooded.
7. Obscured; Distances 120ft away from you count as darkness
8. Deafening; Uncovered creatures gain Deafened Condition for duration



Breeze' Blow (Phenomenon)

A disturbance of the atmosphere marked by wind. Instantaneous.

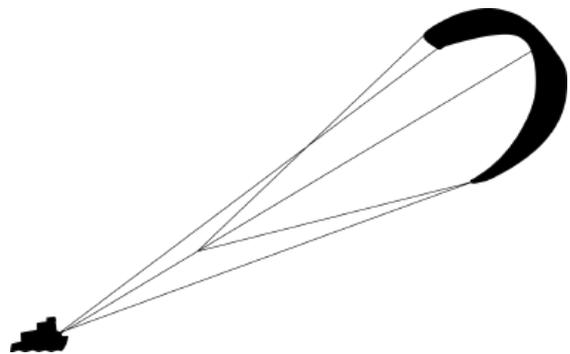
At the start of the Round, JM declares a direction and rolls 1d8 for Breeze.

All untethered creatures must roll 1d8+STRENGTH to match or beat this roll

(Creatures suffer -1 to this save per size category smaller than Man-sized, or gain +1 for each size category larger).

If a creature does not exceed the JM's roll they are Floored and are shoved in the direction of the wind 10ft per point of failure.

Additionally any creature that rolled a 1 must roll 1d8+DEXTERITY or SPEED to reduce or avoid Physical Damage from falling and/or debris equal to 2xBreeze roll.



Earthquake (Phenomenon)

An Earthquake is a weak to violent shaking of the ground. It lasts 1d8 Rounds. No matter the number rolled, the quake goes through the following stages starting at the weakest and progressing each Round, until it matches the intensity rolled. The Earthquake dice cannot be rolled again until after the requisite number of Rounds have passed and the Earthquake reached the appropriate strength.

1. Micro; Nothing humanly noticeable happens.
(Animals may notice and may react if the eventual d8 roll was high)
2. Tremors; Slightly felt.
Persons may notice if their DETECT Skill is 2 or higher or with a 1d8+DETECT or INTUITION roll exceeding a 4
3. Minor; Objects start shaking noticeably.
4. Light; Unsecured objects may fall to the floor. Area becomes difficult terrain.
Creatures in hazardous areas can roll 1d8+ DEXTERITY or SPEED to reduce or Avoid 5 Physical Damage.
5. Moderate; Area is difficult terrain, also creatures must

Roll 1d8+ DEXTERITY to exceed a 5 or become Floored. Poorly built structures may collapse; Creatures in hazardous areas can roll 1d8+ DEXTERITY or SPEED to reduce or avoid 10 Physical Damage.

6. Strong; Difficult terrain, 1d8+ DEXTERITY to exceed a 6 or become Floored. Structures and Trees may collapse; Creatures in hazardous areas can roll 1d8+ DEXTERITY or SPEED to reduce or avoid 10 Physical Damage.
7. Major; Difficult terrain, 1d8+ DEXTERITY to exceed a 7 or become Floored. Creatures in hazardous area, roll against 10 Physical Damage as above; and also roll 1d8+ DEXTERITY to reduce or avoid sinkholes (5 Physical Damage).
8. Great; Difficult terrain, 1d8+ DEXTERITY to exceed an 8 or Floored. Creatures in hazardous areas can roll 1d8+ DEXTERITY or SPEED to reduce or avoid 15 Physical Damage. These creatures must also roll 1d8+ DEXTERITY to reduce or avoid sinkholes (10 Physical Damage).



Fire (Phenomenon)

Small flames (Bucket-sized and smaller) deals 5 Heat Damage to any material that touches it. A large flame (Barrel sized+) deals 10 Heat Damage on contact, and 5 Heat Damage to any creature or object within a 5ft diameter. Creatures may roll 1d8+DEXTERITY or SPEED to reduce this damage. At the end of the Round, if any fire is touching flammable material; it spreads to and covers it at a speed of 10ft per round and the material gains the Burning Condition.

If the fire runs out of new flammable materials it stays constant for 1 turn then begins to fade at a rate of 10ft per turn.



Hail (Phenomenon)

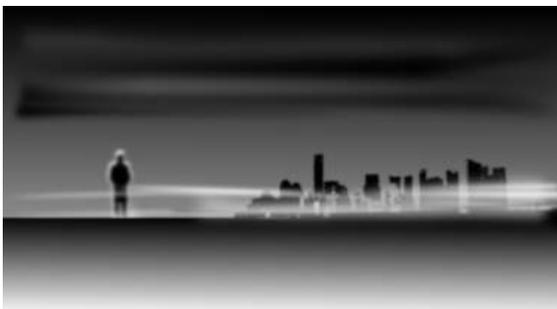
Pellets of frozen ice falling from clouds. Lasts 2d8 rounds.

At the beginning of each round after Hail starts; the JM rolls damage which is the sum of 1d8 (Physical Damage) + Cold Damage equalling the number of rounds since Hail started.

Creatures not under proper cover must roll 1d8+DEXTERITY or SPEED to reduce this damage.

Heavy Fog (Phenomenon)

Lasts indefinitely (JM's discretion). Creatures in the fog are Blinded and Hidden.



Hurricane (Phenomenon)

A hurricane is a strong tropical cyclone that has a Rainband and an Eye Lasts indefinitely (JM's discretion).

Rainbands;

Rain in a diameter 300 miles across. Any uncovered creature gains Drenched Condition. Also at the start of each Round JM activates one of two Phenomenon Breeze' Blow (Phenomena) where the roll is automatically an 8 or Thunderstorm (Phenomena) where the roll is automatically a 1.

The Eye;

A 40 mile diameter area, all the above effects of Hurricane are paused.



Lightning (Phenomenon)

Lightning is an atmospheric electrostatic discharge. Instantaneous.

Any target hit with lightning suffers 2d8 Electrical Damage, if an 8 is rolled the target also suffers the Burning condition.

A creature may roll 1d8+DEXTERITY, RESILIENCE, SPEED, INTUITION, FAITH or LUCK to reduce or avoid damage.

Creatures connected physically to the target or within 10ft must also roll to reduce or avoid 5 Electric Damage.



Thunderstorm (Phenomenon)

Thunderstorms also known as electrical storms. Last indefinitely (JM's discretion).

At the start of each Round, the JM rolls 1d8 for thunder; If the roll is 2 or higher nothing happens and the lightning strikes in the distance. If the roll is a 1, then all creatures in view of the sky must roll 1d8 as well. Any creature that also rolls a 1 suffers the effect of Lightning phenomena (2d8 Electric Damage).

If a creature is very high up, standing on barren ground, under a tree or in water, they suffer Lightning (Phenomena) if they roll a 1 or 2.

Tropical Storm (Phenomenon)

An organised centre of low pressure that originates over warm tropical oceans. Lasts indefinitely (JM's discretion).

Rain; Any uncovered creature gains Drenched Condition.

At the start of each Round JM activates Breeze'Blow (Phenomenon) or Thunderstorm (Phenomenon).



Whirlpool (Phenomenon)

The whirlpool is a 60ft diameter rotating body of water which lasts 3d8 Rounds. It consists of an Outer Edge, A Funnel and a Center.

The Outer edge (60ft radius); Any creature in the whirlpool moves 10ft at the start of their turn toward the centre. Additionally Movement is halved when trying to move away from the centre.

The Funnel (30ft radius); If a creature starts their turn within 30ft of the centre they enter the Funnel and are Grabbed and move 10ft towards the centre at the start of their turn.

To escape the Grabbed condition; A successful STRENGTH roll (to exceed a 6) is needed as a Quick Action. Creatures ending their turn in the Funnel also suffer the 'Dazed Condition' until rested or until a RESILIENCE roll of 5 is exceeded.

The Center (5ft radius); Creatures/objects that touch the centre of the whirlpool are Grabbed and Submerged 15ft at the start of

their turn and require a STRENGTH Roll exceeding a 7 to escape.

If multiple creatures/objects enter the centre of the whirlpool on the same turn or if hazards exist in the water, creatures must roll $1d8 + \text{DEXTERITY} + \text{DEFENCE}$ to reduce 10 Physical Damage.

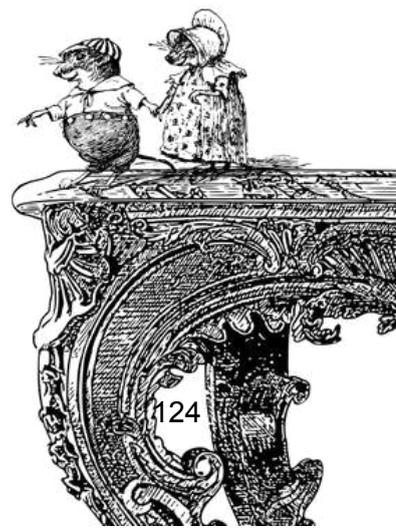


Creatures (Humans, Non-Humans and Factions)

The creatures (Monsters and NPCs) of Duppies and Gunmen are divided into the following 7 Major Factions; The Faithful, The Magical, The Public, The Spirits, The System, The Unlawful and The Wild.

The Journey Master decides which factions play a major part in the adventure. This includes the various alignments of each faction, (whether good, evil, neutral or a mixture of both). In order to add further complexity to the story setting; The JM may even establish rivalries or ally-ship between different factions or splits and schisms within the same faction. It may be possible for a creature or person to be a part of multiple factions.

The rest of players can also decide which factions play a major part in their character's backstory or which they may want to align themselves with.



Factions

Faction	Description	When Good	When Evil	Info
The Faithful	Followers of a higher power. (Prayer Warrior)	Believers	Cult	They Specialise in reducing the effectiveness of abilities and damage,
The Magical	Humans who study or observe mysterious and forbidden supernatural forces. (Mystic)	Benevolent	Malevolent	The Magical faction specialises in the unexpected.
The Public	The general populace. (Artistes, Athlete, Student)	Community	Society	Numerous and ordinary.
The Spirits	Mythical creatures that inhabit the region	Peaceful	Vengeful	May be Corporeal or Incorporeal
The System	The persons directly involved in keeping legislative and economic structures in operation (Lawmaker, Politician, Professional)	Order	Corrupt	Heavily guarded, my also deal high damage
The Unlawful	Individuals or groups not conforming to recognized laws or rules. (Criminal)	Rebels	Gang	High Damage, Removes items.
The Wild	The flora and fauna that make up the biota of the land air and sea.	Natural	Invasive	Generally neutral and in need of protection

The Faithful

The Faithful Faction are followers of a higher power, who believe in a divine purpose.

In an Encounter:

The Faithful specialises in reducing damage and suppressing the effectiveness of abilities (particularly magic and damage). They typically deal Spiritual or Emotional Damage.

Alignments

Believers (Good) A setting where The Faithful are good or neutral may have their faction members offering safety, shelter and guidance to your players. They may counsel the Public or allow forgiveness of the Unlawful.

Cult (Evil) A setting where the Faithful serves as antagonists may pose them as devout followers of a charismatic leader. They may exterminate the Spirits, exile the Magical or whip the Public into paranoia and frenzy.

List of Faithful Faction Creatures:

Congregation Member (Good) or **Cult Initiate** (Evil) - Level 1

Deacon (Good or Neutral) or **Cult Recruiter** (Evil) Man-sized, Person (Level 5)

Elder (Good or Neutral) or **Zealot** (Evil) Man-sized, Person (Level 8)

Pastor (Good or Neutral) **Cult Leader** (Evil) Level 12 Man-sized, Person

You may scale the Faithful factions creature's Level up or down; For each level added you may include an additional Item or Ability from; **Prayer Warrior** class



The Magical

Students or observers of mysterious and forbidden supernatural forces.

In an Encounter

The Magical faction consists of people who, whether willingly or unwillingly have a connection to the world of spirits and the supernatural. The Magical faction specialises in the unexpected. They may deal damage of any type and can cast a wide array of spells. A Magical person may be well studied (like a Wizard or Obeahman), born with their abilities (like a Half-Genie), or blessed or cursed with power by an unknown entity (like a Guzzoman, werewolf or vampire).

Alignments

Benevolent (Good)

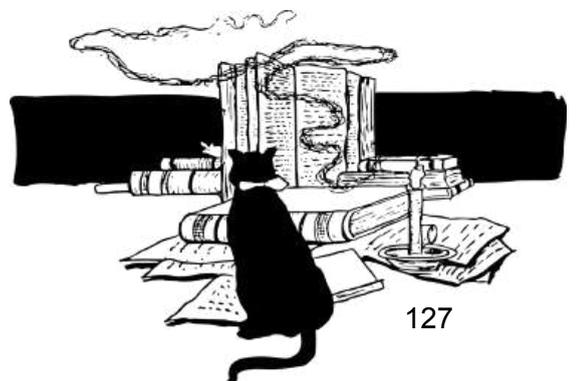
If the Magic Faction is acting as an ally to the group they may serve as sellers, guides, sources of information or protectors. The Magical faction may help ward powerful Spirits away from the Public.

Malevolent (Evil)

If the Magical Faction is evil they may try to curse, harm or trap players or NPCs. Malevolent Faction members may drain resources from the Wild, prey on Spirits for components in magical ingredients or aid the Unlawful by providing powerful relics.

List of Magical Faction Creatures:

- Apprentice Magician** (Any Alignment) Level 1 Man-sized, Person
- Black Heart Man** (Chaotic Evil) Level 20 Man-sized, Person
- Black Heart's Coffin** (Chaotic Evil) Level 5 Cattle-sized, Construct
- Black Heart's Hearse**(Chaotic Evil) Level 10 Cattle-sized, Construct
- Frankenstein's Monster** (Neutral or Evil) Level 1 Man-sized, Construct
- Guzzoman** (Lawful Evil) Level 20 Man-sized, Person
- Necromancer** (Any Alignment) Level 10 Man-sized, Person
- Skelington** (Neutral or Evil) Man-sized, Construct (Level 1-3)
- Vampire** (Lawful, Any Alignment) Level 18 Man-sized, Person
- Werewolf/Lougarou** (Chaotic, Any Alignment) Level 14 Cattle-sized, Person
- Witchdoctor** (Any Alignment) Level 8 Man-sized, Person
- Zombie** (Neutral or Evil) Level 0.5 Man-sized, Construct



The Public

The public forms the general civilization of the setting. They run the local businesses and set the cultural norms. They are both the most helpless and most powerful faction because even though they may be weak individually, collectively they inspire the most change. Out of Many One People.

In an Encounter

The Public typically deals Physical Damage and may be highly predictable but their sheer numbers make them difficult to manage.

Alignments

Community (Good)

When the public is functioning as a force for good its members work together to accomplish positive changes. They may support the System, applaud the Faithful and reform the Unlawful.

Society (Evil)

The Public, when poorly aligned may destroy the Wild, Mob the Magical and upset the Spirits. Their power in numbers making them a dangerous and relentless force causing destruction whether knowingly or unintentionally.

List of Public Faction Creatures:

Average Citizen (Any Alignment) Level 1 Man-sized, Person

Crowd (Any Alignment) Level 15 Mammoth-sized, Swarm

Entertainer (A) Level 10 Man-sized, Person

Medic (Any Alignment) Level 3 Man-sized, Person

Mob (Any Alignment) Level 25 Building-sized, Swarm

Olympian (Any Alignment) Level 10 Man-sized, Person

Rude Pickney (Any Alignment) Level 5 Barrel-sized, Person



The Spirits

This faction consists of Spirits, Monsters and other non-human mythical creatures that inhabit the region.

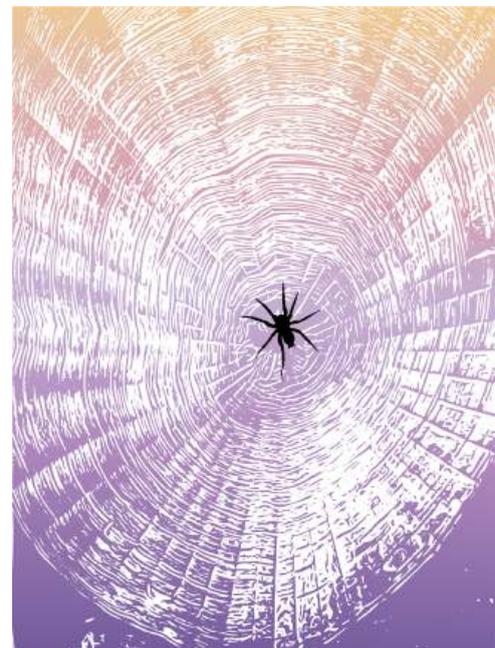
In an Encounter

Spirits can be unpredictable as various mysteries and abilities surround their capabilities. They are not always bound to the rules of the physical world.

Alignments

Peaceful (Good); Peaceful spirits may protect the Wild, offer strength to the Faithful and information to the Magical.

Vengeful (Evil); Vengeful spirits may prey on Public, target the Faithful, upset the balance of the Wild or have the Magical do their bidding.



Types of Spirits

Spirits may be divided into two types based on their resting state; Corporeal and Incorporeal. Many spirits are able to switch between both forms but all spirits have a default state.

Corporeal - All items, structures, creatures, and plants are generally corporeal (or tangible) unless otherwise stated. Corporeal spirits therefore function mostly like all other beings and interact normally with everything else while in their default state. Spirits like these have bound themselves to a living body.

Incorporeal - Incorporeal (or intangible) beings are attached to this plane by a weaker coil. In their resting state they pass through normal objects and structures freely and may require relative effort in order to affect or be affected by corporeal entities. Incorporeal beings are immune to Physical and Poison Damage and conditions and Resistant to Acid Damage, they can however be damaged by changes in their surroundings (including shifts in temperature and emotional outbursts).

It is important to note that all Incorporeal entities are anchored to this plane by a physical (corporeal) object, which if identified and destroyed brings the Spirit to OHP.

When a Spirit Dies (Dadleff and Possessions);

Spirits exist beyond the rules of regular mortality and cannot be entirely destroyed, but instead reformed, or bound. When spirits reach 0 HP or perish by any other means, they simply lose the will to hold themselves together, and their essence is dispersed into the air, to eventually reform again (depending on the nature of the spirit this may take months, years, decades or centuries).

In order to prevent this you may trap their remains (or **Dadleff**), in non-magical items, which then transform them into magical items called **Possessions**.

These Possessions hold some or all of the abilities the spirit had.

Possessions can be created when a Spirit is defeated and leaves Dadleff, but they can also be willfully created while the spirit is alive.

The Dadleff is a light, floating wisp that can be seen by those who are looking closely enough for it. Certain spirits may have rules surrounding the type of items their Dadleff is able to bond to. The JM can decide if they allow players to simply have the items needed, or make player investigation, preparation and planning a part of their session by only allowing the player to use items they specifically mention owning or have in their inventory. If these are not available a spirit may bond with the closest non-magical object that fits their criteria.

If a player does not know the appropriate item to bind the Dadleff, they may roll to find out before it bonds to an item of the JM's choice or the closest match;

Players roll Dadleff (1d8+CREATE, STUDY, DEXTERITY, SPEED, LUCK or MAGIC) and describe what they are doing in order to find the appropriate item. If they exceed a 5 they are given the necessary information and once an appropriate item is presented they can choose where the spirit rests.

List of Spirit Faction Creatures

Anansi; Spider Form(A) Level 3 Thumb-sized, Fauna
Anansi; Human Form (Chaotic Neutral) Level 12 Man-sized, Person
Anansi; Giant Spider Form (Chaotic Neutral) Level 25 Cattle-sized, Spirit (Vengeful)
Baccoo (Bottled; Level 6 or Unbottled; Level 8) Palm-sized, Spirit (Chaotic Any Alignment)
Centaur (Neutrall) Level 5 Cattle-sized, Spirit
Chickcharney (Chaotic Neutral) Level 6 Man-sized, Spirit
Crab Ghost (Chaotic Evil) Level: 0.5 Palm-sized, Spirit
Crab in A Barrel (Chaotic Evil) Level 4 Barrel-sized, Spirit
Crab ship (Chaotic Evil) Level 20 Building-sized, Spirit
Dark Cloud (Level 6) Man-sized, Spirit (Neutral)
Douen (Level 1) Barrel-sized, Spirit (Chaotic Evil)
Dragon (Any Alignment) Level 40 Building-sized, Spirit
Duppy (Any Alignment) Level 1 Man-sized, Spirit
Genie/Djinn/Jinyah (Lawful Any Alignment) Level 10 Man-sized, Spirit
Giant (Chaotic Neutral) Level 8 Mammoth-sized, Spirit or Person
Haunted Doll (Level 4) Man-sized, Spirit (Chaotic Any Alignment)
Jumbie (Any Alignment) Level 1, Man-sized, Spirit
Lightning Ball (Neutral Evil) Level 7, Bucket-sized, Spirit
Lusca(A) Level 30, Building-sized, Spirit
Mermaid (Any Alignment) Level 5, Man-sized, Spirit
Old Higue; Human Form (Chaotic Evil) Level 9, Man-sized, Spirit
Pegasus or Hippocampus/Kelpie (Neutral) Level 4, Cattle-sized, Spirit
Phoenix (Any Alignment) Level 5, Bucket-sized, Spirit
Pixie (Level 6) or **Fairy** (Level 10), Palm-sized, Spirit (Chaotic Any Alignment)
River Mumma (Any Alignment) Level 12, Man-sized, Spirit
Rolling Calf (Neutral Evil) Level 8, Cattle-sized, Spirit
Shade (Chaotic Neutral) Level 12, (Varying)-size, Spirit
Shadow (Chaotic Neutral) Level 9, (Varying)-size, Spirit
Shadow Puppet (Level 4), Any-sized, Spirit (Chaotic Evil)
Siren (Any Alignment) Level 5, Man-sized, Spirit
Slime (Level 1 or 2) Man-sized, Spirit (Neutral)
Steel Donkey (Level 5), Man-sized, Spirit (Neutral)
Tarbaby/Gumbaby (Neutral) Level 2, Barrel-sized, Construct
Unicorn (Neutral) Level 8, Cattle-sized, Spirit
Whatleff (Level 0.5), Barrel-sized, Spirit (Chaotic Evil)

The System

Forms the punitive structure of the setting. The legal framework, corporations and officers that are assigned to serve and protect.

In an Encounter

The System faction sports High DEFENCE, Powerful weapon Attacks, access to medical healing, and the ability to block movement.

Alignments

Order (Good) if the System is working as an agent for good; it provides protection and responds to threats. Builds the Public, supports the Faithful, and protects the Wild.

Corruption (Evil) As an antagonist this Faction may be a corrupt entity serving its own interest. Extorting Public, aligning with the Unlawful, incorrectly eliminating Spirits.

List of System Faction Creatures

Armed Guard (Any Alignment), Level 4 Man-sized, Person

Guard (Any Alignment), Level 1 Man-sized, Person

Member of Parliament (Any Alignment) Level 10, Man-sized, Person

Police Corporal/Babylon (Any Alignment) Level 6, Man-sized, Person

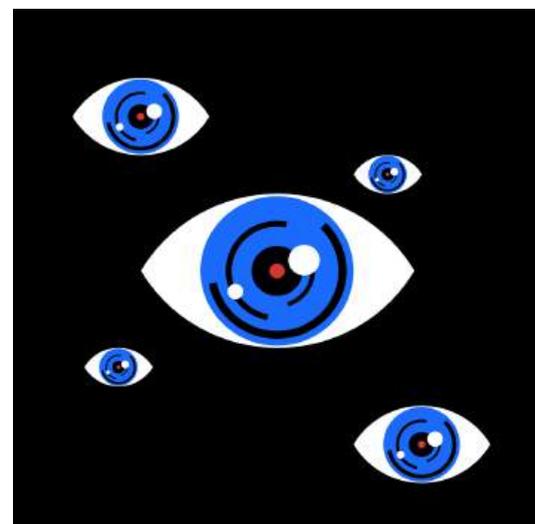
Police Officer(Lawful Neutral/Good) **or Babylon Bwoi** (Lawful Evil), Level 3 Man-sized, Person

Souji (Any Alignment) Level 8, Man-sized, Person

Spy (Any Alignment) Level 10, Man-sized, Person

The Deputy (Any Alignment) Level 10 Man-sized, Person

The Sheriff (Lawful Good or Neutral) **or John Brown** (Lawful Evil) Level 12, Man-sized, Person



Authorities and Suspicion Levels:

During or after a mission, to determine how suspicious the squad has been, you may total the following;

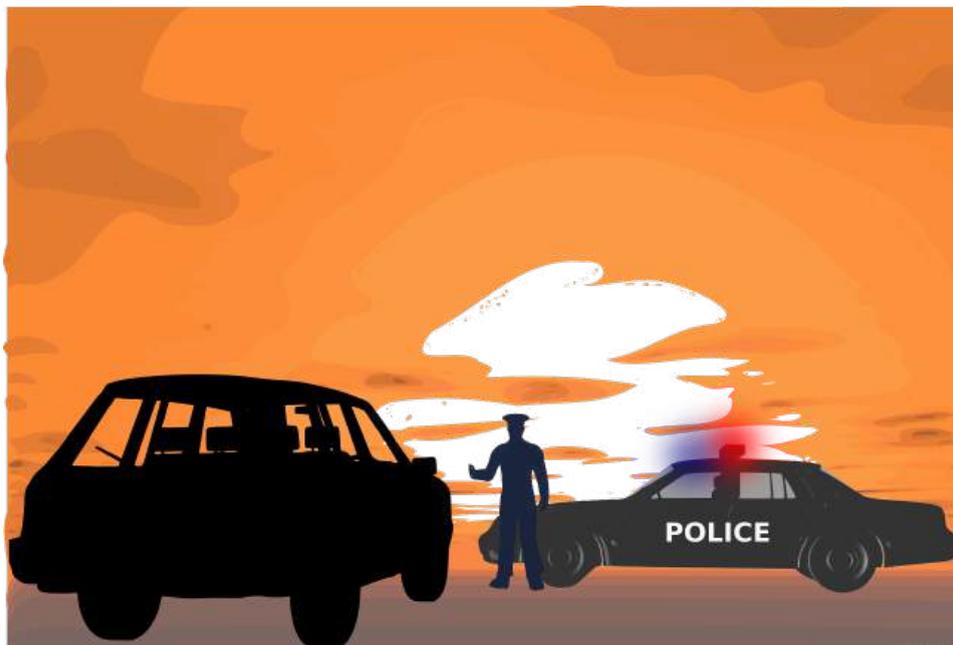
+1 point of Suspicion;

- If the vehicle or any of the travellers were witnessed committing a crime or coming from an area that had loud noises (like Explosions, Gunshots or screams) by someone that would inform the authorities.
- If travelling with an item or creature that was reported stolen or if any traveller is carrying or using an item that is illegal for them to use.
- If travelling with a wanted person or known criminal or with HighPowered Weapons, War Weapons or Explosives.

+3 points of Suspicion; if any traveller on board recently unlawfully killed or held a person against their will.

+1 point of looming Suspicion if any of the travellers have ever killed a person and the authorities are not already aware.

+? For animal cruelty, arson or pollution the JM can add a number of Suspicion points of their choosing (or have a word with your player).



Police Checkpoints

Whenever travelling from one location to the next especially at the end of a mission, the JM can roll for a Police Checkpoint. Roll a d8;

Roll	How the authorities will treat you based on Suspicion level	Suspicion For Search
1	The police will stop and search your vehicles, mounts and players whether or not there is cause for suspicion.	0
2	The police is stopping and greeting all vehicles, and will stop yours but will not request a search unless there is any cause for suspicion (suspicion level 1 or higher)	1+
3	The Checkpoint exists, but the police won't even stop your vehicle unless the squad's suspicion level is 1 or higher	1+
4	The Checkpoint exists, but the police won't even stop your vehicle unless the squad's suspicion level is 2 or higher	2+
5	The Checkpoint exists, but the police won't even stop your vehicle unless the squad's suspicion level is 3 or higher	3+
6	The Checkpoint exists, but the police won't even stop your vehicle unless the squad's suspicion level is 4 or higher	4+
7	The Checkpoint exists, but the police won't even stop your vehicle unless the squad's suspicion level is 5 or higher	5+
8	The roads are clear, there are no police unless the team would like to call them or the squad explicitly got the authorities called on them.	8+

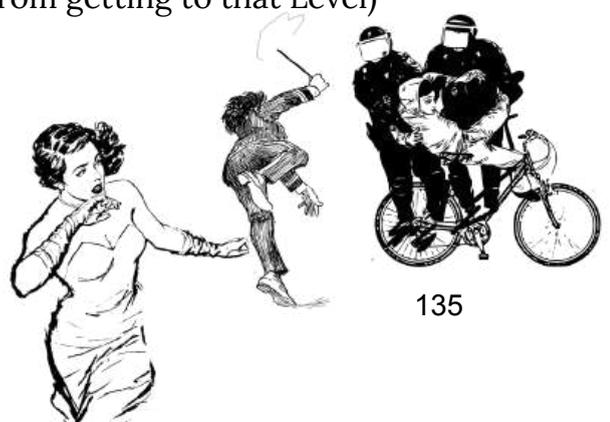
Police Fines and Charges:

If none of the members of the team are carrying illicit items or have been involved in illegal activity then the search can go by without event, however if there are, the penalties based on the offence are as follows;

> **Holding Illicit or Stolen Item** - Confiscation of item

> **Holding of Illegal weapon or Firearm** - Confiscation of relevant Item(s) and Fine of its Value

> **Murder or Kidnapping** - Jail time (Which means Losing 1 Level and the Relevant Features, Abilities or Skill points gained from getting to that Level)



The Unlawful

Criminal organisations in this region are historically divided by political alignment, and also by territories. There aint to rest for members of the Unlawful faction as Criminal organisations are constantly in violent conflict and face threats from other gangs, the police and from internal power struggles.

In an Encounter

Though they are generally poorly defended, the unlawful boasts high damage and the ability to disrupt movement and actions.

Alignments

Rebels (Good);

This faction when acting as a force for good may serve as a counterculture to an unjust System, they may empower the Public, respect the Magical and protest mis-treatment of the Wild.

Gang (Evil);

This faction may sometimes serve as default antagonists. As they may victimise the Public, terrorise the Wild, ch the Faithful, and cheat the System.

List of Unlawful Faction creatures

Choppa (Neutral or Evil) Level 10, Man-sized, Person

Robber (Neutral or Evil) Level 8, Man-sized, Person

Shotta (Neutral or Evil) Level 10, Man-sized, Person

Warlord (Neutral or Evil) Level 20, Man-sized, Person



The Wild

Generally Neutral. This forms the biota of your setting, the plants, fungi and animals.

In an Encounter

Animals generally deal physical damage from close range. They may also have sensory abilities like keen hearing, sight or smell.

Alignments

Natural (Good);

Animals are neutrally aligned, good is defined as being endemic to the area and part of the natural order or introduced species that do not upset the existing balance.

Invasive (Invasive)

Although neutrally aligned, invasive creatures terrorise the local ecosystem destroying the natural balance.

Wild Creature stats are listed on the next few pages.
Domesticated, Natural, Invasive and Exotic.



Fauna

Domesticated Animals: (For Domestic animals, prices are listed. Baby animals cost half the price, are two size categories smaller, Have ½ the HP(rounded up) and DEFENCE is reduced by 2)

Cat (Chaotic Neutral) Level 0.25, Bucket-sized, Fauna (Domesticated) **\$50fc**
Song Bird (Chaotic Neutral) Level 0 Palm-sized, Fauna (Domesticated) **\$15fc**
Cow (Neutral) Level 2, Cattle-sized, Fauna (Domesticated) \$700fc
Chicken (Chaotic Neutral) Level 0.10, Bucket-sized, Fauna (Domesticated) **\$10fc**
Dog, Large (Lawful Neutral) Level 1, Man-sized, Fauna (Domesticated) **\$500fc**
Dog, Medium (Lawful Neutral) Level 0.5, Barrel-sized, Fauna (Domesticated) **\$100fc**
Dog, Small (Lawful Neutral) Level 0.25, Bucket-sized, Fauna (Domesticated) **\$150fc**
Donkey/Mule(Chaotic Neutral) Level 1, Man-sized, Fauna (Domesticated) **\$400fc**
Goat/Sheep (Lawful Neutral) Level 0.5 Barrel-sized, Fauna (Domesticated) **\$100fc**
Horse (Neutral) Level 2, Cattle-sized, Fauna (Domesticated) \$900f
Pig (Lawful Neutral) Level 0.5, Barrel-sized, Fauna (Domesticated) **\$200fc**
Rabbit (Chaotic Neutral) Level 0.25, Bucket-sized, Fauna (Domesticated) **\$20fc**
Rodent (Chaotic Neutral) Level 0.25, Hand-sized, Fauna (Domesticated) **\$5 fc**

Natural;

Bugs and Insects (Chaotic Neutral) Level 0, Thumb-sized, Fauna (Exotic)
Crocodile (Chaotic Neutral) Level 3, Man-sized, Fauna (Natural)
Doctor Bird (Level 1) or **Hummingbird** (Level 0.10), Thumb-sized, Fauna (Natural)
Galliwasp (Level 1) or **Lizard** (Level 0.10), Hand-sized, Fauna (Natural) Chaotic Neutral
Iguana (Chaotic Neutral) Level 0.25, Bucket-sized, Fauna (Natural)
Jamaican Boa (Chaotic Neutral) Level 0.5, Bucket-sized, Fauna (Natural)
John Crow (Chaotic Neutral) Level 0.25, Bucket-sized, Fauna (Natural)
Moth (Lvl 0.25) or **Duppy Bat** (Lvl 1), Hand-sized, Fauna (Natural) Chaotic Neutral
Owl (Level 0.5) or **Pattoo** (Level 2), Bucket-sized, Fauna (Natural) Chaotic Neutral
Raven or **Parrot** (Chaotic Neutral) Level 0.5, Bucket-sized, Fauna (Natural)
Swarm of Wasps or Bees (Chaotic Neutral) Level 3, Barrel-sized, Fauna
Tiger Shark (Chaotic Neutral) Level 4, Cattle-sized, Fauna (Natural)

Invasive;

Anaconda (Chaotic Neutral) Level 3, Man-sized, Fauna (Exotic)
Boar (Lawful Neutral) Level 4, Man-sized, Fauna Invasive
Mongoose or **Ferret** (Chaotic Neutral) Level 0.25, Bucket-sized, Fauna (Invasive)
Monkey or Raccoon (Chaotic Neutral) Level 0.5, Bucket-sized, Fauna (Invasive)
Reindeer (Neutral) Level 4, Cattle-sized, Fauna (Invasive)
Swarm of Mosquitos (Chaotic Neutral) Level 5, Cattle-sized, Swarm (Invasive)

Exotic;

Bear (Chaotic Neutral) Level 6, Cattle-sized, Fauna (Exotic)
Cheetah (Chaotic Neutral) Level 1, Man-sized, Fauna (Exotic)
Elephant (Chaotic Neutral) Level 8, Mammoth-sized, Fauna (Exotic)
Gorilla (Chaotic Neutral) Level 4, Cattle-sized, Fauna (Exotic)
Hippo (Chaotic Neutral) Level 8, Cattle-sized, Fauna (Exotic)
Lion (Chaotic Neutral) Level 5, Cattle-sized, Fauna (Exotic)
Tiger (Chaotic Neutral) Level 6, Cattle-sized, Fauna (Exotic)
Wolf (Lawful Neutral) Level 2, Man-sized, Fauna (Exotic)



Flora

Foraging for Plants.

If a player would like to forage for a particular plant. They must first roll $1d8 + \text{LUCK} + \text{DETECT}$ for the likelihood that the plant is nearby and that they're able to find it.

The roll to exceed is dependent on the plant's rarity. 4: Common, 6, Uncommon, 8: Rare. +1 to the roll if the area is likely to have the plant.

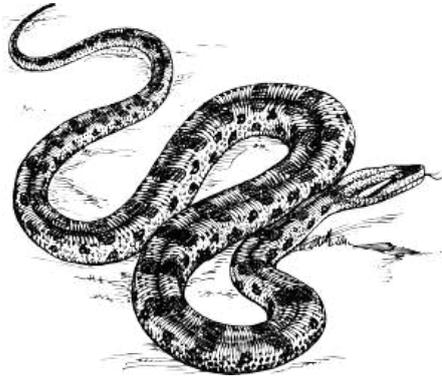
Size Category		Examples	DEFENCE	HP
1	Thumb-sized	Sprouts, Flowers, Seedling	1	1
2	Hand-sized		0	1-2
3	Bucket-sized	Bushes, Hedges	0	2-4
4	Barrel-sized			4-7
5	Man-sized	Sapling	1	5-9
6	Cattle-sized	Tree	2	8-12
7	Mammoth-sized			12-25
8	Building-Sized			25-100



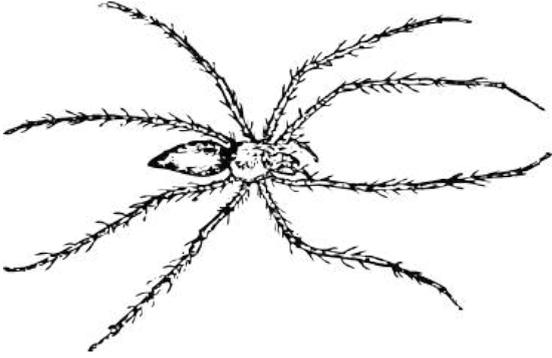
Diseases

The Incomprehensive list of Creatures:

A

<p>Anaconda (Chaotic Neutral) Level 3 Man-sized, Fauna (Exotic)</p>	
<p>DEFENCE: 3 HP: 9 Movement: 40ft (crawl/swim)</p> <p>Mind: -3 Body: 3 Soul: 0</p> <p>Notable Skills; DETECT: 2</p> <p><u>Description:</u> It dont want none unless you got buns hun.</p>	
<p><u>Passive Abilities</u> Grip (Feature) <i>Passive</i>. If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature.</p> <p><u>Major Action(s)</u> Constrict; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage. Deathroll (Ability) If a creature is Grabbed by you you may twist your body to cause further harm. Deals your STRENGTH Skill in Physical Damage (Ignoring DEFENCE).</p> <p><u>Quick Action(s)</u> Camouflage (Feature) Quick Action. Hide if you are in; Foliage or Water</p>	
<p>Anansi; Spider Form(A) Level 3 Thumb-sized, Fauna</p>	
<p>DEFENCE: 8 HP: 1 Movement: 20ft</p> <p>Scores: Mind: -2 Body: -4 Soul: 1</p> <p>Notable Skills; DETECT: 1 STEALTH: 4 SPEED: 2</p>	
<p><u>Description:</u> A tiny arachnid, indistinguishable from any other brown recluse spider. Said to be children or messengers of Anancy and sometimes the trickster himself.</p> <p><u>Passive Abilities</u> Final Form (Feature), <i>Passive</i>. As a Reaction, Quick Action or when you reach 0hp in this form you are able to Transform; into Anansi; Human Form Wall Climb (Feature) <i>Passive</i>. You may walk freely on vertical surfaces and roofs.</p> <p><u>Major Action(s)</u> Anansi Bite (Ability) Roll 1d4+SPEED to exceed a target within 5ft's DEFENCE if exceeded the target suffers the Poisoned conditionAt the end of the Poisoned creature's turns must roll 1d8+RESILIENCE to exceed a 7, on a failure they suffer 1 Toxin Damage. If any more of the venom enters the creature's body the Damage increases to 2. This effect ends if the creature rolls a natural 8 on the RESILIENCE roll.</p> <p><u>Quick Action(s):</u> Transform into Anansi; Human Form (Creature)</p> <p><u>Reaction(s):</u> Transform into Anansi; Human Form (Creature)</p>	

<p>Anansi; Human Form (Chaotic Neutral) Level 12 Human-sized, Person</p>	
<p>DEFENCE: 4 HP: 8 Movement: 60ft Walk/Climb</p> <p>Scores: Mind:5 Body:1 Soul:2</p> <p>Notable Skills; CONVINCING: 6 STEALTH: 6</p>	
<p><u>Description:</u> Anancy is a mischievous legend who is always tricking people to get what he wants. He may take the form of a man, a spider or both.</p>	
<p><u>Passive Abilities</u></p> <p>Final Form (Feature), Passive. As a Reaction, Quick Action or when you reach 0hp in this form you are able to Transform; into Anansi; Giant Spider Form</p> <p>Jinnal (Ability) <i>Passive.</i> If this is your first time meeting a creature. The first Roll you have to CONVINCING or STEALTH against them gets double your points in that skill.</p> <p>Read People (Ability) <i>Passive.</i> You know if someone is lying to you without having to roll, unless their CONVINCING Skill is higher than yours.</p> <p>Wall Climb (Feature) <i>Passive.</i> You may walk freely on vertical surfaces and roofs.</p>	
<p><u>Major Action(s)</u></p> <p>Web Shoot (Ability) Major Action- Shoot a web at a creature within 30 feet, rolling a contested 1d8+DEXTERITY, if the creature is hit they are Grabbed. If a creature that was Grabbed is hit with the web, they become Restrained.</p> <p>Dangerous+Toxic Appendages (Feature)</p> <p>Your body allows you to Bite. To attack Roll 1d8+SPEED against a target's DEFENCE, The difference is applied in Physical Damage. When a target takes damage in this way they also take 1 Toxin Damage and must roll a RESILIENCE check or gain the Poison Condition until cured (Difficulty: 8/Damage: 1)</p> <p><u>Quick Action(s)</u></p> <p>Anansi; Giant Spider Form</p> <p><u>Reaction(s)</u></p> <p>Anansi; Giant Spider Form</p>	
<p><u>Items:</u></p> <p>*Anansi's Venom (Magical Item)</p> <p><i>Legendary.</i> \$1000 fc. If this venom enters a creature's body they must roll 1d8+RESILIENCE to exceed an 8 or become Poisoned. At the end of the Poisoned creature's turns they must repeat this roll, on a failure they suffer 1 Poison Damage. If any more of the venom enters the creature's body the Damage increases to 2. This effect ends with an Antidote or if the creature rolls a natural 8 on the RESILIENCE roll.</p> <p>*8x Anansi's Pot of Knowledge Shard (Magical Item) \$10000 fc, Rare.</p> <p>Remnant of a Pot of Knowledge broken by Anancy which released knowledge into the human world. Whoever holds the shard at the start of each day can temporarily increase any of their Mind Skills by 1 (even past their Max). This effect lasts for 24 hrs.</p>	

<p>Anansi; Giant Spider Form (Chaotic Neutral) Level 25 Cattle-sized, Spirit (Vengeful)</p>	
<p>DEFENCE: 4 HP: 12 Movement: 80ftWalk/Climb</p> <p>Scores: Mind: 1 Body: 5 Soul:2</p> <p>Notable Skills; CONVINCE: 6 STEALTH: 6</p>	
<p><u>Description:</u> Anancy is a mischievous legend who is always tricking persons to get what he wants. He may take the form of a man, a spider or both.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; +1 Harm from Cold Damage</p>
<p><u>Passive Abilities</u> Jinnal (Ability) <i>Passive.</i> If this is your first time meeting a creature. The first Roll you have to CONVINCE or STEALTH against them gets double your points in that skill. Multi-Attack (Ability); Giant Spider Anansi's is able to take 1 Major Action with his Web Shooter or Fangs and Attack 1-8 times with his limbs as a Quick Action Wall Climb (Feature) <i>Passive.</i> You may walk freely on vertical surfaces and roofs.</p>	
<p><u>Major Action(s)</u> *Shapeshift; Spider (Ability) Major Action. - You are able to turn into a Spider or a human.</p> <p>Toxic Dangerous Appendages (Feature) Your body allows you to Bite. To attack Roll 1d6+SPEED against a target's DEFENCE, The difference is applied in Physical Damage + 1 Toxin Damage. If the target suffers this Toxin damage they must roll a RESILIENCE check to exceed an 8 or gain the Poisoned Condition until cured of Anansi's Venom.</p> <p>Web Shoot (Ability) Major Action- Shoot a web at a creature within 30 feet, rolling a contested 1d8+DEXTERITY, if the creature is hit they are Grabbed. If a creature that was Grabbed is hit with the web, they become Restrained.</p> <p><u>Quick Actions;</u> On each of Anansi's Rounds Roll 1d8, to determine how many Quick Actions he can take Dangerous Appendages (Feature) Your Legs allow you to Stab. To attack Roll 1d6+STRENGTH against a target within 10ft's DEFENCE, The difference is applied in Physical Damage.</p> <p><u>Reaction(s)</u> *3x Anansi's Web Strand (Magical Item) \$25000 <i>fc, Legendary.</i> As A Reaction you are able to tug on this web which takes you away to Anancy's alternate dimension for 1d8 rounds. You return to your spot in your original dimension at the start of your appropriate turn. Damage, sound and magical effects are not able to travel between dimensions. As a Major Action you are able to use this item on another creature, if the creature is unwilling you must roll a contested 1d8+SPEED to successfully transport them. You may use this item once per encounter.</p>	
<p><u>Items:</u> *Anansi's Venom (Magical Item) <i>Legendary.</i> \$1000 <i>fc.</i> If this venom enters a creature's body they must roll 1d8+RESILIENCE to exceed an 8 or become Poisoned. At the end of the Poisoned creature's turns they must repeat this roll, on a failure they suffer 1 Poison Damage. If any more of the venom enters the creature's body the Damage increases to 2. This effect ends with an Antidote or if the creature rolls a natural 8 on the RESILIENCE roll.</p>	<p><u>Deadleff;</u> (Anything Marked with *) Anancy's Deadleff can be attached to anything.</p> <p><u>Unfinished Business;</u> Defeating Anancy does not kill him, it however scares him off to stay in his own dimension.</p>

<p>Apprentice Magician (Any Alignment) Level 1 Human-sized, Person</p>	
<p>DEFENCE: 2 HP: 5 Movement: 30ft</p> <p>Scores: Mind: 0 Body: 0 Soul: 1</p> <p>Notable Skills; MAGIC: 2</p> <p><u>Description:</u> The bottom of the hierarchy within the colleges of magic.</p>	
<p><u>Passive Abilities</u> Magician (Feature) Passive. You are able to use a number of Abilities from the Mystic class equal to your level. Suggested spells; Projectile (Heat Damage), Teleport (2 Portals), Illusions (2 points)</p> <p><u>Wearing</u> Guard Ring from Spiritual Damage (Magical Item)\$150 fc. Uncommon. A ring of precious metal loaded with a spirit and with DNA from the wearer. The next time the wearer would take Spiritual Damage, the harm is avoided and the ring is destroyed. (Finger)</p>	
<p><u>Quick Action(s)</u> Hex (Feature) As a Quick Action; Roll 1d8+MAGIC against a target within 30 ft to deal Spiritual Damage (ignoring DEFENCE). The target rolls 1d8+MAGIC or FAITH to reduce or avoid.</p> <p><u>Reaction(s)</u> Protect and Punish (Ability) <i>Reaction</i>; If you or a creature within 30 ft of you is hit with a single target attack, generate a magical barrier that blocks half the damage (rounded up) that would be lost in HP. This half damage can then be applied to a creature of your choice in the same range, ignoring DEFENCE. You may use this ability a number of times equal to twice your MAGIC Skill. (4)</p>	
<p><u>Items:</u> *Magic Potion (Magical Item) \$100 fc. Rare Made out of mysterious ingredients. Use a Major Action to administer. Heal the creature that consumes it for 1d8. Single use.</p>	

<p>Armed Guard (Any Alignment) Level 4 Man-sized, Person</p>	
<p>DEFENCE: 5 HP: 6 Movement: 30ft</p> <p>Scores: Mind: 0 Body: 0 Soul: 0</p> <p>Notable Skills; STRENGTH: 1</p> <p><u>Description:</u> Security personnel carrying a gun or weapon</p>	
<p><u>Passive Abilities:</u> FREEZE (Ability) Passive. When engaging in combat with enemies you can see. At the start of combat, you can issue this command to allow you or someone from your party to be the first to act on initiative. If both parties have this ability, Initiative roll continues as normal.</p> <p><u>Wearing</u> Bulletproof Vest (Item) \$75fc. Restricted. Adds 1 to DEFENCE while worn. Also reduces damage from Projectile weapons by 1. (Torso) Helmet (Item) \$100 fc. Common Adds 1 to DEFENCE while worn, also reduces Fall Damage by 1. (Head) Protective Clothing (Item) \$200 fc. Common. Adds 1 to DEFENCE while worn (Torso,Legs,Feet)</p>	
<p><u>Major Action(s)</u> Shotgun (Weapon: High Powered) \$1000 fc. Rare (Projectile 90 ft) Roll 1d10+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Also the target and all creatures within 5ft of them must Roll 1d8+DEXTERITY to reduce 5 Blast Damage. Fires One Slug before Major Action to Reload. (Two Handed. Heavy. Loud)</p> <p>Keep Out (Feature) As a Major Action; You may keep a group of creatures from entering a location. Select a door or passageway up to 10ft in width. If you stand before it, un-allied creatures are unable to pass until you move, allow passage or fall unconscious. You may use this feature once per encounter.</p>	
<p><u>Items:</u> *Baton, Protective Clothing, 24 Shotgun Bullets</p>	

<p>Average Citizen (Any Alignment) Level 1 Human-sized, Person</p>	
<p>DEFENCE: 3 HP: 6 Movement: 30ft</p> <p>Scores: Mind: 0 Body: 0 Soul: 0</p> <p><u>Description:</u> Ordinary civilians, commoners, regular people.</p>	
<p><u>Major Action(s)</u> Fling Sumtn (Ability); If you are holding an item Roll 1d4+STRENGTH against a target within 40ft's DEFENCE, excess is applied in Physical Damage Improvised Weapon (Item) (Requires a Quick Action to procure) As A Major Action; Roll 1d6 + DEXTERITY or STRENGTH against a target within 5 ft's DEFENCE, the excess is applied in Physical Damage. Unarmed Attack (Ability) As a Major Action; Roll 1d4 + DEXTERITY or STRENGTH against a target within 5 ft's DEFENCE, the excess is applied in Physical Damage</p>	
<p><u>Items:</u> -1d8x10 \$fc, -Cell Phone, -Any Non-Magical Item</p>	

B

<p>Bacoo (Bottled; Level 6 or Unbottled; Level 8) Palm-sized, Spirit (Chaotic Any Alignment)</p>	
<p>DEFENCE: 3 HP: 3 Movement: 0ft (Bottled), 60ft (Unbottled) Scores: Mind: 1 Body: -2 Soul: 4 Notable Skills; STEALTH: 2</p>	
<p><u>Description:</u> Bacoo (Bakoo, Bacoo, Buck) Is a mischievous mythological spirit from Guyana and Suriname. Bacoos are told to be found in empty corked rum bottles and jars floating in the Caribbean Sea and are said to have magical powers.</p>	
<p><u>Passive Abilities</u> (If Bottled:) Glass House (Feature); Passive. You are trapped by glass (its DEF is 0, HP: 1). You are unable to damage the bottle yourself and your magical abilities do not affect it. The bottle will break if you or it are hit with Physical or Blast Damage or more than 2 Sonic Damage. If it breaks you become Unbottled.</p>	
<p><u>Major Action(s)</u> Rum Punch (Ability) As A Major Action: Roll a contested 1d8+MAGIC to exceed 1d8+RESILIENCE against A creature within 10ft. If exceeded the creature becomes Inebriated (Condition) for a number of turns equal to your MAGIC. This condition does not stack. Transmute (Ability) As A Major Action: You can transform an object within 5ft into an object of equal or lesser value. You may also transform money into objects and vice versa. (If Unbottled:) Bacoo's Curse (Feature) As A Major Action: In a 120ft range; All held non-magical melee weapons are transformed into bananas, all ammunition is transformed into milk. You may use this ability once per day. * Spilt Milk (Ability) Major Action; A non-magical item you touch gains the 'magical item' tag for one day. You are also able to reverse the effects of Bacoo's Curse (Feature). You may use this ability once per day.</p>	
<p><u>Items:</u> *10xBacoo Container Shard; (Magical Item) \$500fc. Uncommon. Transform an item the shard touches into another item of equal or lesser value. Single use. OR *Bacoo's Bottle; (Magical Item) \$5000fc. Rare. As A Major Action; Roll a contested 1d8+ CONVINCE, SPEED or MAGIC against a Hand-sized or smaller spirit within 5ft. If you exceed the spirit's roll the spirit is trapped until a person opens the bottle as a Major Action.</p>	<p><u>Unfinished Business</u> It is quite difficult to get rid of a Bacoo. Bacoo can be trapped in a bottle, but doing so requires skill and patience. A bottle containing trapped Bacoo is usually given to fishermen to be discarded into the great depths of the ocean</p>

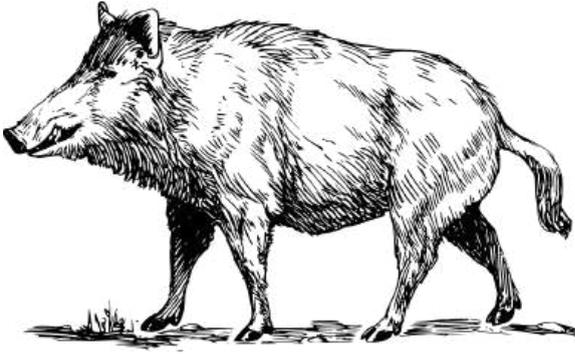
<p>Bear (Chaotic Neutral) Level 6 Cattle-sized, Fauna (Exotic)</p>	
<p>DEFENCE: 4 HP: 10 Movement: 70ft Walk, 40ft Swim/Climb</p> <p>Scores: Mind: -2 Body: 4 Soul: 0</p> <p>Notable Skills; DETECT: 2 STRENGTH: 5</p>	
<p><u>Description:</u> Large, stocky animals with non-retractable claws, shaggy fur and short tails.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive</u></p> <p>Dark Vision (Feature) Passive. You can see in the dark.</p> <p>Hefty (Feature) <i>Passive.</i> While at full HP, Damage you take is halved.</p> <p>Keen Sense: Hearing, Sight, Smell (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p> <p>Multi-Attack (Feature) Passive. You are able to make 3 Attacks on your turn; one Bite as a Major Action, and two with Claws as Quick Actions.</p> <p>Pin (Ability) <i>Passive.</i> If you are attacking a Floored creature using Melee it also becomes Restrained.</p>	
<p><u>Major Action(s)</u></p> <p>Bite (Feature) Roll 1d4+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p><u>Quick Action(s)</u> You are able to make 2 Claw actions;</p> <p>Claws; Roll 1d6+STRENGTH against a target's within 5 ft's DEFENCE, the excess is applied in Physical Damage</p>	

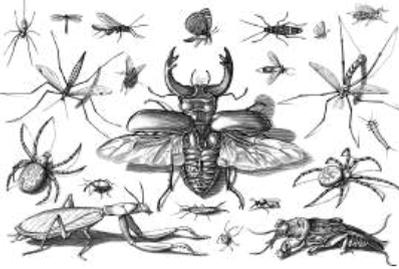
<p>Birdfolk (Any Alignment) Level 1 Human-sized, Person</p>	
<p>DEFENCE: 3 HP: 5 Movement: 30ft Walk 60ft Fly</p> <p>Scores: Mind: 0 Body: 2 Soul: 0</p> <p>Notable Skills; STRENGTH: 1</p>	
<p><u>Description:</u> An avian humanoid</p>	
<p><u>Major Actions</u></p> <p>*Enchanting Voice (Feature) As a <i>Major Action</i>; Speak a command that can be completed using Movement and/or a Quick Action. Enemy creatures within 60ft that can hear you must roll 1d8+FOCUS to exceed your 1d8+CONVINCE. Creatures that fail become Enchanted and must follow your instructions on their turns for an amount of turns equal to your MAGIC Skill. Each time you or the Enchanted takes damage they may repeat the roll to save. You may use this ability once per encounter.</p> <p>Lacerate Roll 1d6+STRENGTH against a target within 5ft's DEFENCE excess is applied in Physical Damage.</p> <p><u>Quick Actions</u></p> <p>Lacerate.</p>	
<p><u>Items:</u></p> <p>*Attachable Wings The user sprouts 2 wings which allow them to fly when they use the Sprint Action. The wearer also gets 2 Temporary HP. When taking damage you may decide to take it to your actual HP or to the wings instead. If the wings take 2hp damage they are destroyed. (Back)</p>	

<p>Black Heart Man (Chaotic Evil) Level 20 Human-sized, Person</p>	
<p>DEFENCE: 3 HP: 10 Movement: 40 ft</p> <p>Scores: Mind: 1 Body: 1 Soul: 4</p> <p>Notable Skills; CONVINCE: 4 MAGIC: 5</p> <p><u>Description:</u> The Blackheart Man is a cruel man who travels along lonely country roads in Caribbean countries in search of boys and girls to eat their hearts unnaturally enhancing his MAGIC.</p>	
<p><u>Passive Abilities</u></p> <p>Palpitate (Feature) <i>Passive.</i> Living creatures within 60 ft of you suffer the Shaken condition.</p> <p>Pulse Sense (Feature) You are able to pinpoint the location of anything with a heartbeat in 120 ft of you</p> <p>Telepathy (Ability) <i>Passive;</i> You can wordlessly send your thoughts to creatures within 120 ft of you and anywhere outside this range for creatures you are closely familiar with. These creatures can then respond if they are willing.</p> <p>Trinkets and Carrouches (Feature) <i>Passive.</i> You are able to bestow your Magic Abilities into items to allow other creatures to cast them using your Scores. (Teleport 6 Portals bestowed: 4 to Car, 2 to Coffin)</p>	
<p><u>Major Action(s)</u></p> <p>Bloodclot (Ability) As a Major Action; Roll a contested 1d8+MAGIC to exceed 1d8+RESILIENCE of a living creature within 30ft. If the creature fails they suffer Emotional Damage equal to their current HP. You may use this ability a number of times per day equal to your FOCUS.</p> <p>Telepathy (Ability) As a Major Action; You may attempt to overpower a creature within 120 ft. You roll a contested 1d8+MAGIC check against the target who rolls 1d8+CONVINCE, FOCUS, FAITH, INTUITION, MAGIC or STYLE. The highest roll enchants the loser (On a tie nothing happens, and the usage is expended).</p> <p>The creature that wins can either; Force the loser to immediately perform a Reaction, Force the loser to perform a Major Action on its turn, Read the immediate thoughts of the loser or modify the loser's memory using 5 words. The enchanted creature will not knowingly injure themselves.</p> <p>The enchantment ends once the course of action is attempted (whether or not it was successful).</p> <p>If the charmer or charmed takes damage before the course of action is taken they may Reroll the contest. You may attempt to overpower a creature a number of times per day equal to your CONVINCE Skill.</p> <p><u>Quick Action(s)</u></p> <p>*Flying Knife A Flying Knife that follows your command. As a Quick Action; Roll 1 d6+MAGIC against a target within 60ft's DEFENCE, the excess is applied in Physical Damage.</p> <p><u>Reaction(s)</u></p> <p>Harvest (Ability) As A Reaction; If a living creature within 10ft falls to OHP regain the use of one ability.</p>	
<p><u>Items:</u></p> <p>*2x Animator's Ink (Magical Item)</p> <p>*4x Flying Knife (Magical Item)</p> <p>Black Heart's Coffin (Construct),</p> <p>Black Heart's Hearse (Construct)</p>	

<p>Black Heart's Coffin (Chaotic Evil) Level 5 Cattle-sized, Construct</p>	
<p>DEFENCE: 5 HP: 15 Movement: 30 ft</p> <p>Scores: Mind: 0 Body: 1 Soul: -1</p> <p>Notable Skills; RESILIENCE: 5 MAGIC: 1</p>	
<p><u>Description:</u> The black wooden sentient coffin carried by the Black heart Man. The door of the coffin is used as its appendage like a gaping maw that engulfs and dissolves victims..</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Toxin Condition Immunities; Poisoned Weaknesses; +1 Damage taken from Heat</p>
<p><u>Passive Abilities</u> Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature Manufactured (Feature) <i>Passive.</i> You are Unable to be healed by resting, Medical Items, Potions or Teas. A person may spend time fixing you restoring 1 HP per hour.</p>	
<p><u>Major Action(s)</u> Bludgeon; Roll 1d6+STRENGTH against a target within 5ft's DEFENCE, excess is applied in Physical Damage. Engulf (Ability) As A Major Action; A creature you touch who is Grabbed, or is Unconscious, Paralyzed or Stunned becomes Restrained by you and Blinded. Teleport (Bestowed Ability: 2 Portals) <i>Major Action;</i> You can expend a portal to transport yourself to a place you have been to or seen before. <u>Quick Action(s)</u> Digest (Ability) As a Quick Action; If you are Restraining a creature deal 1 Acid Damage (Ignoring DEFENCE) each turn. You can use this skill a number of times equal to your RESILIENCE. <u>Reaction(s)</u> Shell Down(Feature) As a Quick Action or Reaction. Increase your DEFENCE by 1 and become Blinded. Ends when you take a Major Action.</p>	
<p><u>Deadleff:</u> *Re-usable Coffin (Magical Item) \$10,000fc. Rare. A Heavy Man-sized coffin. Resting in this casket recovers 3 HP per hour. So rest in peace.</p>	

<p>Black Heart's Hearse(Chaotic Evil) Level 10 Cattle-sized, Construct</p>	
<p>DEFENCE: 5 HP: 15 Movement: 300 ft</p> <p>Scores: Mind: 0 Body: 1 Soul: 0</p> <p>Notable Skills; RESILIENCE: 5, SPEED: 5, MAGIC: 1</p>	
<p><u>Description:</u> The sentient vehicle of the Black Heart Man.</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Toxin Condition Immunities; Poisoned Weaknesses; Double Damage taken from Heat, Falls and Explosions.</p>
<p><u>Passive Abilities</u> Manufactured (Feature) Passive. You are Unable to be healed by resting, Medical Items, Potions or Teas. A person may spend time fixing you restoring 1 HP per hour. Tackle (Ability) Passive. Whenever you move 15ft or more then make a successful melee attack against a creature; in addition to taking damage the target must also Roll 1d8+STRENGTH or DEXTERITY to exceed your total Attack Roll or be knocked to the Floored position.</p>	
<p><u>Major Action(s)</u> Hit and Run (Ability) Once the target is on flat terrain with an uninterrupted path suitable for the vehicle to traverse. As a Major Action; Roll 1d8+FOCUS against the target's DEFENCE, the Excess is applied as Physical damage. If attacking a Floored creature add your Body Score to the Damage dealt. On a successful hit the vehicle also suffers Physical damage equal to; the target's DEFENCE Teleport (Bestowed Ability): 4 Portals) <i>Major Action</i>; You can expend two portals to transport yourself to a place you have been to or seen before.</p> <p><u>Quick Action(s)</u> *Daring Headlights (Magical Item) As a Quick Action, creatures in a 120ft in a direct line must Roll 1d8+FOCUS to exceed your 1d8+MAGIC in order to use their Movement. Trample (Ability) As a Quick Action; If a creature within 5ft of you is Floored you may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage</p>	
<p><u>Deadleff:</u> *Car (Item) \$10,00fc.<i>Dear</i>. This vehicle can comfortably carry a handful of Man-sized or smaller passengers. A creature expends 5 ft of Movement to enter or exit. Travelling in the vehicle counts as Light cover and adds +1 to DEFENCE. Use a Major Action to navigate. Movement Speed during combat is now 300 ft per turn (or 600 ft for Luxury cars). Crashing is applied in Fall Damage for distance travelled. If a vehicle is reduced to 0HP. All riders must roll 1d8+DEXTERITY against the harm dealt.</p>	

<p>Boar (Lawful Neutral) Level 4 Man-sized, Fauna Invasive</p>	
<p>DEFENCE: 4 HP: 9 Movement: 50 ft</p> <p>Scores: Mind: -2 Body: 1 Soul: 0</p> <p>Notable Skills; LOCATE: 2 RESILIENCE: 3 SPEED: 2 STRENGTH: 2</p>	
<p><u>Description:</u> A The wild pig which can be found in the mountains of Portland and St. Thomas and which is hunted with impunity by private individuals and groups.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Hefty (Feature) <i>Passive.</i> While you are at full HP, Damage you take is halved Keen Sense: Smell, Hearing (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll. Tackle (Ability) <i>Passive.</i> Whenever you move at least 15ft and make a successful melee attack against a creature; the target must Roll 1d8+STRENGTH or DEXTERITY to exceed your total Attack Roll or be knocked to the Floored position.</p>	
<p><u>Major Action(s)</u> Bludgeon; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p>	

<p>Bugs and Insects (Level 0) or Venomous Insect (Level 0.5) Thumb-sized, Fauna (Chaotic Neutral)</p>	
<p>DEFENCE: 0 HP: 1 Movement: 10 ft walk/climb (some fly) Scores: Mind: -4 Body: -4 Soul: 0</p> <p>Notable Skills; STEALTH: 4</p> <p><u>Description:</u> Creepy crawlies</p>	
<p><u>Passive</u> Featherweight (Feature) <i>Passive.</i> You are immune to Fall Damage. Wall Climb (Feature) <i>Passive.</i> You may walk freely on vertical surfaces and roofs.</p>	
<p><u>Major Action(s)</u> (Level 0) Harmless Appendages (Feature) Your attacks do no damage if the target is more than a larger size category than you.</p> <p>(Level 0.5) Venomous Sting (Feature) Roll 1d4+ STRENGTH to exceed a creature within 5ft's DEFENCE (if you are Hidden you may add your STEALTH instead). If exceeded the creature rolls 1d8+RESILIENCE to exceed a 6. If the creature fails they are Poisoned. At the end of the poisoned creature's turns they must make a 1d8+RESILIENCE roll to exceed a 6 and take 1 Toxin damage if they fail. This poison effect continues until cured with an Antitoxin or until a natural 8 is rolled. If the creature is poisoned any more times before being cured they suffer 2 Toxin damage on a fail instead.</p>	

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<p>Cat (Chaotic Neutral) Level 0.25 Bucket-sized, Fauna (Domesticated) \$50fc</p>	
<p>DEFENCE: 3 HP: 3 Movement: 50ft Walk, 30ft Climb</p> <p>Scores: Mind: -2 Body: -3 Soul: 0</p> <p>Notable Skills; DETECT: 2 DEXTERITY: 4 SPEED: 3 STEALTH: 4</p>	
<p><u>Description:</u> Cats are graceful, carnivorous mammals with sharp teeth and claws.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Cat-Like Reflexes (Feature) Passive. When you use a Reaction you are able to move 5ft in any direction. If you take fall damage reduce harm by 2. Dark Vision (Feature) Passive. You can see in the dark. Keen Sense: Sight, Hearing (Feature) Passive. When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p>	
<p><u>Major Action(s)</u> Scratch/Bite; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p>	

<p>Catperson/Catfolk (Any Alignment) Level 1 Human-sized, Person</p>	
<p>DEFENCE: 3 HP: 6 Movement: 30ft</p> <p>Scores: Mind: 0 Body: 1 Soul: 0</p> <p><u>Description:</u> Feline humanoids.</p>	
<p><u>Passive Abilities</u> Cat-Like Reflexes (Feature) Passive. When you use a Reaction you are able to move 5ft in any direction. If you take fall damage reduce harm by 2. Dark Vision (Feature) Passive. You can see in the dark. Keen Sense: Sight, Hearing (Feature) Passive. When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p>	
<p><u>Major Action(s)</u> Claws (Feature); Roll 1d6+STRENGTH against a target's within 5 ft's DEFENCE, the excess is applied in Physical Damage</p>	
<p><u>Items:</u> -80 \$fc worth of gold</p>	

<p>Centaur (Neutral) Level 5 Cattle-sized, Spirit</p>	
<p>DEFENCE: 3 HP: 12 Movement: 50 ft</p> <p>Scores: Mind: 0 Body: 2 Soul: 1</p> <p>Notable Skills; STEALTH -2, STRENGTH: 3</p>	
<p><u>Description:</u> Described in Greek mythology as a creature with the head, arms, and torso of a human and the body of a horse.</p>	
<p><u>Passive Abilities</u> Tackle (Ability) <i>Passive.</i> Whenever you move 15ft or more then make a successful melee attack against a creature; in addition to taking damage the target must also Roll 1d8+STRENGTH or DEXTERITY to beat or match your total Attack Roll or be knocked to the Floored position.</p>	
<p><u>Major Action(s)</u> Bludgeon Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p>*Centaur's Bow (Weapon: Deadly) \$100 <i>fc. Uncommon.</i>(Projectile 120 ft) Elastic string stretched between a wooden, plastic or metal frame. Light. Fires Arrows. As a Major Action; Roll 1d8 +FOCUS or DEXTERITY to exceed target's DEFENCE. The Difference is applied as Physical or Spiritual Damage. Reloads itself after each shot. (2 Handed)</p> <p><u>Quick Action(s)</u> Trample (Ability) As a Quick Action; If a creature within 5ft of you is Floored you may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage</p>	
<p><u>Items:</u> \$20fc worth of gold. *Centaur's Bow</p>	

<p>Cheetah (Chaotic Neutral) Level 1 Man-sized, Fauna (Exotic)</p>	
<p>DEFENCE: 2 HP: 6 Movement: 120 ft</p> <p>Scores: Mind: -2 Body: 1 Soul: 0</p> <p>Notable Skills; DETECT: 2, SPEED: 5</p>	
<p><u>Description:</u> The cheetah is the world's fastest land animal and Africa's most endangered big cat</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Cat-Like Reflexes (Feature) <i>Passive.</i> When you use a Reaction you are able to move 5ft in any direction. If you take fall damage reduce harm by 2. Keen Sense: Hearing, Sight, Smell (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p>	
<p><u>Major Action(s)</u> Claws (Feature); Roll 1d6+STRENGTH against a target's within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p><u>Quick Action(s)</u> Claws (Feature) <u>Reactions</u> Claws (Feature)</p>	



<p>Chicken (Chaotic Neutral) Level 0.10 Bucket-sized, Fauna (Domesticated) \$10fc</p>	
<p>DEFENCE: 2 HP: 2 Movement: 20ft Walk, 10ft Fly Mind: -3 Body: -4 Soul: 0</p>	
<p><u>Description:</u> Domesticated birds called poultry. Chickens have short wings and a heavy body</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Major Action(s)</u> Peck; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p>	
<p><u>Deadleff:</u> \$8fc of Poultry</p>	

<p>Chickcharney (Chaotic Neutral) Level 6 Human-sized, Spirit</p>	
<p>DEFENCE: 4 HP: 10 Movement: 60ft Walk, Fly Scores: Mind: -1 Body: 3 Soul: 1 Notable Skills; DETECT: 4</p>	
<p><u>Description:</u> (Chickcharney, Chickarney, Chikcharney or Chikarney) an owl-like creature from the Andros Islands in Bahamas said to have three fingers, three toes, and large, piercing red eyes</p>	
<p><u>Passive</u> Dark Vision (Feature) <i>Passive.</i> You are able to see in the dark. Keen Sense: Hearing, Sight (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll. Pin (Ability) <i>Passive.</i> If you are attacking a Floored creature using Melee it also becomes Restrained.</p>	
<p><u>Major Action(s)</u> Peck; Roll 1d4+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage Trippy Legs (Feature) <i>As A Major Action;</i> Unnaturally extend your feet Until your next turn your Movement becomes zero and creatures you choose that come within 5ft of you become Floored. <u>Quick Action(s)</u> You are able to do 2 Quick Action Claw Attacks on your turn. Claws; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p>	
<p><u>Deadleff:</u> *Attachable Wings (Magical Item) \$2000fc. <i>Uncommon</i> The user sprouts 2 wings which allow them to fly when they use the Sprint Action. The wearer also gets 2 Temporary HP. When taking damage you may decide to take it to your actual HP or to the wings instead. If the wings take 2hp damage they are destroyed. (Back)</p>	<p><u>Unfinished Business:</u> If a traveller meets a chickcharney and treats it well, they will be rewarded with good luck (the next d8 roll will be an 8), while treating a chickcharney badly will result in bad luck (the next roll made will be a 1).</p>

Choppa / Scamma (Neutral or Evil) Level 10
Human-sized, Person

DEFENCE: 3 **HP:** 6 **Movement:** 30ft

Scores: Mind: 1 Body: 0 Soul: 0

Notable Skills;

CONVINCE: 3

DETECT: 2

STUDY: 2

STEALTH: 2



Description: Someone who scams others online or by phone. A white collar criminal. *You may scale this creature's Level up or down; For each level added you may include an additional Item or Ability from; the **Criminal** or **Professional** class.

Passive Abilities

Disguise (Ability) Passive. Grants an alternate identity, pen name or stage name that allows the user to blend into normal crowds as someone else. This disguise includes proper documentation and an appropriate costume.

Jinnal (Ability) Passive. If this is your first time meeting a creature. The first Roll you have to CONVINCE or STEALTH against them gets double your points in that skill.

Wearing

***Guard Ring from Police Detection** (Magical Item) \$150 *fc*. *Uncommon*. Activate while or before travelling. This ring allows the wearer to travel without being stopped by Law Enforcement. If the wearer is travelling with a group, the group may get stopped but Law Enforcement will ignore the wearer unless the wearer speaks or interacts with the Law. Once this item is used to avert Law Enforcement the ring is destroyed. (Finger)

Major Action(s)

Nearby Bushes (Feature) *As a Major Action*; You can touch a bush or tree large enough to conceal your entire body to transport yourself, emerging from any Barrel-sized or bigger plant within your line of sight.

***Pistol** (Weapon: Deadly) \$500*fc*. *Rare* (Projectile 150 ft) A metal hand-held fire-arm. Light. Roll 1d8+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Fires 17 bullets before you need to use a Major Action to Reload.

Quick Action(s)

Study Weakness (Ability) *As a Quick Action*. You gain insight on the weaknesses of a target creature. You are able to add your STUDY Skill to any Attack Roll you make against the target. You may use this ability for a number of attacks equal to your level.

Reaction(s)

Backlash (Ability) *As a Reaction*; You are able to attack an enemy that just damaged you if it is in range of your held weapon.

Damage Control (Ability) *As A Reaction*. When you or creatures within 5ft of you take Damage, you are able to restore HP equal to your STUDY Skill to yourself or the creature(s) once the damage did not reduce you (the user of this ability) to OHP. This ability can be used a number of times equal to your FOCUS.

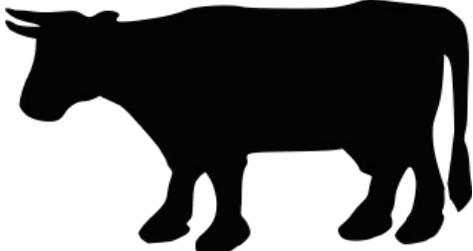
Items:

±1d8 x 100 \$*fc*

<p>Chupacabra (Chaotic Neutral) Level 2 Barrel-sized, Spirit</p>	
<p>DEFENCE: 2 HP: 6 Movement: 120 ft</p> <p>Scores: Mind: -2 Body: 1 Soul: 0</p> <p>Notable Skills; DETECT: 2 SPEED: 4 STEALTH: 5</p> <p><u>Description:</u> A leathery or scaly greenish-gray skinned creature with sharp spines or quills. Attacks and drinks the blood of animals, mainly livestock. Initially from Puerto Rico with sightings in Mexico and the Americas</p>	
<p><u>Passive Abilities</u></p> <p>Keen Sense: Hearing, Sight, Smell (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p>	
<p><u>Major Action(s)</u></p> <p>Leech (Ability) Roll 1d8+STRENGTH, SPEED or DEXTERITY against a target within 5ft's DEFENCE, The difference is applied in Physical Damage. You gain temporary HP equal to the amount of HP lost.</p> <p><u>Quick Action(s)</u></p> <p>Claws (Feature); Roll 1d6+STRENGTH against a target's within 5 ft's DEFENCE, the excess is applied in Physical Damage</p>	

<p>Churile (Any Alignment) Level 2 Human-sized, Spirit</p>	
<p>DEFENCE: 3 HP: 6 Movement: 30 ft Hover</p> <p>Mind: 0 Body: -1 Soul: 1</p> <p>Notable Skills; MAGIC: 2</p>	
<p><u>Description:</u> Churile, Churail, Churel or Choorile (Trinidad), Kuntilanak (Indonesia), Pontianak (Malay), or Yakshi (Hindu) is a ghost who died during childbirth or while pregnant. Sometimes the child died too. Either the mourning churile or their baby can be heard wailing when one is near.</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Physical, Poison, Drowned Resistances; Acid Damage is halved Condition Immunities; Floored, Tripped</p>
<p><u>Passive Abilities</u> Incorporeal (Feature) <i>Passive.</i> While Incorporeal you are unable to touch or be touched by non-magical objects and creatures. You can affect other Incorporeal objects and creatures. You are immune to Physical and Poison Damage and take half Damage from Acid. Hover (Feature) <i>Passive.</i> You can float a few feet off the ground at will when moving your walk speed. You are immune to being Tripped.</p>	
<p><u>Major Actions</u> *Death Wail (Ability) Major Action; Creatures within 60ft that can hear you must roll 1d8+RESILIENCE to reduce Sonic Damage equal to 5+MAGIC. Creatures that roll a 1 are also Deafened until the end of their next turn. Duppy Box (Ability) As a Major Action; Roll 1d6+MAGIC against the target's DEFENCE to deal the difference in Spiritual Damage. *Invisibility (Ability) As a Major Action; You are unable to be seen by normal means until the end of your next turn (effect continues if you repeat this Action). You count as Hidden. If you take damage, roll FOCUS to beat damage taken in order to maintain Invisibility. If you are made visible you may re-attempt an amount of times equal to your MAGIC Skill. Leech (Ability) Roll 1d8+STRENGTH, SPEED or DEXTERITY against a target within 5ft's DEFENCE, The difference is applied in Physical Damage. You gain temporary HP equal to the amount lost by the target.</p> <p><u>Quick Actions</u> Phase (Ability) As a Quick Action. You are able to switch from Incorporeal to Corporeal until the start of your next turn.</p> <p><u>Reactions</u> *Intangibility (Ability) As a Reaction; You and anything you are holding switches from Incorporeal to Corporeal (or vice versa) until the start of your next turn. You may use this ability a number of times per day equal to your MAGIC.</p>	
<p><u>Items:</u> Tethered to; Any non-magical item worn by the mother.</p>	<p><u>Deadleff (*):</u> The Abilities highlighted above * _ can be bonded to any item worn by a baby. <u>Unfinished Business:</u> The churile desperately follows babies and the pregnant. usually haunting them. A churile avoids water, and crossing a river is one of the ways to get away.</p>

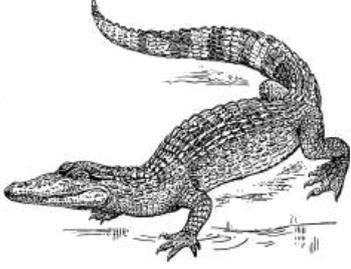
Congregation Member (Good) or Cult Initiate (Evil) Man-sized, Person (Level 1)	
DEFENCE: 2 HP: 6 Movement: 30ft Scores: Mind: 0 Body: 0 Soul: 1 Notable Skills; FAITH: 2	
<u>Description:</u> A follower of a particular religion or spiritual practice	
<u>Passive:</u> Shield of Faith (Feature). Passive. Reduce Spiritual Damage you take by an amount equal to your FAITH.	
<u>Major Action(s)</u> Rebuke (Ability) <i>As a Major Action</i> ; Roll 1d8+FAITH against a creature that can hear you, the creature rolls 1d8+FOCUS to resist, difference is applied in Spiritual Damage (ignoring DEFENCE). Stone (Melee 5ft/Thrown 40ft) Physical Damage: 1d6 + DEXTERITY or STRENGTH. <u>Reaction(s)</u> Just as the prophecy foretold (Ability) Reaction. Change the dice roll of a creature within 60ft to a 1 or a Maximum roll. Usage: Once per day No Weapon Formed (Ability) <i>As a Reaction</i> ; Add your FAITH Skill to your DEFENCE until the start of your next turn. You can use this ability a number of times per encounter equal to your LUCK.	
<u>Items:</u> 1d8 \$fc worth of Offering.	

Cow (Neutral) Level 2 Cattle-sized, Fauna (Domesticated) \$700fc	
DEFENCE: 2 HP: 10 Movement: 30 ft Scores: Mind: -2 Body: 3 Soul: 0 Notable Skills STEALTH: -2, DEXTERITY: -2	
<u>Description</u> A large plant-eating domesticated mammal with solid hooves and horns	
<u>Passive</u> Hefty (Feature) <i>Passive</i> . While you are at full HP, Damage dealt to you is halved.	
<u>Major Action(s)</u> Gore or Bludgeon ; Roll 1d6+STRENGTH against a target within 5 ft's DEFENCE, the excess is applied in Physical Damage <u>Quick Action(s)</u> Trample (Ability) <i>As a Quick Action</i> ; If a creature within 5ft of you is Floored you may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage	
<u>Items</u> Tracking Tag x 1 Rope 30ft	<u>Deadleff</u> Cow Hide \$600 fc worth of Raw Beef

<p>Crab Ghost (Chaotic Evil) Level: 0.5 Palm-sized, Spirit</p>	
<p>DEFENCE: 2 HP: 2 Speed: 20ft (walk/swim)</p> <p>Scores: Mind: -4 Body: -3 Soul: 1</p> <p>Notable Skills; STRENGTH: 0</p>	
<p><u>Description:</u> Crab ghosts, (not to be mistaken for ghost crabs) are spirits that manifest from greed, carcinize and lurk around sunken ships and port cities and attach themselves to valuable looking items. Lurching out at curious or greedy explorers who get close to the item.</p>	
<p><u>Passive Abilities</u> Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature</p>	
<p><u>Major Action(s)</u> Pinch (Feature) 1d4+STRENGTH to exceed a target within 5 ft's DEFENCE, The difference is applied in Physical Damage.</p> <p><u>Quick Action(s)</u> Drop Item: On its first turn Crab Ghost drops half of Pinched Cache as a Quick Action</p> <p><u>Reaction(s)</u> Shell Down(Feature) As a Quick Action or Reaction. Increase your DEFENCE by 1 and become Blinded. Ends when you take a Major Action.</p>	
<p><u>Items</u> *Empty Cup (Magical Item) \$2500fc. <i>Rare.</i> A container made of precious material which holds the remnant wails of a ghost which can be heard when the cup is empty. The ghost wails its own haunted chorus or may be persuaded to repeat messages given to them. (Bag, Hand or Waist)</p> <p>*Pinched Cache (Magical Item) \$1000 fc worth of jewellery. If a creature picks up and pockets any amount of this treasure, all their allies within 30 ft suffer 1 Spiritual Damage (Ignoring DEFENCE).</p>	

<p>Crab in A Barrel (Chaotic Evil) Level 4 Barrel-sized, Spirit</p>	
<p>DEFENCE: 5 HP: 5 Speed: 40ft (walk/swim)</p> <p>Scores: Mind:-2 Body: 1 Soul: 1</p> <p>Notable Skills; RESILIENCE: 4, STEALTH: 4</p>	
<p><u>Description:</u> Crab in A Barrel inhabit discarded items in sunken ships. It is indistinguishable from a normal barrel while staying still, but will attack anyone who peeks into its barrel.</p>	
<p><u>Passive Abilities</u> Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature.</p> <p>Multi-Attack (Feature); The Crab in A Barrel is able to do two claw attacks. One as a Major Action and one as a Quick Action.</p>	
<p><u>Major Action(s)</u> Claws (Feature) 1d6+STRENGTH to exceed a target within 5 ft's DEFENCE, The difference is applied in Physical Damage.</p> <p>Deathroll (Ability) If a creature is Grabbed by you you may twist your body to cause further harm. Deals your STRENGTH Skill in Physical Damage (Ignoring DEFENCE).</p> <p><u>Quick Action(s)</u> Drop Item: On its first turn Crab in a Barrel drops half of Pinched Treasure</p> <p>Dangerous Appendages (Feature)</p> <p><u>Reaction(s)</u> Shell Down(Feature) As a Quick Action or Reaction. Increase your DEFENCE by 1 and become Blinded. Ends when you take a Major Action.</p> <p>Crab Mentality (Ability) If the Crab in a Barrel has a Reaction available; A creature that is in the Crab In a Barrel's grasp can free themselves by switching positions with an ally within 15 feet. The replacement does not have to be willing and immediately becomes Grabbed instead. The Crab's Reaction is expended after this takes place.</p>	
<p><u>Items:</u> *Empty Barrel (Magical Item) \$10,000fc. <i>Rare</i> Makes the most noise. This container holds a multitude of ghosts which can be heard wailing when the barrel is empty. These ghosts may be persuaded to record and replay conversations in an entire room or 50ft square area.</p> <p>*Pinched Treasure (Magical Item) \$10,000 fc worth of jewellery. If a creature collects any amount of this treasure, all their allies within 60ft suffer 2 Spiritual Damage (Ignoring DEFENCE).</p>	<p><u>Deadleff;</u> All items marked *</p> <p><u>Unfinished Business:</u> Crab in a Barrel are larger versions of Crab ghosts, (not to be mistaken for ghost crabs) These spirits manifest from greed and lurk around sunken ships and port cities and attach themselves to valuable looking items. Lurching out at curious or greedy explorers who get close to the item.</p>

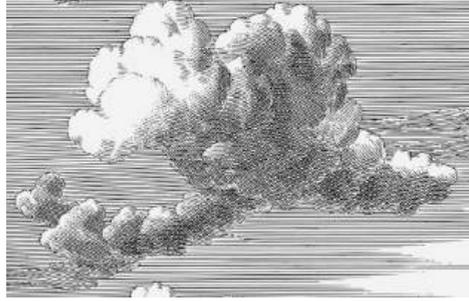
<p>Crab ship (Chaotic Evil) Level 20 Building-sized, Spirit</p>	
<p>DEFENCE: 5 HP: 50 Speed: 50ft walk,swim</p> <p>Scores: Mind: -2 Body: 5 Soul: 1</p> <p><u>Description:</u> Crab ghosts, (not to be mistaken for ghost crabs) These spirits manifest from greed and lurk around sunken ships and port cities and attach themselves to valuable looking items. Lurching out at curious or greedy explorers who get close to the item.</p>	
<p><u>Passive Abilities</u> Greedy (Feature) <i>Passive.</i> You take two turns each round. Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature. Multi-Attack (Feature); The Crab in A Barrel is able to do two claw attacks. One as a Major Action and one as a Quick Action.</p>	
<p><u>Major Action(s)</u> Squish Roll 1d10+STRENGTH against a target within 5ft's DEFENCE, excess is applied in Physical Damage</p> <p>Deathgrip (Ability) If a creature is Grabbed by you you may squeeze your body to cause further harm. Deals your STRENGTH Skill in Physical Damage (Ignoring DEFENCE).</p> <p><u>Quick Action(s)</u> Claws; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p>Drop Item: On its first turn Crab Ship drops half of Pinched Trove</p> <p><u>Reaction(s)</u> Shell Down(Feature) As a Quick Action or Reaction. Increase your DEFENCE by 1 and become Blinded. Ends when you take a Major Action, Quick Action, Reaction or use Movement. Crab Mentality (Ability) If the Crab in a Barrel has a Reaction available; A creature that is in the Crab In a Barrel's grasp can free themselves by switching positions with an ally within 15 feet. The replacement does not have to be willing and immediately becomes Grabbed instead. The Crab's Reaction is expended after this takes place.</p>	
<p><u>Items:</u> *Haunted Shipwreck (Magical Item) \$50,000fc. Rare A dilapidated wooden ship, serviced by an undead crew. At night at the command of its captain/owner the ship can float just above the water, buoyed and manned by its ghostly crew. As a Major Action you may command the crew to turn the ship Incorporeal along with its cargo and any non-ghost passengers (returning to Corporeal as a Major Action or after 1 hour). Though reliable in dark water, passengers should be careful, if exposed to direct sunlight the ghostly crew levitating the ship disappears until nightfall. If you drown from it sinking or die while on the Haunted Shipwreck you become an undead member of the ghostly crew serving its new captain.</p> <p>*Pinched Trove (Magical Item) \$100,000 fc worth of Rare jewellery. If a creature picks up and stores any amount of this treasure, their allies within 120 ft suffer 3 Spiritual Damage (Ignoring DEFENCE).</p>	<p><u>Deadleff:</u> All items marked *</p> <p><u>Unfinished Business:</u> If the Crab Ship reaches half HP it will accept a portion of gold no less than (remaining HP x \$1000)fc to stop fighting. If bribed in this way it can be CONVINCED to obey you. If CONVINCED it can man the Haunted Shipwreck during the day as the ghostly crew rests.</p>

<p>Crocodile (Chaotic Neutral) Level 3 Human-sized, Fauna (Natural)</p>	
<p>DEFENCE: 4 HP: 8 Movement: 20ft Walk, 60ft Swim</p> <p>Scores: Mind: -3 Body: 3 Soul: 0</p> <p>Notable Skills; STEALTH: 4</p>	
<p><u>Description:</u> Reptiles with a narrow and elongated snout. Lives in freshwater habitats within tropical forests</p>	
<p><u>Passive</u> Grip (Feature) <i>Passive</i>. If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature. Hefty (Feature) <i>Passive</i>. While you are at full HP, Damage dealt to you is halved.</p>	
<p><u>Major Action(s)</u> Chomp (Feature) Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p>Deathroll (Ability) If a creature is Grabbed by you you may twist your body to cause further harm. Deals your STRENGTH Skill in Physical Damage (Ignoring DEFENCE).</p> <p><u>Quick Action(s)</u> Camouflage (Feature) Quick Action. Hide if you are in; Foliage. Thrash; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage.</p>	

<p>Crow, Raven or Parrot (Chaotic Neutral) Level 0.5 Bucket-sized, Fauna (Natural)</p>	
<p>DEFENCE: 3 HP: 3 Movement: 20ft (walk) 60ft (fly)</p> <p>Mind: -2 Body: -3 Soul: 0</p> <p>Notable Skills; LOCATE: 4 DEXTERITY: 1 SPEED: 2</p>	
<p><u>Description:</u> loud and mischievous birds that can sometimes repeat phrases.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Keen Sense: Sight (Feature) <i>Passive</i>. When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll Mimic (Feature) <i>Passive</i>. You are able to recreate sounds and speech you hear.</p>	
<p><u>Major Action(s)</u> Peck; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p>	

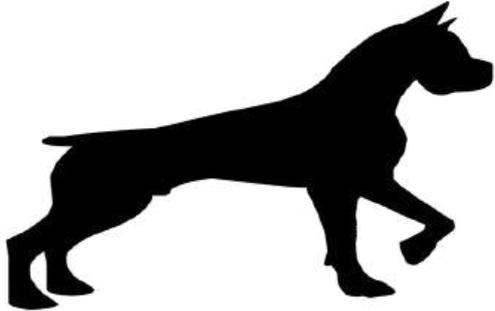
<p>Crowd (Any Alignment) Level 15 Mammoth-sized, Swarm</p>	
<p>DEFENCE: 3 HP: 40 Movement: 30ft</p> <p>Scores: Mind: 0 Body: 5 Soul: 0</p> <p>Notable Skills: STEALTH: -4</p> <p><u>Description:</u> A few dozen civilians acting together for a common goal.</p>	
<p><u>Passive</u></p> <p>1-1 Coco (Feature) <i>Passive.</i> Each turn The number of Major Actions you have is equal to your Current HP divided by 10</p> <p>Full Basket(Feature) <i>Passive.</i> . Your Current HP affects your form. If you are brought to 8 HP or less, use Average Citizen (Creature) Stats instead.</p> <p>Reactive (Feature) <i>Passive.</i> You have 2 Reactions each round</p>	
<p><u>Major Action(s)</u> .</p> <p>Fling Sumtn (Ability); If you are holding an item Roll 1d4+STRENGTH against a target within 40ft's DEFENCE, excess is applied in Physical Damage</p> <p>Improvised Weapon (Item) (Requires a Quick Action to procure) As A Major Action; Roll 1d6 + DEXTERITY or STRENGTH against a target within 5 ft's DEFENCE, the excess is applied in Physical Damage.</p> <p>Unarmed Attack (Ability) As a Major Action; Roll 1d4 + DEXTERITY or STRENGTH against a target within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p><u>Quick Actions</u></p> <p>Trample (Ability) As a Quick Action; If a creature within 5ft of you is Floored you may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage</p>	
<p><u>Items:</u> 1d8x100 \$fc, - 2d8 Random Non-Magical Items</p>	

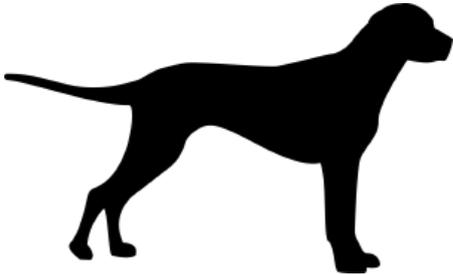
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<p>Dark Cloud (Level 6) Human-sized, Spirit (Neutral)</p>	
<p>DEFENCE: 1 HP: 9 Movement: 30ft Hover</p> <p>Scores: Mind: -1 Body: 0 Soul: 3</p> <p>Notable Skills; STEALTH: 3, MAGIC: 4</p> <p><u>Description:</u> A gloomy mass of condensed watery vapour floating in the atmosphere</p>	
<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Electrical, Toxin Damage Resistances: Physical Damage cannot exceed 1 Harm. Condition Immunities; Floored, Blinded, Deafened, Grabbed, Tripped, Poisoned, Towed Weaknesses; Moved 30ft by any gust of wind</p>	
<p><u>Passive Abilities</u> Amorphous (Feature), <i>Passive.</i> You are able to squeeze into tight spaces and through small openings, creatures and objects can also pass through you. See and Blind (Feature) <i>Passive.</i> You are able to sense Hidden creatures within 30 ft of you, even Blinded. Static Presence (Feature) <i>Passive.</i> Each time a Creature approaches within 10ft of your space it must roll 1d8+RESILIENCE to exceed your Level and suffers 1 Electrical Damage on a fail.</p> <p><u>Wearing</u> *Silver Lining (Magical Item) \$500fc. <i>Common.</i> When you Deal Electrical Damage do +1 Harm. (Torso/Legs/Feet)</p>	
<p><u>Major Action(s)</u> *Shock (Ability) <i>As a Major Action;</i> Roll 1d8+MAGIC against DEFENCE to deal Electrical Damage to targets within a 60ft line. On a critical success the target is paralyzed for one round, On a critical failure (1) the attack backfires and you and creatures within 5ft lose 1 HP.</p> <p>*Wind (Ability) <i>As A Major Action;</i> Roll 1d8+MAGIC, All untethered creatures must roll 1d8+STRENGTH to match or beat this roll (Creatures suffer -1 to this save per size category smaller than Man-sized, or gain +1 for each size category larger). If a creature does not exceed your roll they are Floored and are shoved in the direction of the wind 10ft per point of failure.</p> <p><u>Quick Action(s)</u> Camouflage (Feature) Quick Action. Hide if you are in; Clouds Drizzle (Ability) <i>As a Quick Action;</i> Until the start of your next turn, creatures that come within 5ft of you, or that pass under you become Soaked (Condition).</p> <p>*Mist (Ability) <i>As A Quick Action;</i> A 30ft radius of Fog surrounds you. Creatures in the fog are Blinded and Hidden. The Fog lasts a number of minutes equal to your MAGIC or until dispersed by strong wind. You may use this ability once per encounter.</p> <p>*Thunder (Ability) <i>As a Quick Action;</i> Creatures within 10ft must roll 1d8+RESILIENCE to exceed your current HP or take 1 Sonic Damage. Creatures that roll a 1 are Deafened for a number of minutes equal to your MAGIC.</p>	
<p><u>Deadleff;</u> The Dark cloud's Deadleff will only bond to weather related Possessions; Umbrellas, Thermometers, Wind Vanes etc. <u>Unfinished Business;</u> The Dark cloud mostly drifts aimlessly but will sometimes go out of its way to ruin someone's day</p>	

<p>Deacon (Good or Neutral) or Cult Recruiter (Evil) Human-sized, Person (Level 5)</p>	
<p>DEFENCE: 3 HP: 6 Movement: 30ft</p> <p>Scores: Mind: 0 Body: 1 Soul: 1</p> <p>Notable Skills; FAITH: 3</p>	
<p><u>Description:</u> A servant-leader of the lowest rank of the ministry.</p>	
<p><u>Passive:</u> Shield of Faith (Feature). Passive. Reduce Spiritual Damage you take by an amount equal to your FAITH.</p>	
<p><u>Major Action(s)</u> Rebuke (Ability) <i>As a Major Action</i>; Roll 1d8+FAITH against a creature that can hear you, the creature rolls 1d8+FOCUS to resist, difference is applied in Spiritual Damage (ignoring DEFENCE).</p> <p>Stone (Melee 5ft/Thrown 40ft) Physical Damage: 1d6 + DEXTERITY or STRENGTH</p> <p><u>Quick Action(s)</u> Procure an improvised weapon</p> <p><u>Reaction(s)</u> Just as the prophecy foretold (Ability) Reaction. Change the dice roll of a creature within 60ft to a 1 or a Maximum roll. Usage: Once per day</p> <p>Turn the other Cheek (Ability) <i>As a Reaction</i>; If an attack would reduce you to 0 you survive with 1 HP instead. You may use this ability once per encounter.</p>	
<p><u>Items:</u> *Likkle Tea (Magical Item) \$30 fc. Common. Heals 1 Hp. Use a Major Action to drink, or a Quick Action to feed tea to another creature. 3 uses. *1d8 x 10 \$fc worth of Offerings</p>	

<p>Doctor Bird (Level 1) or Hummingbird (Level 0.10) Thumb-sized, Fauna (Natural)</p>	
<p>DEFENCE: 3 HP: 2 Movement: 10ft (walk) 50ft (fly)</p> <p>Mind: -2 Body: -4 Soul: 0</p> <p>Notable Skills; DEXTERITY: 5, SPEED: 4, STEALTH: 4</p>	
<p><u>Description:</u> The Jamaican doctor bird, or swallow tail humming bird is Jamaica's national bird</p>	
<p><u>Passive Abilities</u> Zig Zag (Legendary Ability) Passive. You are unable to be targeted by projectile attacks you can see.</p>	
<p><u>Major Action(s)</u> Peck; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage (if Doctor Bird:)Healing Vibrations (Ability) Heal a creature within 10ft for 1 HP</p>	

<p>Dog, Large (Lawful Neutral) Level 1 Man-sized, Fauna (Domesticated) \$500fc</p>	
<p>DEFENCE: 2 HP: 6 Movement: 50 ft</p> <p>Scores: Mind: -2 Body: 1 Soul: 0</p> <p>Notable Skills; DETECT: 2 SPEED: 2 FAITH: 1</p>	
<p><u>Description:</u> A large canine that is often kept as a pet or used to guard or hunt things.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Pack Hunter(Feature) <i>Passive.</i> Gain +1 when attacking for each allied Creature within 10ft of the target. Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature. Keen Sense: Smell, Hearing (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p>	
<p><u>Major Action(s)</u> Bite; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p>	

<p>Dog, Medium (Lawful Neutral) Level 0.5 Barrel-sized, Fauna (Domesticated) \$100fc</p>	
<p>DEFENCE: 2 HP: 4 Movement: 50 ft</p> <p>Skillsets: Mind: -2 Body: 0 Soul: 0</p> <p>Notable Skills; DETECT: 2 SPEED: 2 FAITH: 1</p>	
<p><u>Description:</u> An average sized canine that is often kept as a pet or used to guard or hunt things.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Pack Hunter(Feature) <i>Passive.</i> Gain +1 when attacking for each allied Creature within 10ft of the target. Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature. Keen Sense: Smell, Hearing (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p>	
<p><u>Major Action(s)</u> Bite; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p>	

<p>Dog, Small (Lawful Neutral) Level 0.25 Bucket-sized, Fauna (Domesticated) \$150fc</p>	
<p>DEFENCE: 2 HP: 3 Movement: 40 ft</p> <p>Scores: Mind: -2 Body: -3 Soul: 0</p> <p>Notable Skills; DETECT: 2, SPEED: 1, FAITH: 1</p>	
<p><u>Description:</u> Small breed canines which make great companions and are super cute and cuddly..</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Pack Hunter(Feature) <i>Passive.</i> Gain +1 when attacking for each allied Creature within 10ft of the target. Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature. Keen Sense: Smell, Hearing (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p>	
<p><u>Major Action(s)</u> Bite; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p>	

<p>Donkey/Mule(Chaotic Neutral) Level 1 Man-sized, Fauna (Domesticated) \$400fc</p>	
<p>DEFENCE: 3 HP: 7 Movement: 50 ft</p> <p>Scores: Mind: -2 Body: 1 Soul: 0</p> <p>Notable Skills; FOCUS: 2 STRENGTH: 2 STEALTH: 0</p>	
<p><u>Description:</u> Domesticated ass.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> World Nuh Level (Feature) <i>Passive;</i> If you are making a roll to prevent being Floored you may roll twice and take the higher result.</p>	
<p><u>Major Action(s)</u> Bludgeon; Roll 1d6+STRENGTH against a target's DEFENCE excess is applied in Physical Damage.</p>	
<p><u>Quick Action(s)</u> Trample (Ability) As a Quick Action; If a creature within 5ft of you is Floored you may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage</p>	

<p>Douen (Level 1) Barrel-sized, Spirit (Chaotic Evil)</p>	
<p>DEFENCE: 2 HP: 4 Movement: 20 ft Scores: Mind: 0 Body: -1 Soul: 3 Notable Skills; STEALTH: 5</p>	
<p><u>Description:</u> The Douenn (or Dwen) are short spirits from Trinidad and Tobago or St. Lucia, their feet are said to be backwards and they wear straw hats to hide the fact that they have no faces except for a mouth</p>	
<p><u>Passive Abilities</u> Backfoot (Feature) Passive. Persons trying to track your Movement roll twice and take the lower result. You can't be unwillingly Floored or Tripped. Mimic (Feature) Passive. You are able to recreate sounds and speech you hear.</p>	
<p><u>Major Action(s)</u> Ghostly Appendages (Feature) Roll 1d4+SPEED or MAGIC against target within 5ft's DEFENCE, excess is applied in Spiritual Damage.</p> <p><u>Quick Actions</u> *Voice Steal (Feature) Roll 1d8+MAGIC to exceed 1d8+RESILIENCE of a creature within 5ft. On a success you are able to speak with the creature's voice and the creature cannot speak for 1 hour or until you are unconscious or eliminated.</p> <p><u>Reactions</u> *Muffle (Ability) Reaction. Sound within 10 ft of you is minimized until the start of your next turn. Loud sounds become normal. Normal sounds become quiet and Quiet sounds are silenced completely. Sonic Damage is reduced by 1d4. Usage: Once per encounter.</p>	
<p><u>Items:</u> *Douen's Straw Hat (Magical Item) \$300fc. <i>Uncommon</i>. While worn your face is not able to be seen from any angle except by supernatural means.</p>	<p><u>Deadleff:</u> The Doen's deadleff will only attach to possessions of wood, stone or straw.</p> <p><u>Unfinished Business</u> Largely mischievous, they play pranks on people, raid gardens, and seem to enjoy leading children astray until they are thoroughly lost in the woods. If they hear a child's name, then they call to the child in a parent's voice and try to lure the child into the forest.</p>

<p>Dragon (Any Alignment) Level 40 Building-sized, Spirit</p>	
<p>DEFENCE: 5 HP: 50 Speed: 60ft walk, fly</p> <p>Scores: Mind:1 Body: 5 Soul: 1</p> <p>Notable Skills STRENGTH: 6 STEALTH: -5 MAGIC: 3</p>	
<p><u>Description:</u> Large creature with wings, scaly skin, a powerful jaw with sharp teeth, four legs with long claws, and a long tail. They may dwell in dungeons or mountains</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; One Elemental Damage Type</p>
<p><u>Passive Abilities</u> *Dragon's Teeth (Magical Item) \$10,000 fc. Legendary. Spirits level 5 or lower within 60ft become Fraid (Condition); Nervous (-1) if they attempt to attack you. Elemental Build (Feature); <i>Passive.</i> Choose one of the following Elemental Damage types (Acid, Cold, Electric, Heat, Sonic, Toxin) You gain immunity to this element and your Elemental Attack and Presence deals this damage type. Elemental Presence (Feature); Creatures can stay within 10ft of you for a number of turns equal to their RESILIENCE after which they take 1 Damage (Ignoring DEFENCE) at the end of their turn. Greedy (Feature) <i>Passive.</i> You take two turns each round. Multi-Attack (Feature); The Dragon is able to do 2 attacks. Two as a Major Action with its Mouth and Tail and 1 Quick Actions with its claws.</p>	
<p><u>Major Action(s)</u> You have 2 Major Actions (1 Mouth, 1 Tail) Mouth: Elemental Attack (Feature); <i>As a Major Action.</i> You breathe a 120ft line of your elemental damage type (Acid, Cold, Electric, Heat, Sonic, Toxin). All creatures in this line must Roll 1d8+DEXTERITY or SPEED to reduce 15 Damage. or Bisect; Roll 1d10+STRENGTH against a target within 10ft's DEFENCE the excess is applied in Physical Damage. Tail: Dragon's Tail: Roll 1d10+STRENGTH against a target within 15ft's DEFENCE the excess is applied in Physical Damage. <u>Quick Action(s)</u> Dragon Claws; Roll 1d10+STRENGTH against a target within 10ft's DEFENCE the excess is applied in Physical Damage. <u>Reaction(s)</u> Wings: Wind Deflection (Feature) <i>As a Reaction.</i> A strong gust of wind gives you +2 DEFENCE against Projectiles until the start of your next turn. Creatures a smaller size than you within 30ft must roll to exceed a 5 or Fall Floored.</p>	
<p><u>Items:</u> *1d8 of Rare Magical Items, *1 Legendary Magical Item and *150,000 fc worth of gold * 8 units of Elemental Pelt (Magical Item) \$10,000 fc Legendary. Clothing made of this material grant +1 to DEFENCE and grants -2 resistance to the specified Elemental Damage type. *8 units of Dragon's Teeth</p>	

<p>Duppy (Any Alignment) Level 1 Human-sized, Spirit</p>	
<p>DEFENCE: 2 HP: 4 Movement: 30 ft Hover</p> <p>Mind: 0 Body: -1 Soul: 1</p> <p>Notable Skills; MAGIC: 2</p>	
<p><u>Description:</u> A ghost or a soul which remained on earth. Especially in cases where 9 days after death proper funerary rights were not followed.</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Physical, Toxin Resistances; Acid Damage is halved Condition Immunities; Drowning, Floored, Tripped</p>
<p><u>Passive Abilities</u> Incorporeal (Feature) <i>Passive.</i> While Incorporeal you are unable to touch or be touched by non-magical objects and creatures. You can affect other Incorporeal objects and creatures. You are immune to Physical and Poison Damage and take half Damage from Acid. Hover (Feature) <i>Passive.</i> You can float a few feet off the ground at will when moving your walk speed. You are immune to being Tripped.</p>	
<p><u>Major Actions</u> Duppy Box (Ability) As a Major Action; Roll 1d6+MAGIC against the target's DEFENCE to deal the difference in Spiritual Damage. *Invisibility (Ability) As a Major Action; You are unable to be seen by normal means until the end of your next turn (effect continues if you repeat this Action). You count as Hidden. If you take damage, roll FOCUS to beat damage taken in order to maintain Invisibility. If you are made visible you may re-attempt an amount of times equal to your MAGIC Skill.</p> <p><u>Quick Actions</u> Phase (Ability) As a Quick Action. You are able to switch from Incorporeal to Corporeal until the start of your next turn.</p> <p><u>Reactions</u> *Intangibility (Ability) As a Reaction; You and anything you are holding switches from Incorporeal to Corporeal (or vice versa) until the start of your next turn. You may use this ability a number of times per day equal to your MAGIC.</p>	
<p><u>Items:</u> Tethered to; Any Non-Magical Item</p>	<p><u>Deadleff (*);</u> The Abilities highlighted above <u>*</u> can be bonded to any non-magical item. <u>Unfinished Business;</u> Most Duppies can be dispersed if you find the item they are tethered to or solve their Unfinished Business</p>

Duppies can be low level threats (as above) but are a versatile spirit and who;s difficulty level can be increased by adding HP, SKills or the following Ghost Abilities.

(Any Abilities listed with * can be passed on as Deadleff);

Passive Abilities

Incorporeal (Feature) *Passive.* You are unable to touch or be touched by non-magical objects and creatures. You can affect other Incorporeal objects and creatures. You are immune to Physical and Poison Damage and take half Damage from Acid, (these immunities end if you become Corporeal).

Hover (Feature) *Passive.* You float a few feet off the ground at will when moving your walk speed. You are

immune to being Tripped.

High Level:

Echoes:

The way the creature dies allows them to leave clues of their presence to anyone who walks too close. There are clues that persons may notice whenever in 30ft of a ghost or its tether.
Eg. A creature that died of poison may cause any creature it chooses within 30ft to gain the Poison condition. A Creature that died in a fire may cause creatures to gain Burning condition. If the creature died from Physical Damage creatures around may feel pain in the area that the deceased suffered harm in. A creature that died of hunger or thirst may cause approachers to feel thirsty or hungry.

Natural Invisibility (Feature) Passive You are unable to be seen by normal means. You count as Hidden unless covered with items or substances.

Major Actions

Basic;

Duppy Box (Ability) As a Major Action; Roll 1d6+MAGIC against the target's DEFENCE to deal the difference in Spiritual Damage.

***Invisibility** (Ability) As a Major Action; You are unable to be seen by normal means until the end of your next turn (effect continues if you repeat this Action). You count as Hidden. If you take damage, roll 1d8 + FOCUS to beat damage taken in order to maintain Invisibility. If you are made visible after using invisibility you may re-attempt an amount of times equal to your MAGIC Skill.

High Level;

Possess (Ability) As a Major Action; Sacrifice half your HP (rounded up, Min 1). To attempt to possess an item or creature you touch. If the target is a creature or an already possessed item Roll a contested 1d8+MAGIC to exceed 1d8+FOCUS, FAITH or FAITH of the target. On a success your body disappears and can no longer take damage and you use the Stats, HP and Abilities of the creature and act on its turn. Each time the creature takes damage they are able to retry the contested saving throw. If the Possession fails or ends your original form is expelled within 5ft of the target.

Telekinesis (Ability) As a Major Action: you are able to use your mind to move one object or a number of objects equal to your FOCUS Skill. The combined weight of the objects must not exceed (1+MAGIC) x 100 pounds. The objects move a distance equal to your Movement speed.

Hurling an object deals 4 Physical Damage for every 100 lbs it weighs, and the target rolls 1d8+DEFENCE+DEXTERITY to reduce.

Quick Actions

Basic;

Phase (Ability) As a Quick Action. You are able to switch from Incorporeal to Corporeal until the start of your next turn.

High Level;

***Advanced Invisibility** (Ability) As a Quick Action; You or a creature you touch are unable to be seen by normal means until the end of your next turn and you count as Hidden (the effect continues if you repeat this Action). If you take damage, roll 1d8 + FOCUS to exceed damage in order to maintain Invisibility. If you are made visible you may re-attempt an amount of times equal to your MAGIC Skill.

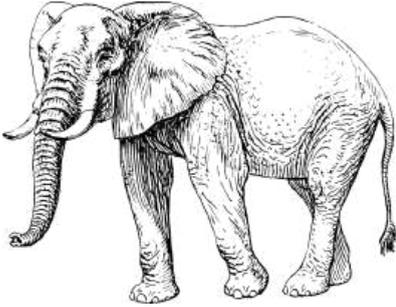
Frightening Sound or Visage (Ability) As a Quick Action creatures within 30ft that can either hear or see you roll a contested 1d8+FOCUS to exceed your 1d8+CONVINCE and gain the Fraid (-1) condition on a failure.

Reactions

***Intangibility** (Ability) As a Reaction; You and anything you are holding switches from Incorporeal to Corporeal (or vice versa) until the start of your next turn. You may use this ability a number of times per day equal to your MAGIC.

E

<p>Elder (Good or Neutral) or Zealot (Evil) Human-sized, Person (Level 8)</p>	
<p>DEFENCE: 4 HP: 6 Movement: 30ft</p>	
<p>Scores: Mind: 1 Body: 0 Soul: 2</p> <p>Notable Skills; FAITH: 4</p>	
<p><u>Description:</u> Tasked to shepherd and oversee a local body of believers *You may scale this creature's Level up or down; For each level added you may include an additional Item or Ability from; Prayer Warrior, Politician or Artiste class</p>	
<p><u>Passive Abilities</u> Living in Faith (Feature) <i>Passive.</i> For any saving throw you have to make you can choose to use your FAITH instead of the listed Skill. Martyr (Ability) <i>Passive.</i> Your suffering encourages others.. Whenever you are at 1 HP Allies get +1 to their attacks. If you are at 0 HP allies get to add a bonus to their attacks equal to your FAITH. Shield of Faith (Feature). <i>Passive.</i> Reduce Spiritual Damage dealt to you by an amount equal to your FAITH.</p>	
<p><u>Major Action(s)</u> *Knife \$5 fc. Common. (Melee 5ft/Thrown 30ft) Physical Damage: d6+DEXTERITY, STRENGTH or SPEED. (Light) *Pistol \$500fc. <i>Restricted</i> (Projectile 150 ft) Physical Damage: d8+FOCUS or DEXTERITY. A metal hand-held fire-arm, fires 17 bullets before you need to use a Major Action to Reload (Light) Rebuke (Ability) <i>As a Major Action;</i> Roll 1d8+FAITH against a creature that can hear you, the creature rolls 1d8+FOCUS to resist, difference is applied in Spiritual Damage (ignoring DEFENCE). <u>Quick Action(s)</u> *Basic Poison (Item) \$20 fc. Common Toxic powder or liquid (single use) As a Quick Action; The Poison Can be used to coat a melee weapon or one projectile. If this poison enters a creature's body it rolls 1d8+RESILIENCE to exceed a 4. If the creature fails they are Poisoned. At the end of the poisoned creature's turns they must make a 1d8+RESILIENCE roll to exceed a 4 or take 1 Toxin Damage. This poison effect continues until cured or until a natural 8 is rolled. If the creature is poisoned any more times before being cured they suffer 2 Toxin damage on a fail instead. Crusade (Feature) <i>As a Quick Action;</i> Once an encounter you may embolden your team for your Holy cause. The weapons of you and allied creatures within 30 ft count as Spiritual and deal +1 damage, this effect lasts a number of turns equal to your FAITH. <u>Reaction(s)</u> No Weapon Formed (Ability) <i>As a Reaction;</i> Add your FAITH Skill to your DEFENCE until the start of your next turn. You can use this ability a number of times per encounter equal to your LUCK. Turn the other Cheek (Ability) <i>As a Reaction;</i> If an attack would reduce you to 0 you survive with 1 HP instead. You may use this ability once per encounter.</p>	
<p><u>Items;</u> Some Tea (Magical Item) \$60 fc. Common Use a Major Action to drink, or a Quick Action to feed tea to another creature . Heals 2 Hp, 3 uses. *1d8 x 100 \$fc worth of Offerings</p>	

<p>Elephant (Chaotic Neutral) Level 8 Mammoth-sized, Fauna (Exotic)</p>	
<p>DEFENCE: 4 HP: 40 Movement: 70ft Walk, 40ft Swim</p> <p>Scores: Mind: -2 Body: 5 Soul: 0</p> <p>Notable Skills; DEXTERITY: 2 STEALTH: -5 STRENGTH: 6</p>	
<p><u>Description:</u> The largest land mammals with massive bodies, large ears, and long trunks</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive</u></p> <p>Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature</p> <p>Intimidating (Feature) <i>Passive.</i> You may use your STRENGTH Skill for CONVINCING rolls.</p> <p>Tackle (Ability) <i>Passive.</i> Whenever you move 15ft or more then make a successful melee attack against a creature; in addition to taking damage the target must also Roll 1d8+STRENGTH or DEXTERITY to beat or match your total Attack Roll or be knocked to the Floored position.</p>	
<p><u>Major Action(s)</u></p> <p>Impale Roll 1d8+STRENGTH against a target within 10ft's DEFENCE, excess is applied in Physical Damage</p> <p>Squish Roll 1d10+STRENGTH against a target within 5ft's DEFENCE, excess is applied in Physical Damage</p> <p><u>Quick Action(s)</u></p> <p>Stampede (Ability) If a creature within 5ft of you is Floored. As a Quick Action You may Roll 1d10+STRENGTH against their DEFENCE the excess is applied in Physical Damage.</p>	

<p>Entertainer (A) Level 10 Man-sized, Person</p>	
<p>DEFENCE: 3 HP: 7 Movement: 30ft</p> <p>Scores: Mind: 3 Body: 1 Soul: 1</p> <p>Notable Skills; CREATE: 4 FOCUS: 4 DEXTERITY: 4 STEALTH: 3</p> <p><u>Description:</u> a person whose job is to entertain audiences</p>	
<p><u>Passive Abilities</u></p> <p>Artistic (Feature) <i>Passive.</i> You are able to use a number of Abilities from the Artiste class up to your level.</p> <p>Trained Ear (Ability) <i>Passive.</i> As long as you are able to hear you are aware of the presence of any hidden or invisible creature within 10 feet of you.</p>	
<p><u>Major Action(s)</u></p> <p>Balance (Ability) <i>As a Major Action;</i> Touch a creature and Temporarily Decrease a Scores (Mind, Body or Soul) by 1 in exchange increase another Score by 1. This lasts until you or the creature falls unconscious or takes a Rest. You are able to use this ability once a day</p> <p>Improvised Flamethrower (Weapon: AoE) \$10 fc. <i>Common.</i> (15ft cone) An Aerosol Can and Lighter. <i>As a Major Action;</i> you can ignite an area in a 15ft cone originating from you, this area deals 5 (+CREATE Skill) in Heat Damage (ignoring DEFENCE). Creatures within this range must roll 1d8+DEXTERITY to reduce this hazard. This item has 10 uses. (2 Handed)</p> <p>Soothing Technique (Ability) <i>As a Major Action;</i> Heal allies within 60 ft of you for 1hp. You may use this ability a number of times equal to your CREATE Skill. You may expend multiple uses in one turn.</p> <p>Stencil Knife (Dangerous Object) \$5 fc. <i>Common.</i> (Melee 5ft/Thrown 30ft) Roll 1 d8+CREATE, DEXTERITY or SPEED against a target's DEFENCE, the Excess is applied in Physical Damage.</p> <p><u>Quick Action(s)</u></p> <p>Inspire (Ability) <i>Quick Action;</i> At the start of your day you craft a number of verses or souvenirs equal to your Artiste Level. <i>As a Quick Action</i> you can distribute or show these pieces to a creature within 60 ft. Creatures that received inspiration may expend it to add your CREATE Skill to any dice roll they make (excluding death saves).</p> <p><u>Reaction(s)</u></p> <p>Scathing Wit (Feature) <i>As a Reaction;</i> subtract your CONVINCED Skill from any roll made by a creature within 60ft. You may use this a number of times equal to your CREATE Skill.</p>	
<p><u>Items:</u></p> <p>Nuff Tea (Magical Item) \$100 fc. <i>Uncommon.</i> Use a Major Action to drink, or a Quick Action to feed tea to another creature. Heals 3 Hp, 3 uses.</p>	

F

<p>Fishfolk or Frogfolk (Any Alignment) Level 1 Human-sized, Person</p>	
<p>DEFENCE: 3 HP: 6 Movement: 30ft walk/swim</p> <p>Scores: Mind: -1 Body: 1 Soul: 0</p> <p><u>Description:</u> Aquatic humanoid</p>	
<p><u>Wearing</u> *Mermaid's Neckwear (Magical Item). While worn allows a creature to breathe both air and water.</p>	
<p><u>Major Action(s)</u> Chomp (Feature) Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p>	
<p>Frankenstein's Monster (Neutral or Evil) Level 1 Human-sized, Construct</p> <p>DEFENCE: 2 HP: 6 Movement: 20ft</p> <p>Scores: Mind: -1 Body: 1 Soul: 0</p> <p>Notable Skills; DEXTERITY: -1 RESILIENCE: 4, SPEED: -1, STRENGTH: 2</p> <p><u>Description:</u> A re-animated corpse.</p>	
<p><u>Vulnerabilities and Immunities:</u> Damage Immunities; Electrical, Emotional, Toxin Condition Immunities; Poisoned</p>	
<p><u>Passive Abilities</u> Reanimate (Ability) <i>Passive.</i> If you are brought to 0 HP by damage that did not exceed your Maximum HP. You are able to Recover 1 HP at the start of your turn. You may use this ability once per encounter.</p>	
<p><u>Major Action(s)</u> (Level 1) Unarmed Attack (Feature) 1d4+STRENGTH to exceed a target within 5 ft's DEFENCE, The difference is applied in Physical Damage.</p>	
<p><u>Items:</u> *1d8 in \$fc</p>	

G

<p>Galliwasp (Level 1) or Lizard (Level 0.10) Hand-sized, Fauna (Natural) Chaotic Neutral</p>	
<p>DEFENCE: 1 HP: 1 Movement: 20ft Mind: -3 Body: -4 Soul: 0 Notable Skills; SPEED: -1</p>	
<p><u>Description:</u> Terrestrial lizards that live in forests, scrubby areas, or rocky terrain and have a smooth, shiny skink-like appearance.</p>	
<p><u>Major Action(s)</u> Nip; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage. (If Galliwasp:) Dying Curse (Feature) <i>Passive.</i> If you are brought to 0 hp by a creature, the next time that creature takes damage they are brought to 0hp from Emotional Damage. This effect lasts for 24hrs or until the creature takes damage.. <u>Quick Action(s)</u> Camouflage (Feature) <i>Quick Action.</i> Hide if you are in; Foliage</p>	

<p>Goblin (Chaotic Neutral or Evil) Barrel-sized, Spirit (Level 0.5-2)</p>	
<p>DEFENCE: 2 HP: 3 Movement: 25ft Scores: Mind: -1 Body: -1 Soul: 0 Notable Skills; RESILIENCE: 1 <u>Description:</u> A goblin is a small, monstrous creature that originating from Europe.</p>	
<p><u>Passive</u> Pack Hunter(Feature) <i>Passive.</i> Gain +1 when attacking for each allied Creature within 10ft of the target.</p>	
<p><u>Major Action(s)</u> (Level 0.5:) Unarmed Attack (Feature) 1d4+STRENGTH to exceed a target within 5 ft's DEFENCE, The difference is applied in Physical Damage. (Level 1:) *Sword (Weapon: Basic) \$30 <i>fc. Common.</i> (Melee 5ft/Thrown 30ft) Long metal blade and a hilt or handle. Light. As a <i>Major Action</i>; Roll 1d8+(STRENGTH, SPEED or DEXTERITY) against a target's DEFENCE, the excess is applied in Physical Damage. Deals another +1 Damage if wielded with two hands. (Level 2:) *Bow (Weapon: Deadly) \$100 <i>fc. Uncommon.</i>(Projectile 120 ft) Elastic string stretched between a wooden, plastic or metal frame. Light. Fires Arrows. As a <i>Major Action</i>; Roll 1d8 +FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Quick Action to reload after each shot. (2 Handed)</p>	
<p><u>Items:</u> (Level 1:) *Rusty Sword (Level 2:) *Rusty Sword and *10x Arrows</p>	

Gorgon (Chaotic Neutral) Level 20
Man-sized, Person

DEFENCE: 4 **HP:** 10 **Movement:** 30ft

Scores: Mind: 0 Body: 2 Soul: 1

Notable Skills; DETECT: 4

Description: Monsters with serpents for hair, fangs and bronze claws it is hard to confirm what they look like as viewing them can turn a creature to stone



Passive

Dark Vision (Feature) Passive. You are able to see in the dark.

Keen Sense: Hearing, Sight (Feature) *Passive.* When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.

Multi-Attack (Feature) *Passive.* You are able to make 3 Attacks on your turn; one with Fangs as a Major Action, and two with Claws as Quick Actions.

Petrifying Visage (Feature) If a creature within 300ft looks directly at you they suffer the Petrified (condition).

Major Action(s)

Venomous Fangs (Feature) Roll 1d4+STRENGTH or SPEED against a target creature's DEFENCE. The excess is applied in Physical Damage. If you damage a creature in this way you may apply the effects of your venom. (Gorgon's Venom)

Quick Action(s) You are able to do 2 Quick Actions on your turn

Claws; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage

Reactions

Jumpscare (Ability) If a creature can see Roll 1d8+CONVINCE to exceed a creature's 1d8+FOCUS or SPEED. On a success the creature looks at you.

Deadleff:

***\$500 fc** worth of **bronze** claws and teeth

10x ***Gorgon Venom** (Magical Item) \$1200 *fc. Legendary.* If this venom enters a creature's body they must roll 1d8+RESILIENCE to exceed an 8 or become Poisoned. At the end of the Poisoned creature's turns they must repeat this roll, on a failure they suffer 1 Toxin Damage and lose 1 Max HP, if the creature loses all their HP they become Petrified (condition). If any more of the venom enters the creature's body the Damage increases to 2. This effect ends with an Antidote or if the creature rolls a natural 8 on the RESILIENCE roll. Single Use.

2x ***Gorgon's Blood** (Magical Item) \$1200 *fc. Legendary.* Quick Action. A single drop can bring a creature that died within the last hour to life. Also ends the Petrified condition Single use.

***Medusa Head** (Magical Item) \$5000 *fc. Legendary.* As A Reaction. Roll a contested 1d8+SPEED against a creature within 15ft. If you exceed, the creature suffers the Petrified condition.

<p>Genie/Djinn/Jinyah (Lawful Any Alignment) Level 10 Man-sized, Spirit</p>	
<p>DEFENCE: 1 HP: 40 Movement: 10ft</p> <p>Scores: Mind: 2 Body: 0 Soul: 4</p> <p>Notable Skills; CONVINCE: 4 MAGIC: 7</p>	
<p><u>Description:</u> A spirit of Arabian folklore, born of ancient smokeless fire and frequently depicted as being imprisoned within a bottle or lamp and as being capable of granting wishes when summoned. Genies are said to appear after natural disasters.</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Physical, Toxin Condition Immunities; Poisoned, Grabbed, Tripped Weaknesses; While the Genie's Container is intact the Genie cannot take a Major Action unless requested or permitted by a human.</p>
<p><u>Passive Abilities</u> Amorphous (Feature), <i>Passive</i>. You are able to squeeze into tight spaces and small openings, creatures and objects can pass through you. Contract Bound (Feature) <i>Passive</i>. As long as your container is intact; You are unable to attack any human that has not made an attempt to attack you. You are also unable to destroy your container. Mystical (Feature) <i>Passive</i>. You are able to use a number of Abilities from the Mystic class equal to your level.</p>	
<p><u>Major Action(s)</u> *Wish (Ability) You are able to bend reality. As a Major Action; You or a person you can hear within 30ft can state "I Wish_", and relay their desire in a single sentence. This wish will fail if your next turn ends without it being granted. On your next turn, As a Major Action; Roll 1d8+MAGIC. On a total of 8 or higher, the wish is granted at the JM's interpretation. If the roll is less than an 8 you are trapped in a nearby small container for at least 24 hours and until the container is rubbed.</p> <p><u>Quick Action(s)</u> Illusory Shapeshift (Ability) <i>Quick Action</i>; You are able to take any illusory colour, shape or size. Your Scores however remain the same. *Advanced Invisibility (Ability) As a Quick Action; You or a creature you touch count as Hidden and are unable to be seen by normal means until the end of your next turn (the effect continues if you repeat this Action). If you take damage, roll 1d8 + FOCUS to exceed damage in order to maintain Invisibility. If you are made visible you may re-attempt an amount of times equal to your MAGIC Skill.</p> <p><u>Reaction(s)</u> Lamp Retreat (Ability) <i>Reaction</i>; You are able to retreat into your container. While contained in it your DEFENCE is 8+MAGIC. You may also choose to be Blinded and/or Deafened and may use your Movement to exit the container. You are forced to leave the container if a person uses a Major Action to rub it.</p>	
<p><u>Items:</u> *Genie Lamp; Empty (Magical Item) \$1,000fc. <i>Legendary</i>. A tiny portable room that can be entered as a Major Action.</p> <p>Genie Lamp (Magical Item) \$10,000fc. <i>Legendary</i>. A Kerosene lamp that contains a Genie who grants wishes to anyone who rubs it, but who may try to trick the user with loopholes and puns.</p>	<p><u>Deadleff;</u> The Genie's Dead-leff is a single use of the Wish Ability and the Genie Lamp; Empty. The Genie's Deadleff can only be bonded to bottles, lamps or rings.</p> <p><u>Unfinished Business;</u> Genies are immensely powerful spirits with limitless magic. Evil genies are generally contained and bound to the service of mortals to limit their power. Good Genies are not duty bound to grant wishes and their containers do not serve as prisons but instead connect them to our world from theirs.</p>

<p>Giant (Chaotic Neutral) Level 8 Mammoth-sized, Spirit or Person</p>		
<p>DEFENCE: 4 HP: 30 Movement: 60ft Walk/Climb</p> <p>Scores: Mind: -1 Body: 6 Soul: 0</p> <p>Notable Skills; DETECT: 2 STEALTH: -4</p> <p><u>Description:</u></p>		
<p><u>Passive</u> Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature Keen Sense: Smell (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll. Opposable Thumbs (Feature) <i>Passive.</i> You are capable of holding and manipulating simple tools.</p>		
<p><u>Major Action(s)</u> Giant's Club (Weapon); 1d6+STRENGTH against targets within 15 ft's DEFENCE, excess is applied in Physical Damage Hurl (Ability); While holding an item Roll 1d8+STRENGTH against a target within 60ft's DEFENCE, excess is applied in Physical Damage</p>		
<p><u>Items</u> *Magic Bean (Magic Item) \$1000fc. Rare. A large green bean, Can be planted into the ground as a Major Action. Upon being watered as a Quick Action the bean sprouts into a giant plant that grows 120ft per turn until it touches the clouds.</p>		

<p>Goat/Sheep (Lawful Neutral) Level 0.5 Barrel-sized, Fauna (Domesticated) \$100fc</p>	
<p>DEFENCE: 2 HP: 4 Movement: 40 ft</p> <p>Scores: Mind: -2 Body: -1 Soul: 0</p>	
<p><u>Description:</u> A hardy domesticated ruminant mammal that has backward-curving horns</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Tackle (Ability) <i>Passive.</i> Whenever you move at least 15ft and make a successful melee attack against a creature; the target must Roll 1d8+STRENGTH or DEXTERITY to exceed your total Attack Roll or be knocked to the Floored position.</p>	
<p><u>Major Action(s)</u> Ram; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p>	

<p>Gorilla (Chaotic Neutral) Level 4 Cattle-sized, Fauna (Exotic)</p>		
<p>DEFENCE: 4 HP: 10 Movement: 40ft Walk/Climb</p> <p>Scores: Mind: -2 Body: 4 Soul: 0</p> <p>Notable Skills; DETECT: 2 STRENGTH: 5</p> <p><u>Description:</u> Large apes</p>		
<p><u>Passive</u></p> <p>Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature</p> <p>Keen Sense: Hearing, Sight, Smell (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p> <p>Opposable Thumbs (Feature) <i>Passive.</i> You are capable of holding and manipulating simple tools.</p> <p>Pin (Ability) <i>Passive.</i> If you are attacking a Floored creature using Melee it also becomes Restrained.</p>		
<p><u>Major Action(s)</u></p> <p>Bludgeon; 1d6+STRENGTH against a target' within 5 ft's DEFENCE, excess is applied in Physical Damage</p> <p>Fling (Ability); While holding an item Roll 1d4+STRENGTH against a target within 30ft's DEFENCE, excess is applied in Physical Damage</p>		

<p>Gremlin (Chaotic Neutral or Evil) Bucket-sized, Spirit (Level 1)</p>	
<p>DEFENCE: 2 HP: 3 Movement: 25ft</p> <p>Scores: Mind: -1 Body: -2 Soul: 1</p> <p>Notable Skills; RESILIENCE: 1, MAGIC: 2</p> <p><u>Description:</u> Small mischievous creatures blamed for inexplicable accidents with machinery and aircrafts.</p>	
<p><u>Passive</u></p> <p>Pack Hunter(Feature) <i>Passive.</i> Gain +1 when attacking for each allied Creature within 10ft of the target.</p>	
<p><u>Major Action(s)</u></p> <p>Bite; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p> <p>*Magnetic Field (Ability); Disable electronic devices within 120ft. This lasts a number of minutes equal to your MAGIC Skill. You may use this ability once per encounter.</p> <p>Natural Cover (Ability) Major Action. You can Hide in Electronics</p>	
<p><u>Items:</u> Bits, Bolts and Wires</p>	<p><u>Deadleff:</u> Gremlin's Deadleff * will attach itself to an electronic device.</p>

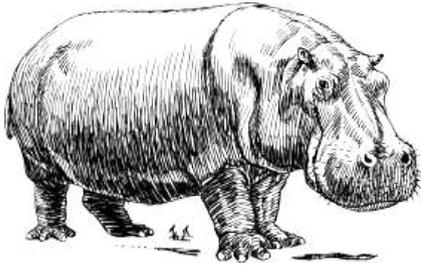
<p>Guard (Any Alignment) Level 1 Human-sized, Person</p>	
<p>DEFENCE: 4 HP: 6 Movement: 30ft</p> <p>Scores: Mind: 0 Body: 0 Soul: 0</p> <p>Notable Skills; STRENGTH: 1</p> <p><u>Description:</u> A person assigned to protect a person or to control access to a place</p>	
<p><u>Passive Abilities</u> FREEZE (Ability) Passive. When engaging in combat with enemies you can see. At the start of combat, you can issue this command to allow your party to be the first to act on initiative. If both parties have this ability, Initiative roll continues as normal.</p> <p><u>Wearing</u> *Protective Clothing (Item) \$200 fc. Common. Adds 1 to DEFENCE while worn (Torso,Legs,Feet)</p>	
<p><u>Major Action(s)</u> Baton \$15 fc. Common (Melee 5ft/Thrown 30ft); 1d6 +DEXTERITY, STRENGTH or SPEED in Physical Damage. Deals +1 if wielded with two hands.</p> <p>Keep Out (Feature) As a Major Action; You may keep a group of creatures from entering a location. Select a door or passageway up to 10ft in width. If you stand before it, un-allied creatures are unable to pass until you move, allow passage or fall unconscious. You may use this feature once per encounter.</p>	
<p><u>Items:</u> *Baton, Protective Clothing, May be accompanied by Obedient Dog (Creature)</p>	

<p>Guzzoman (Lawful Evil) Level 20 Man-sized, Person</p>	
<p>DEFENCE: 3 HP: 7 Movement: 30ft</p> <p>Scores: Mind: 1 Body: -1 Soul: 2</p> <p>Notable Skills; CREATE: 4 CONVINCE: 4 MAGIC: 4</p> <p><u>Description:</u> a high level caster.</p>	
<p><u>Wearing</u> 8x Guard Ring from All Damage (Magical Item) \$1500 fc. Rare. A ring of precious metal loaded with a spirit and with DNA from the wearer. The next time the wearer takes damage of any type, the damage is avoided and the ring is destroyed. (Finger)</p>	
<p><u>Major Action(s)</u> Area of Harm (Ability) You start each day with a pool of d4 dice equal to your MAGIC Skill (4). As A Major Action: Unleash a hazard and spend dice from the pool to deal Damage of any type. Damage is equal 1+Total result of the dice roll. All creatures within 20ft of you must roll 1d8+LUCK to reduce. You may reload your dice pool As A Quick Action a number of times each day equal to your RESILIENCE.</p> <p>Counter-Magic (Ability) As A Major Action; You are able to prevent or end one magical effect from an Ability, Feature or Item. This automatically succeeds If the caster is less than half your level or if the item is Common or Uncommon. Otherwise you may roll 1d8+STUDY to exceed 1d8+MAGIC of the caster, and to exceed a 6 for Rare items and 7 for Legendary. This spell automatically fails if the caster is more than twice your level or if the item is Irreplaceable. You may attempt this ability a number of times per day equal to your MAGIC. If this spells fails you are unable to use it until the next day,</p> <p>Harm and Heal (Ability) Use a Major Action; Call to the mysterious forces to sacrifice and redistribute health. Choose an amount of current HP from one willing creature to a wounded creature.</p> <p>Hex (Feature) As a Major Action; Roll 1d8+MAGIC against a target within 30 ft to deal Spiritual Damage (ignoring DEFENCE). The target rolls 1d8+MAGIC or FAITH to reduce or avoid.</p> <p>Projectile (Ability) Use A Major Action; to magically launch your preferred element towards a target within 120ft. Roll 1d6+FOCUS, DEXTERITY or MAGIC against a target's DEFENCE to hit. The difference is applied as harm in the Damage Type of your choice.</p> <p>Ward (Ability) You start each day with a number of wards equal to MAGIC Skill. As a Major Action; Each of these wards may be expended on creatures or objects you can see within 30ft to add +1 to their DEFENCE for a number of turns equal to your FOCUS.</p> <p><u>Quick Action(s)</u> Omen (Ability) As a Quick Action; Roll 1d8. The JM must use this as the result of their next roll. You are able to use this ability a number of times per day equal to INTUITION. (2)</p> <p><u>Reaction(s)</u> Protect and Punish (Ability) Reaction; If you or a creature within 30 ft of you is hit with a single target attack, generate a magical barrier that blocks half the damage (rounded up) that would be lost in HP. This half damage can then be applied to a creature of your choice in the same range, ignoring DEFENCE. You may use this ability a number of times equal to twice your MAGIC Skill. (8)</p>	
<p><u>Items:</u> *3 Chickens or 1 Goat *.10x Magic Potion (Magical Item) \$100 fc. Rare Made out of mysterious ingredients. Use a Major Action to administer. The creature that consumes gains 1d8 of HP. Single use.</p>	

H

<p>Half-Genie (Any Alignment) Level 3 Human-sized, Person</p>	
<p>DEFENCE: 3 HP: 10 Movement: 30ft</p> <p>Scores: Mind: 1 Body: 0 Soul: 1</p> <p>Notable Skills; CONVINCE: 2, MAGIC: 4</p>	
<p><u>Description:</u> The child of a Human and Genie. The half genie is mortal but may be able to communicate with their powerful genie parent.</p>	
<p><u>Passive Abilities</u> Magician (Feature) Passive. You are able to use a number of Abilities from the Mystic class equal to your level. Suggested spells; Projectile (Heat, Cold, Spiritual Damage), Teleport (8 Portals), Transform (4 uses), Summon</p>	
<p><u>Major Action(s)</u> Invisibility (Ability) As a Major Action; You count as Hidden and are unable to be seen by normal means until the end of your next turn (you may sacrifice your Major Action each turn to maintain this effect). If you take damage, roll 1d8+FOCUS to exceed damage taken in order to maintain Invisibility. If you are made visible after using invisibility you may re-attempt an amount of times equal to your MAGIC Skill.</p> <p>*Magic Dagger (Weapon) (Melee 5ft/Thrown: 30ft) 1d6+MAGIC against target's DEFENCE. Difference is applied in Physical or Spiritual Damage.</p> <p><u>Quick Action(s)</u> Summon: Genie</p>	
<p><u>Items:</u> Magic Dagger (x5) And either; Genie Lamp (Magical Item) \$10,000fc. <i>Legendary</i>. A Kerosene lamp that contains a Genie who grants wishes to anyone who rubs it, but who may try to trick the user with loopholes and puns. OR Genie Ring (Magical Item) \$5,000fc a direct line of communication to a genie in the djinn realm.</p>	

<p>Haunted Doll (Level 4) Man-sized, Spirit (Chaotic Any Alignment)</p>	
<p>DEFENCE: 1 HP: 5 Movement: 0ft Scores: Mind: 1 Body: -1 Soul: 4 Notable Skills; STEALTH: 2</p>	
<p><u>Description:</u> A handmade or manufactured doll or stuffed animal that is claimed to be cursed or possessed in some way</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Toxin, Sonic Condition Immunities; Poisoned, Deafened</p>
<p><u>Passive Abilities</u> Empathetic Bond (Ability) <i>Passive.</i> If you are damaged, the attacking creature and all creatures within 30ft of you suffer double the harm dealt to you in Emotional Damage (ignores DEFENCE). Manufactured (Feature) <i>Passive.</i> You are Unable to be healed by Medical Items, Potions, Teas or Resting. A person may spend time fixing you, restoring 1 HP per hour. Needy (Feature) <i>Passive.</i> If a creature that was in 30ft of you leaves this range they suffer Spiritual Damage (ignoring DEFENCE) equal to your MAGIC Skill. If a creature falls to 0hp in this way they are knocked unconscious and awaken beside you after an hour. Repossess (Feature) <i>Passive.</i> If you are brought to 0HP and a Deadleff ritual is not successfully performed. You are able to return at the start of the next day.</p>	
<p><u>Major Action(s)</u> *Blink (Ability) You are able to transport yourself to a place you have been or seen before. You can use this ability a number of times per day equal to your MAGIC. *Like A Dolly (Ability) You are able to craft a Voodoo Doll (Magical Item) of a creature you touch. You may use this ability a number of times per day equal to your CREATE+MAGIC Skills.</p> <p><u>Reaction(s)</u> Objective Permanence (Feature) As A Reaction; As long as you are out of line of sight. You are able to transport yourself to a place you have been or seen before, or to a person you have met.</p>	
<p><u>Items:</u> *Not Haunted Doll (Item) \$10fc. Common. Just a dolly that is totally not currently haunted. Voodoo Doll (Magical Item) \$300 fc. Uncommon. This doll is made using cloth, stitching, buttons and the DNA of the intended creature. As a Major Action; This item may be used once each hour to; Inflict 1 Physical or Spiritual Damage to the creature, Blind or Deafen the creature or Reduce one of the creature's Skills by 1 point. The effect is reversed after 1 hour. Only one Voodoo Doll of a creature can exist at a time. If a new one is made; the prior doll crumbles to ash.</p>	<p><u>Deadleff;</u> The Haunted doll is already a Possession, and its Deadleff must be bound to toys. <u>Unfinished Business;</u> Most believe ethereal energy chooses a doll to inhabit because they closely resemble the features of a human being</p>

<p>Hippo (Chaotic Neutral) Level 8 Cattle-sized, Fauna (Exotic)</p>	
<p>DEFENCE: 4 HP: 25 Movement: 70ft Walk, 40ft Swim</p> <p>Scores: Mind: -2 Body: 4 Soul: 0</p> <p>Notable Skills; STEALTH: -4, STRENGTH: 5</p>	
<p><u>Description:</u> Hippos have bulky, barrel-shaped bodies, short, stout legs and powerful jaws.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive</u> Hefty (Feature) <i>Passive.</i> While you are at full HP, Damage dealt to you is halved. Intimidating (Feature) <i>Passive.</i> You may use your STRENGTH Skill for CONVINCING rolls. Tackle (Ability) <i>Passive.</i> Whenever you move 15ft or more then make a successful melee attack against a creature; in addition to taking damage the target must also Roll 1d8+STRENGTH or DEXTERITY to beat or match your total Attack Roll or be knocked to the Floored position.</p>	
<p><u>Major Action(s)</u> Chomp; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage Crush; Roll 1d8+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p><u>Quick Action(s)</u> Stampede (Ability) If a creature within 5ft of you is Floored. As a Quick Action You may Roll 1d10+STRENGTH against their DEFENCE the excess is applied in Physical Damage.</p>	

<p>Horse (Neutral) Level 2 Cattle-sized, Fauna (Domesticated) \$900fc</p>	
<p>DEFENCE: 3 HP: 9 Movement: 60 ft</p> <p>Scores: Mind: -2 Body: 3 Soul: 0</p> <p>Notable Skills STEALTH: -2, SPEED: 4</p>	
<p><u>Description</u> A large plant-eating domesticated mammal with solid hooves</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Major Action(s)</u> Bludgeon; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p><u>Quick Action(s)</u> Trample (Ability) As a Quick Action; If a creature within 5ft of you is Floored you may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage.</p>	

I

<p>Iguana (Chaotic Neutral) Level 0.25 Bucket-sized, Fauna (Natural)</p>	
<p>DEFENCE: 1 HP: 3 Movement: 20ft Walk/Climb/Swim Mind: -4 Body: -3 Soul: 0 Notable Skills; DETECT: 0, STEALTH: 1, SPEED: 0</p>	
<p><u>Description:</u> Iguanas are some of the largest lizards found in the Americas, with their whiplike tail making up about half of that length.</p>	
<p><u>Major Action(s)</u> Scratch or Thrash; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage Natural Cover (Ability) Major Action. You can Hide in; Foliage</p>	

<p>Insectoid (Any Alignment) Level 1 Barrel-sized, Person</p>	
<p>DEFENCE: 4 HP: 6 Movement: 30ft walk/climb Scores: Mind: -1 Body: 1 Soul: 0 Notable Skills; STRENGTH: 3 <u>Description:</u> Insect humanoid</p>	
<p><u>Passive Abilities</u> Keen Sense: Smell (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll Feather-weight (Feature) <i>Passive.</i> You are immune to fall damage. Wall Climb (Feature) <i>Passive.</i> You may walk freely on vertical surfaces and roofs</p>	
<p><u>Major Action(s)</u> Chomp (Feature) Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p>	
<p><u>Items:</u> *Carapace Armor (Item) \$500fc. <i>Uncommon.</i> Increases wearer's DEFENCE by 1.</p>	

<p>Invisible Man (Any Alignment) Level 1 Human-sized, Person</p>	
<p>DEFENCE: 3 HP: 6 Movement: 30ft</p> <p>Scores: Mind: 0 Body: 0 Soul: 1</p> <p><u>Description:</u></p>	
<p><u>Passive Abilities</u> Natural Invisibility (Feature) Passive You are unable to be seen by normal means. You count as Hidden unless covered with items or substances.</p>	
<p><u>Major Action(s)</u> Improvised Weapon (Item) (Melee:5ft/Thrown; 30ft) Requires a Quick Action to procure As A Major Action; Roll 1d6 + DEXTERITY or STRENGTH against a target within 5 ft's DEFENCE, the excess is applied in Physical Damage.</p> <p>Unarmed Attack (Ability) As a Major Action; Roll 1d4 + DEXTERITY or STRENGTH against a target within 5 ft's DEFENCE, the excess is applied in Physical Damage</p>	
<p><u>Items:</u> Any Invisible Weapon. (Magical Item) Rare. (cost is 20x weapon's normal value). Weapon is undetectable by sight. Whenever attacking with an invisible weapon roll the damage twice and take the preferred result. -1d8x10 \$fc, -Cell Phone, -Any Non-Magical Item</p>	

J

<p>Jamaican Boa (Chaotic Neutral) Level 0.5 Bucket-sized, Fauna (Natural)</p>	
<p>DEFENCE: 2 HP: 3 Movement: 20ft (crawl/swim)</p> <p>Mind: -3 Body: -3 Soul: 0</p> <p>Notable Skills; DETECT: 2, DEXTERITY: 1</p> <p><u>Description:</u> The largest snake found in Jamaica and can grow up to eight feet long. Despite their size they're known for their mild dispositions and are non-venomous posing no threat to humans.</p>	
<p><u>Passive Abilities</u> Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature.</p>	
<p><u>Major Action(s)</u> Bite or Squeeze; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage Natural Cover (Ability) Major Action. You can Hide in; Foliage</p>	

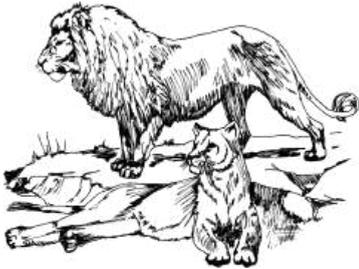
<p>John Crow (Chaotic Neutral) Level 0.25 Bucket-sized, Fauna (Natural)</p>	
<p>DEFENCE: 2 HP: 4 Movement: 20ft Walk, 50ft fly</p> <p>Mind: -3 Body: -3 Soul: 0</p> <p>Notable Skills; DETECT: 2 DEXTERITY: 1 SPEED: 1</p>	
<p><u>Description:</u> Turkey vulture or black vulture. A large carrion feeding bird of prey with a turkey-like bald red or black head.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Keen Sense: Sight (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll</p>	
<p><u>Major Action(s)</u> Peck or Scratch; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p> <p><u>Reaction</u> Carrion (Feature) <i>As a Reaction;</i> Travel your full Movement towards a creature with 1 or less HP without expending your Movement action.</p>	

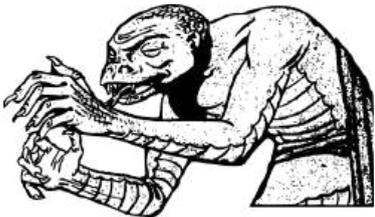
<p>Jumbie (Any Alignment) Level 3 Human-sized, Spirit</p>	
<p>DEFENCE: 2 HP: 6 Movement: 30 ft Hover</p> <p>Mind: 0 Body: 0 Soul: 1</p> <p>Notable Skills; MAGIC: 2</p>	
<p><u>Description:</u> A spirit of a dead person, typically an evil or malevolent one. Jumbies may group together and act as one.</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Physical, Poison Resistances; Acid Damage is halved Condition Immunities; Floored, Tripped</p>
<p><u>Passive Abilities</u> Incorporeal (Feature) <i>Passive.</i> While Incorporeal you are unable to touch or be touched by non-magical objects and creatures. You can affect other Incorporeal objects and creatures. You are immune to Physical and Poison Damage and take half Damage from Acid. Hover (Feature) <i>Passive.</i> You can float a few feet off the ground at will when moving your walk speed. You are immune to being Tripped.</p>	
<p><u>Major Actions</u> Ghostly Appendages (Feature) Roll 1d4+SPEED or MAGIC against target within 5ft's DEFENCE, excess is applied in Spiritual Damage. *Invisibility (Ability) As a Major Action; You count as Hidden and are unable to be seen by normal means until the end of your next turn (effect continues if you repeat this Major Action). If you take damage, roll 1d8+ FOCUS to exceed damage taken in order to maintain Invisibility. If you are made visible you may reuse this ability an amount of times equal to your MAGIC Skill. Jumble (Ability) As a Major Action; You may create replicas of yourself with your stats and a Max HP of 1. You must sacrifice 1 point of current HP for each replica created. The replicas act after your turn and follow your instructions.</p> <p><u>Quick Actions</u> Ghostly Appendages (Feature) Roll 1d4+SPEED or MAGIC against target within 5ft's DEFENCE, excess is applied in Spiritual Damage. Phase (Ability) As a <i>Quick Action.</i> You are able to switch from Incorporeal to Corporeal until the start of your next turn.</p> <p><u>Reactions</u> *Intangibility (Ability) As a <i>Reaction;</i> You and anything you are holding switches from Incorporeal to Corporeal (or vice versa) until the start of your next turn. You may use this ability a number of times per day equal to your MAGIC.</p>	
<p><u>Items:</u> Tethered to; Any Non-Magical Item</p>	<p><u>Deadleff (*):</u> The Abilities highlighted above <u>*</u> can be bonded to any non-magical item. <u>Unfinished Business:</u> Most Jumbies can be dispersed if you find the item they are tethered to or solve their Unfinished Business.</p>

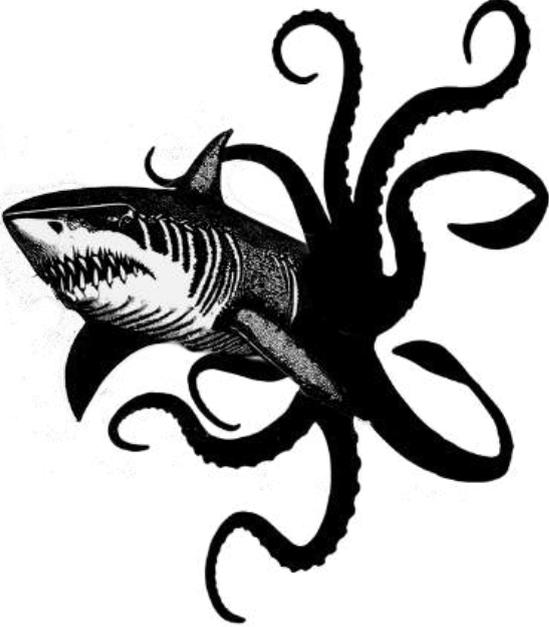
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<p>La Diabliesse (Neutral) Level 3 Human-sized, Spirit</p>	
<p>DEFENCE: 3 HP: 8 Movement: 40ft Scores: Mind: 0 Body: 1 Soul: 1 Notable Skills CONVINCENCE: 3 MAGIC: 2</p>	
<p><u>Description:</u> La Diabliesse or Ladjablès her poise, figure, and dress may make her seem beautiful. However, her hideous face is hidden by a large brimmed hat, and her long dress hides the fact that one leg ends in a hoof. She smells distinctly of a mix of fine perfume and deadly decay.</p>	
<p><u>Passive</u> Violent Spirit (Feature) <i>Passive.</i> You can freely switch your damage type between Physical and Spiritual.</p>	
<p><u>Major Action(s)</u> Enchanting Voice (Feature) As a <i>Major Action</i>; Speak a command that can be completed using Movement and/or a Quick Action. Enemy creatures within 60ft that can hear you must roll 1d8+FOCUS to exceed your 1d8+CONVINCE. Creatures that fail become Enchanted and must follow your instructions on their turns for an amount of turns equal to your MAGIC Skill. Each time you or the Enchanted takes damage they may repeat the roll to save. You may use this ability once per encounter.</p> <p><u>Quick Action(s)</u> Bludgeon; Roll 1d6+STRENGTH against a target's DEFENCE excess is applied in Physical Damage.</p> <p>Trample (Ability) If a creature within 5ft of you is Floored. As a Quick Action You may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage</p>	
<p><u>Deadleff:</u> Diabliesse Cow Foot (Magical Item) \$1000fc. Uncommon. As A Quick Action; Roll 1d6+STRENGTH against a target's DEFENCE, excess is applied in Physical or Spiritual Damage (Worn on 1 Leg).</p>	

<p>Lightning Ball (Neutral Evil) Level 7 Bucket-sized, Spirit</p>	
<p>DEFENCE: 4 HP: 10 Movement: 100 ft (fly)</p> <p>Scores: Mind:-1 Body:0 Soul:1</p> <p>Notable Skills; DEXTERITY: 4 SPEED: 5 STRENGTH: -4 MAGIC: 2</p>	
<p><u>Description:</u> A rare phenomenon, a floating sphere that can range in colour from blue, orange or yellow and usually appears during thunderstorms. disappearing within a few seconds. It's sometimes accompanied by a hissing sound and an acrid odour</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities;Electrical, Heat, Toxin Condition Immunities; Blindness, Deafness, Poisoned, Grabbed Weaknesses: If the Lightning Ball comes in contact with a litre or more of water it loses half it's HP and all creatures within 30 ft suffer Electrical Damage for the amount lost.</p>
<p><u>Passive Abilities</u> Static Presence (Feature) <i>Passive.</i> Each time a Creature comes within 10ft of your space it must roll 1d8+RESILIENCE to match or beat your SPEED+MAGIC and suffers 1 Electrical Damage on a fail.</p> <p>Chain Reaction (Feature) <i>Passive.</i> Your energetic reflexes recharges allies. Whenever you use your Reaction you may also choose a creature within 30 ft that already used their Reaction, this creature regains their ability to make a Reaction before the start of their next turn.</p>	
<p><u>Major Action(s)</u> *Shock (Ability) <i>As a Major Action;</i> Roll 1d8+MAGIC against DEFENCE to deal Electrical Damage to targets within a 60ft line. On a critical success (d8 roll of 8) the target is paralyzed for one round, On a critical failure (1) the attack backfires and you and creatures within 5ft lose 1 HP.</p> <p><u>Quick Action(s)</u> *Flash (Ability) <i>As a Quick Action;</i> Emit a light to blind all creatures that can see you in a 20ft radius for a number of turns equal to your MAGIC Skill. You may use this ability a number of times per day equal to your SPEED.</p> <p><u>Reaction(s)</u> Overload (Feature) <i>As a Reaction;</i> When a creature within 120 ft damages you with an attack, you can deal Electrical Damage to them (ignoring DEFENCE) for the amount of HP lost.</p>	
<p><u>Items:</u> Tethered to; Floating Lodestone x1</p> <p>Floating Lodestone (Magical Item) \$500 fc, Rare. A floating magnet. Sticks to or lets go of metal objects within 15ft on owner's command. (Float/Hand/Pocket/Bag)</p>	<p><u>Deadleff;</u> The Deadleff Abilities (*) of the Lightning Ball must be stored in a metal item or a glass container.</p> <p><u>Unfinished Business;</u> The Lightning Ball may surrender if its Floating Lodestone is appeased with large amounts of iron, but will become aggravated if confronted with rubber.</p>

<p>Lion (Chaotic Neutral) Level 5 Cattle-sized, Fauna (Exotic)</p>	
<p>DEFENCE: 3 HP: 8 Movement 60ft Walk, 30ft Climb</p> <p>Scores: Mind: -2 Body: 4 Soul: 0</p> <p>Notable Skills; DETECT: 2</p>	
<p><u>Description:</u> Social felines, lions roam the savannas and grasslands of the African continent, hunting cooperatively and raising cubs in prides.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive</u></p> <p>Cat-Like Reflexes (Feature) Passive. When you use a Reaction you are able to move 5ft in any direction. If you take fall damage reduce harm by 2..</p> <p>Dark Vision (Feature) Passive. You can see in the dark.</p> <p>Grip (Feature) Passive. If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature</p> <p>Intimidating (Feature) Passive. You may use your STRENGTH Skill for CONVINCE rolls.</p> <p>Keen Sense: Hearing, Sight, Smell (Feature) Passive. When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p> <p>Multi-Attack (Feature) Passive. You are able to make 3 Attacks on your turn; one with Fangs as a Major Action, and two with Claws as Quick Actions.</p> <p>Pack Hunter(Feature) Passive. Gain +1 when attacking for each allied Creature within 10ft of the target</p>	
<p><u>Major Action(s)</u></p> <p>Fangs; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p>Natural Cover (Ability) Major Action. You can Hide in; Grass</p> <p><u>Quick Action(s)</u> You are able to do 2 Quick Action Claw Attacks on your turn.</p> <p>Claw; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p>	

<p>Lizardperson (Any Alignment) Level 1 Human-sized, Person</p>	
<p>DEFENCE: 3 HP: 7 Movement: 30ft</p> <p>Scores: Mind: -1 Body: 1 Soul: 0</p> <p><u>Description:</u> Reptilian humanoid</p>	
<p><u>Major Action(s)</u></p> <p>Chomp (Feature) Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p><u>Quick Action(s)</u></p> <p>Thrash; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p>	
<p><u>Items:</u> -80 \$fc worth of leather clothing</p> <p>*Lizard Tail (Magical Item) \$500fc. <i>Uncommon.</i> Your Max HP also increases by 1 while the tail is attached to you. Quick Action; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage. When attacked, you may decide to have the tail take damage instead of you, destroying the tail.</p>	

<p>Lusca(A) Level 30 Building-sized, Spirit</p>	
<p>DEFENCE: 3 HP: 50 Movement: 120ft (Swim)</p> <p>Scores: Mind: -3 Body: 6 Soul: 0</p> <p>Notable Skills; DETECT: 4</p> <p><u>Description:</u> a type of colossal octopus with the head of a shark. A Lusca covers a large range and may surge out and attack out of the blue holes found off the coasts of many islands, especially near to 'The Tongue of the Ocean' on the eastern side of Andros, in the Bahamas. These blue holes are said to be the connecting points to numerous ocean caves, walls and passageways.</p> <p><u>Vulnerabilities and Immunities</u> Immune to effects of Whirlpool (Phenomenon)</p>	
<p><u>Passive Abilities</u></p> <p>Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature.</p> <p>Keen Sense: Smell, Hearing (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p> <p>Multi-Attack (Feature) <i>Passive.</i> The Lusca is able to make 9 Attacks, up to 8 Tentacle attacks as a Major Action and 1 as a Quick Action. The Lusca starts with one tentacle free then must Unfurl .</p>	
<p><u>Major Actions:</u></p> <p>Giant Tentacle Roll 1d10+STRENGTH against a target within 15ft's DEFENCE, excess is applied in Physical Damage</p> <p>Natural Cover (Ability) Major Action. You can Hide in; Water</p> <p>*Summon Whirlpool (Ability) Summon the Whirlpool (Phenomenon) to a spot in a large body of water within 300ft. You may use this ability once per day.</p> <p><u>Quick Action(s):</u> (The Lusca is able to make 1 Quick Action on its turn)</p> <p>Jaws (Feature) Roll 1d8+STRENGTH against a target within 10ft's DEFENCE, excess is applied in Physical Damage</p> <p>Unfurl (Ability). As a Quick Action; You free a limb, gaining an extra Major Action each turn (up to 8)</p> <p>*Colour Change (Feature) Quick Action; You are able to change your pigment to blend into your surroundings, gain +2 STEALTH while hiding. This ability can only be used once per encounter.</p>	
<p><u>Items:</u></p> <p>8x Extra Appendage; Tentacle (Magical Item) \$5000fc. Rare. You are able to do an additional Major Action each turn. The Tentacle has an HP of 1 (Which is added to your Max HP), STRENGTH of 3 and DEXTERITY of 4.</p>	<p><u>Deadleff:</u> Lusca's Deadleff must be bonded to driftwood, a ship, water vessel or something buoyant or blue.</p> <p><u>Unfinished Business:</u> Lusca attacks to feed and to protect its territory.</p>

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<p>Medic (Any Alignment) Level 3 Human-sized, Person</p>	
<p>DEFENCE: 3 HP: 6 Movement: 30ft</p> <p>Scores: Mind: 1 Body: 0 Soul: 0</p> <p>Notable Skills; STUDY: 3</p> <p>Description: A person engaged in medical work</p>	
<p><u>Passive Abilities</u> First Aid Certification (Ability) Passive. +2 to Healing when you use a First Aid Kit and +1 to Healing when you use Bandages. You are able to use a Trauma Kit without inflicting Damage.</p>	
<p><u>Major Action(s)</u> Medical Knowledge (Feature) As A Major Action; Each day you have a pool of points; (3 xDoctor Level) that can be used to heal yourself or creatures you touch. (9 Points) Scalpel (Dangerous Object) \$5 fc. Common. (Melee 5ft/Thrown 30 ft) Light. Roll 1 d6+STUDY or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage</p>	
<p><u>Items:</u> 2x Bandages (Item)\$50 fc. Common Major Action; to administer. Restores 2 HP (3hp If the user has First Aid Certification), Also automatically stops Bleed condition. Single use. 2x First Aid Supplies (Item) \$50 fc. Common A collection of items designed to manage all types of injuries including basic cuts, scrapes and burns. Use a Major Action to administer. Restores 2 HP to a creature. If the user has First Aid Certification, restore 4 HP instead. Single use. Smelling Salts (Item) \$20 fc. Common. An ammonia based inhalant in a tiny glass jar used as a stimulant to restore consciousness. Quick Action to administer; Restores 1 HP to an Unconscious creature. Also ends Sleep condition. 10 uses.</p>	

Member of Parliament (Any Alignment)

Level 10

Human-sized, Person

DEFENCE: 3 **HP:** 6 **Movement:** 30ft

Scores: Mind: 2 Body: -1 Soul: 0

Notable Skills;

CONVINCE: 4

Description: The representative in parliament of the people who live in their electoral district.



Passive Abilities

Bull Headed (Feature) *Passive.* Whenever you are affected by Emotional Damage, Reduce harm by a number of HP equal to your FOCUS Skill.

Entourage (Feature) *Passive.* You are always surrounded by a group of followers or attendees. (Police, Criminals, Regular People)

Inquiry (Feature) If you are brought to 0hp or kidnapped by a creature. Allies begin investigating your whereabouts within 24hrs.

Lies and Statistics (Ability) *Passive.* You accurately (or falsely) quote some data. Once a day you may add your STUDY to a CONVINCE roll or your CONVINCE to a STUDY Roll.

Wearing

***Guard Ring from Physical Damage** (Magical Item)\$150 fc. Uncommon. The next time the wearer would take Physical Damage, the harm is avoided and the ring is destroyed. (Finger).

Major Action(s)

Lambast (Ability) As a Major Action; Openly criticise a creature within 60 ft that can understand you to deal Emotional Damage (ignoring DEFENCE) equal to your Level + CONVINCE.

The Creature must Roll a 1d8+FOCUS to reduce Damage.

***Pistol** (Weapon: Deadly) \$500fc. Rare (Projectile 150 ft) A metal hand-held fire-arm. Light. Roll 1d8+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Fires 17 bullets before you need to use a Major Action to Reload.

Quick Action(s)

Rousing Rally (Legendary Ability) As a Quick Action; All willing allied creatures may use their Reaction to make a single attack on targets that you choose within their range.

Reaction(s)

Delegate (Ability) As a Reaction; If you are about to take damage you can ask a willing creature within 10 ft to take the damage instead. You may use this ability a number of times equal to your CONVINCE Skill.

Do You Know Who I am? (Ability) As a Reaction; When a single target attack is aimed at you, you can roll 1d8+CONVINCE to exceed the total attack rolled by the opponent. If you fail, the attack hits you as normal. If you succeed the attacker must redirect the hit to a creature of their choice within range or stop the hit entirely. Even if the creature stops the hit it still counts as an attack action in their turn. You can attempt this action a number of times per day equal to your Level..

It's not as Bad As it Looks (Ability) As a Reaction; Once a day you can gaslight a willing creature (including yourself) that suffered deadly harm. When used, a creature that took damage which would bring it to 0 hp doesn't immediately fall, but instead falls at the start of your next turn. Gaslit creatures are not able to heal until after your next turn. If multiple creatures took harm that would reduce them to 0 in the same turn you may gaslight a number of creatures equal to your CONVINCE.

<p>Mermaid (Any Alignment) Level 5 Human-sized, Spirit</p>	
<p>DEFENCE: 3 HP: 6 Movement: 10ft Crawl, 30ft Swim</p> <p>Scores: Mind:1 Body:1 Soul:1</p> <p>Notable Skills; CONVINC: 3 MAGIC: 1</p>	
<p><u>Description:</u> A mermaid is an aquatic creature with the head and upper body of a female human and the tail of a fish. Mermaids are sometimes associated with perilous events such as floods, storms, shipwrecks, and drownings.</p>	
<p><u>Passive Abilities</u> *Mermaid's Choker (Magical Item). While worn allows a creature to breathe both air and water. Aquatic (Feature) Passive. You suffer -1 to Body Skillset if you are not Submerged Aquatic Defence (Feature) When submerged in water this creature's DEFENCE increases by 1 and all Fire Damage is reduced by 4.</p>	
<p><u>Major Actions</u> Enchanting Gaze (Ability) As a Major Action; Roll a contested 1d8+ CONVINC to exceed 1d8+FOCUS of a creature within 60ft that can see you. If you succeed the creature is Enchanted and must use its Quick Action and Movement to follow a command you provide for an amount of turns equal to 1+ your MAGIC Skill. Each time you or the enchanted creature takes damage they may repeat the CONVINC Roll. You may use this ability once per encounter.</p> <p>*Merfolk Spear (Weapon: Melee 10ft/Thrown 60ft) 1d8+STRENGTH against target DEFENCE, excess is applied in Physical Damage. Target takes Spiritual damage equal to MAGIC if within 20ft of a body of water. Natural Cover (Ability) Major Action. You can Hide in; Water</p> <p><u>Quick Actions</u> *Hydrokinesis (Ability) You are able to shape and control water. When you are within 15ft of a Bucket-sized or larger amount of liquid you may Grab, Attack (1d4+MAGIC) or Restrain targets within 15ft of it as a Quick Action.</p> <p><u>Reactions</u> Water Shield (Ability) Reaction; If you are within 5ft of a gallon or more of water. Increases your DEFENCE by 1 until THE start of your next turn. You are able to use this ability a number of times per encounter equal to your MAGIC.</p>	
<p><u>Items:</u> *Mermaid's Choker *Mermaid's Spear *\$200 fc Worth of Gold</p>	<p><u>Deadleff (*):</u> Any of the above with * The Mermaid's Deadleff will only attach itself to items of jewellery or fashion accessories.</p> <p><u>Unfinished Business</u> The Mermaid will ally themselves with anyone who refuses to look at them and works to protect the rivers</p>

<p>Mob (Any Alignment) Level 25 Building-sized, Swarm</p>	
<p>DEFENCE: 2 HP: 80 Movement: 30ft</p> <p>Scores: Mind: 0 Body: 6 Soul: 0</p> <p>Notable Skills: STEALTH: -5</p> <p><u>Description:</u> a large crowd of people, especially one that is disorderly and intent on causing trouble or violence.</p>	
<p><u>Passive</u></p> <p>Over-Reactive (Feature) <i>Passive.</i> You have 3 Reactions each round</p> <p>One one Coco (Feature) <i>Passive.</i> Each turn The number of Major Actions you have is equal to your Current HP divided by 10</p> <p>Full Basket(Feature) <i>Passive.</i> Your Current HP affects your form. If you are brought to Half HP, use Crowd (Creature) stats instead. If you are brought to 8 HP or less, use Average Citizen (Creature) stats instead.</p>	
<p><u>Major Action(s)</u></p> <p>Fling Sumtn (Ability) As a Major Action; Roll 1d4 + DEXTERITY or STRENGTH against a target within 40 ft's DEFENCE, the excess is applied in Physical Damage. (Requires a Quick Action to procure)</p> <p>Improvised Weapon (Item) (Requires a Quick Action to procure) As A Major Action; Roll 1d6 + DEXTERITY or STRENGTH against a target within 5 ft's DEFENCE, the excess is applied in Physical Damage.</p> <p>Unarmed Attack (Ability) As a Major Action; Roll 1d4 + DEXTERITY or STRENGTH against a target within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p><u>Quick Actions</u></p> <p>Stampede (Ability) If a creature within 5ft of you is Floored. As a Quick Action You may Roll 1d8+STRENGTH against their DEFENCE, If exceeded, the difference is applied in Physical Damage</p>	
<p><u>Items:</u> 1d8x1000 in \$fc, 5d8 Random Non-Magical Items</p>	

<p>Mongoose or Ferret (Chaotic Neutral) Level 0.25 Bucket-sized, Fauna (Invasive)</p>	
<p>DEFENCE: 3 HP: 2 Movement: 30ft Walk, 20ft Climb</p> <p>Scores: Mind: -2 Body: 2 Soul: 0</p> <p>Notable Skills; STEALTH: 4, STRENGTH: -4</p>	
<p><u>Description:</u> Small bold predatory carnivores</p>	<p><u>Vulnerabilities and Immunities</u> Resistances; -2 Damage from Toxin Condition Immunities; Poison Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Keen Sense: Sight, Hearing (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll Pack Hunter(Feature) <i>Passive.</i> Gain +1 when attacking for each allied Creature within 10ft of the target..</p>	
<p><u>Major Action(s)</u> Bite or Scratch; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess applied in Physical Damage</p>	

<p>Monkey or Raccoon (Chaotic Neutral) Level 0.5 Bucket-sized, Fauna (Invasive)</p>	
<p>DEFENCE: 3 HP: 3 Movement: 50ft Walk/Climb</p> <p>Scores: Mind: -2 Body: -3 Soul: 0</p> <p>Notable Skills; DETECT: 2 DEXTERITY: 4 SPEED: 3 STEALTH: 4</p>	
<p><u>Description:</u> Has a long tail, and climbs trees.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Keen Sense: Sight, Hearing (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll. Opposable Thumbs (Feature) <i>Passive.</i> You are capable of holding and manipulating simple tools.</p>	
<p><u>Major Action(s)</u> Bite or Scratch; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage. Fling (Ability); If you are holding an item Roll 1d4+STRENGTH against a target within 30ft's DEFENCE, excess is applied in Physical Damage</p>	

Moon gaser (see Phantome)

<p>Moth (Lvl 0.25) or Duppy Bat (Lvl 1) Hand-sized, Fauna (Natural) Chaotic Neutral</p>	
<p>DEFENCE: 1 HP: 1 Movement: 20ft (fly)</p> <p>Mind: -4 Body: -4 Soul: 0</p> <p>Notable Skills; FOCUS: 1 SPEED: -1</p>	
<p><u>Description:</u> Called the duppy bat in Jamaica, the moth is seen as the embodiment of a lost soul or restless soul. Its wings are blackish to brownish with a pattern of lines and spots.</p>	
<p><u>Major Action(s)</u> Flutter; The attack does no damage.</p> <p>(If Duppybat:) Deathglare (Feature) As a Major Action; Once per day, Roll a contested 1d8+DETECT to exceed 1d8+STUDY, DEXTERITY, SPEED or FAITH of a target creature you see, that can also see you. On a success; if the creature takes Damage before this effect ends, they drop to 0 HP from Emotional Damage. This effect lasts a number of turns equal to your FOCUS.</p>	

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<p>Necromancer (A) Level 10 Man-sized, Person</p>	
<p>DEFENCE: 3 HP: 8 Movement: 30ft</p> <p>Scores: Mind: 1 Body: -1 Soul: 2</p> <p>Notable Skills; CONVINCE: 2 MAGIC: 4</p> <p><u>Description:</u> A spellcaster who focuses on reanimate dead people or to foretell the future by communicating with them</p>	
<p><u>Passive Abilities</u> Magician (Feature) Passive. You are able to use a number of Abilities from the Mystic class equal to your level. Suggested spells; Clairvoyance, Predict Weather, Projectile (Spiritual Damage)</p> <p><u>Wearing</u> 5x Guard Ring from All Damage (Magical Item) \$1500 fc. Rare. A ring of precious metal loaded with a spirit and with DNA from the wearer. The next time the wearer takes damage of any type, the damage is avoided and the ring is destroyed. (Finger)</p>	
<p><u>Major Action(s)</u> Dagger (Dangerous Object) \$5 fc. Common (Melee 5ft/Thrown 30ft) Light. Roll 1 d6+DEXTERITY, STRENGTH or SPEED against a target's DEFENCE, the excess is applied in Physical Damage. Harm and Heal (Ability) Use a Major Action; To call to the mysterious forces to sacrifice and redistribute health. Transfer an amount of current HP you choose from one willing creature to a wounded creature. Necromancy (Ability) As a Major Action; If you touch a corpse of a person who has died you may turn it into either a level 1; Duppy, Skellington or Zombie which will awaken at the start of your next turn. Projectile; Spiritual (Ability) Use A Major Action; to magically launch your preferred element towards a target within 120ft. Roll 1d8+FOCUS, DEXTERITY or MAGIC against a target's DEFENCE to hit. The difference is applied as harm in Spiritual Damage. Summon (Ability) You start each day with a number of points equal to the sum of your CONVINCE+MAGIC Skills (6). As a Major Action; You may expend these points to summon; Duppies, Zombies or Skellingtons. Each summon costs 1 point per creature's level and requires a minimum of 1 point.</p> <p><u>Quick Action(s)</u> Magical Vitality (Ability) As a Quick Action. Gain a number of Temporary HP equal to your MAGIC Skill. You can use this ability once per day.</p> <p><u>Reaction(s)</u> Protect and Punish (Ability) Reaction; If you or a creature within 30 ft of you is hit with a single target attack, generate a magical barrier that blocks half the damage (rounded up) that would be lost in HP. This half damage can then be applied in Spiritual Damage to a creature of your choice in the same range, (ignoring DEFENCE). You may use this ability a number of times equal to twice your MAGIC Skill. (8)</p>	
<p><u>Items:</u> * Magic Potion (Magical Item) \$100 fc. Rare. Made out of mysterious ingredients. Use a Major Action to administer. The creature that consumes gains 1d8 of HP. Single use.</p>	

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<p>Old Higue; Human Form (Chaotic Evil) Level 9 Human-sized, Spirit</p>	
<p>DEFENCE: 3 HP: 6 Movement: 20ft</p> <p>Scores: Mind: 2 Body: -1 Soul: 1</p> <p>Notable Skills; CONVINCING: 4 MAGIC: 3</p>	
<p><u>Description:</u> The Old Higue, Old Hag or Soucouyant commonly appears as a reclusive old woman by day.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Lose 1 HP (ignoring DEF) for every handful of salt that touches you.</p>
<p><u>Passive Abilities</u> Final Form (Feature), Passive. As a Reaction, Quick Action or when you reach 0hp in this form you are able to Transform into Old Higue; Fire Ball Form (Creature). Magician (Feature) Passive. You are able to use a number of Abilities from the Mystic class equal to your level. Suggested spells; Projectile (Heat Damage), Area of Harm (Heat Damage), Sleeping Spell</p> <p><u>Wearing</u> *Socouyant Skin (Magical Item) \$1500fc. Rare. Dried leathery skin. You may wear it as a Major Action. Glves you the voice, mannerisms and visage of an old woman. You may remove it as a Quick Action or Reaction.</p>	
<p><u>Major Action(s)</u> Area of Harm: Heat (Ability) You start each day with a pool of d4 dice equal to your MAGIC Skill (3). Major Action: Unleash a hazard and spend dice from the pool to deal Heat or Spiritual Damage. Damage is equal 1+Total result of the dice roll. All creatures within 20ft of you must roll 1d8+LUCK to reduce. You may reload your dice pool As A Quick Action a number of times daily equal to your RESILIENCE Leech (Ability) Roll 1d8+STRENGTH, SPEED or DEXTERITY against a target within 5ft's DEFENCE, The difference is applied in Physical Damage. You gain temporary HP equal to the amount lost by the target. Projectile (Ability) Major Action; Magically launch your preferred element towards a target within 120ft. Roll 1d8+ MAGIC against a target's DEFENCE to hit. The difference is applied as harm in Heat Damage. Sleeping Spell (Ability) As a Major Action; emit a sound, substance or visual in a 30ft radius. All creatures in that area (that can either hear, inhale or see, whichever is applicable) must roll 1d8+RESILIENCE to exceed the sum of your MAGIC+CREATE. Creatures who do not exceed fall asleep at the start of their turn and Rest for 1 hour. A sleeping creature can be awakened by Damage, A loud noise, or can be roused by another creature as a Quick Action. You may use this ability once per encounter.</p> <p><u>Quick Action(s)</u> Socouyant Skin (Magical Item). If removed you transform into Old Higue; Fire Ball Form (Creature).</p> <p><u>Reaction(s)</u> Protect and Punish (Ability) <i>Reaction</i>; If you or a creature within 30ft of you is hit with a single target attack, generate a magical barrier that blocks half the damage to HP (rounded up) This half damage can then be applied in Spiritual Damage to a creature of your choice in the same range, (ignoring DEFENCE). You may use this ability a number of times per encounter equal to your MAGIC Skill Socouyant Skin (see above)</p>	
<p><u>Items/Pets</u> Old Higue's Mortar (Magical Item) \$1000fc. Uncommon. A big earthen jar with a lid. Items count as magical while stored in it. The mortar can also be used to trap a Barrel-sized or smaller spirit within 5ft. As a Major Action; roll a contested 1d8+STRENGTH to exceed the target's 1d8+DEXTERITY, STRENGTH, SPEED or MAGIC, on a success the spirit is trapped until a person uses a Major Action to</p>	<p><u>Unfinished Business;</u> The Old Higue feeds on blood and sheds her skin to float around in her FireBall Form. If the skin is filled or covered with salt the Old Higue dies when they try to re-enter.</p>

open the mortar.
Talking cat (Magical Creature) Its just a cat that talks.

Old Higue; Fire-Ball Form (Chaotic Evil)
 Level 10 Bucket-sized, Spirit

DEFENCE: 4 **HP:** 16 **Speed:** 60 ft (fly)

Scores: Mind: 1 Body:-4 Soul:1

Notable Skills; DEXTERITY: 3 SPEED: 2
 MAGIC: 3



Description: The Old Higue, Old Hag or Soucouyant commonly appears as a reclusive old woman by day. By night, she strips off her wrinkled skin and puts it in a mortar. Transforming into the form of a fireball, flying across the sky in search of a victim.

Vulnerabilities and Immunities

Damage Immunities; Electrical, Heat, Toxin

Condition Immunities; Blindness, Deafness, Poisoned, Grabbed, Sleep

Weaknesses: If the Ball of Fire comes in contact with a litre or more of water it loses half it's HP and all creatures within 30 ft suffer 1 Heat Damage (ignoring DEFENCE).

Passive Abilities

Amorphous (Feature), *Passive.* You are able to squeeze into tight spaces and small openings, creatures and objects can pass through you.

Burning Presence (Feature) *Passive.* Creatures can stay within 10ft of you for a number of turns equal to their RESILIENCE after which they take 1 Heat Damage (Ignoring DEFENCE) at the end of their turn.

Fire Absorption (Feature) *Passive.* When hit with Heat Damage in the form of fire, instead of harm you gain Temporary HP equal to the damage dealt.

Flame Body (Feature) If you come in contact with a creature it suffers the Burning condition.

Major Action(s)

***Blaze** (Ability) As a Major Action; Roll 1d8+MAGIC against DEFENCE to deal Heat Damage to all creatures within a 20ft radius. On a critical success (d8 roll of 8) the target(s) suffers the Burning condition, On a critical failure (1) the attack backfires and you lose 1 HP.

Leech (Ability) Roll 1d8+STRENGTH, SPEED or DEXTERITY against a target within 5ft's DEFENCE, The difference is applied in Physical Damage. You gain temporary HP equal to the amount lost by the target.

Sleep Smog (Ability) As a Major Action; emit a gas in a 30ft radius. All creatures in that area must roll 1d8+RESILIENCE to exceed the sum of your MAGIC+CREATE Creatures who do not exceed fall asleep at the start of their turn and Rest for 1 hour. A sleeping creature can be awakened by Damage, A loud noise, or can be roused by another creature as a Quick Action. You may use this ability once per encounter

Quick Action(s)

***Flash** (Ability) As a Quick Action; Emit a bright light to blind all creatures that can see you in a 20ft radius for a number of turns equal to your MAGIC Skill. You may use this ability a number of times per day equal to your SPEED.

Reaction(s)

Overheat (Feature) As a Reaction; When a creature within 120 ft damages you with an attack, you can deal Heat Damage to them (ignoring DEFENCE) for the amount of HP lost.

Items:

Tethered to;

***Socouyant Skin** (Magical Item) \$1500fc.
 Rare. Dried leathery skin. You may wear

Deadleff;

The Deadleff Abilities (*) of Old Higue must be bound to Possessions of leather or wood.

Unfinished Business:

it as a Major Action. Gives you the voice, mannerisms and visage of an old woman.

The Old Higue feeds on blood and sheds her skin to float around in her FireBall Form. If the skin is filled or covered with salt the Old Higue dies when they try to re-enter.

Olympian (Any Alignment) Level 10
Human-sized, Person

DEFENCE: 3 **HP:** 9 **Movement:** 40ft walk

Scores: Mind: 1 Body: 4 Soul: 1

Notable Skills; FOCUS: 4

Description: An athletic competitor



Passive Abilities

Athletic (Feature) *Passive.* You are able to use a number of Abilities from the **Athlete** class equal to your level.

Float Like a Butterfly (Ability) *Passive;* Double your jump height and distance. *Reaction;* When taking fall damage, half the damage to be applied (rounded down). If the damage was 1, take 0.

Major Action(s)

Improvised Hammer (Weapon: Basic) \$30 fc. Common (Melee 5ft/Thrown 30ft) Roll 1d6+ DEXTERITY or STRENGTH against a target's DEFENCE, the excess is applied as Physical Damage.

3x **Javelin** (Deadly Weapon) \$100 fc. *Uncommon.*

(Melee 10ft/Thrown 150ft) Roll 1d8+(STRENGTH or DEXTERITY) against target's DEFENCE, The Excess is applied as Physical damage. Deals +1 more if wielded in Melee range with 2 hands.

Quick Action(s)

Sting Like a Bee (Ability) *Quick Action.* You attack with reckless abandon. Sacrifice an amount from your Current HP to add in Physical Damage on the next melee or unarmed strike you successfully make on a target.

Reaction(s)

Block (Ability) *Reaction;* If you are targeted by a Melee attack, Roll 1d8+ DEXTERITY, SPEED or STRENGTH to exceed the Attack Roll. If exceeded the attack fails. You may use this ability a number of times equal to RESILIENCE.

Items:

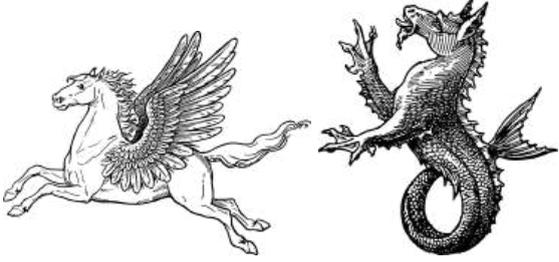
Ice Pack (Item) \$30 fc. Common. Ice and cold packs can relieve pain, swelling, and inflammation from injuries and other conditions. Use a Quick Action to administer, heals 1 HP each turn for 3 turns. Also removes Burning condition. Single use.

<p>Owl (Level 0.5) or Pattoo (Level 2) Bucket-sized, Fauna (Natural) Chaotic Neutral</p>	
<p>DEFENCE: 3 HP: 3 Movement: 20ft (walk) 60ft (fly)</p> <p>Mind: -3 Body: -3 Soul: 0</p> <p>Notable Skills; DETECT: 4 DEXTERITY: 1 SPEED: 2</p>	
<p><u>Description:</u> Some Jamaicans believe that when seen at night, the Barn Owl with its ghostly appearance and distressed call means that someone is going to die.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Keen Sense: Sight (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll Dark Vision (Feature) <i>Passive.</i> You are able to see in the dark.</p>	
<p><u>Major Action(s)</u> Peck; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p> <p>(If Pattoo:) Deathglare (Feature) As a Major Action; Once per day, Roll a contested 1d8+DETECT to exceed 1d8+STUDY, DEXTERITY, SPEED or FAITH of a target creature you see, that can also see you. On a success; if the creature takes Damage before this effect ends, they drop to 0 HP from Emotional Damage. This effect lasts a number of turns equal to your FOCUS</p>	

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<p>Pastor (Good or Neutral) Cult Leader (Evil) Level 12 Human-sized, Person</p>	
<p>DEFENCE: 3 HP: 8 Movement: 20ft</p>	
<p>Scores: Mind: 1 Body: 0 Soul: 3 Notable Skills; CONVINCING: 4 FAITH: 4</p>	
<p><u>Description:</u> A spiritual leader in religious or sacred affairs.</p>	
<p><u>Passive Abilities</u> Entourage (Feature) <i>Passive.</i> You are surrounded by a group of followers or attendees. Living in Faith (Feature) <i>Passive.</i> You may use your FAITH instead of the listed Skill for any saving throw. Martyr (Ability) <i>Passive.</i> Your suffering encourages others.. Whenever you are at 1 HP Allies get +1 to their attacks. If you are at 0 HP allies get to add a bonus to their attacks equal to your FAITH. Sanctuary (Feature) <i>Passive.</i> You have a safe space (such as a small house, large room, garden, place of worship, workplace etc) where Spirits, Magical effects and Persons that wish you ill will are unable to enter without your permission. Shield of Faith (Feature). <i>Passive.</i> Reduce Spiritual Damage dealt to you by an amount equal to your FAITH.</p>	
<p><u>Major Action(s)</u> Altar call (Ability) <i>As a Major Action;</i> Launch into an impassioned call to action. Roll 1d8+CONVINCE. Creatures you specify within 60ft that can hear you must exceed with a roll of 1d8+(CONVINCE, FOCUS, STUDY or FAITH) creatures that fail must use their Reaction to move their full Movement Speed towards you. You may use this ability once per day. Holy Ground (Ability) <i>As a Major Action;</i> Once a day. Sanctify a 40ft square area starting from a fixed point you touch, the effects of the square also extend upwards indefinitely into the sky above and downwards into the ground below. Magical Items do not work in or affect this area. Creatures below your level are; 1. Unable to use Abilities or Features that rely on the MAGIC Skill (either for rolls or uses per day) and 2. Can only use FAITH Skills that you allow. Whenever any evil or violent Spirit or a Haunted creature enters the Holy Ground, they take Spiritual Damage (ignoring DEFENCE) equal to your FAITH Skill. This ability lasts until used again or until you or an ally makes an Attack or Damages a creature while in the space of the Holy Ground. Miracle (Ability) <i>As a Major Action;</i> You request divine intervention. Roll 1d8, on an ODD number nothing happens. On an EVEN number you may remove one Condition, Status Effect or curse from a creature, or revive an Unconscious creature with 1HP. You may attempt this ability a number of times per day equal to your FAITH. Rebuke (Ability) <i>As a Major Action;</i> Roll 1d8+FAITH against a creature that can hear you, the creature rolls 1d8+FOCUS to resist, difference is applied in Spiritual Damage (ignoring DEFENCE).</p>	
<p><u>Quick Action(s)</u> Guardian (Ability) <i>As a Quick Action;</i> Once per day you ask for divine protection and summon an invisible presence. This presence has a number of HP equal to twice your level. Each time you or a creature would take damage you may expend any amount of the Guardian's remaining HP to take that damage instead. The guardian lasts until the next day or until HP is expended.</p>	
<p><u>Reaction(s)</u> [If Cult Leader:] False Prophet (Feature) People believe in your visions. You have numbers you may use to replace the result of a dice roll made (or to be made) by a creature you can see and hear. You may only use each number once per day; 1,2,3,8 No Weapon Formed (Ability) <i>As a Reaction;</i> Add your FAITH Skill to your DEFENCE until the start of your next turn. You can use this ability a number of times per encounter equal to your LUCK. Turn the other Cheek (Ability) <i>As a Reaction;</i> If an attack would reduce you to 0 you survive with 1 HP instead. You may use this ability once per encounter.</p>	
<p><u>Items:</u></p>	

***Nuff Tea** (Magical Item) \$100 fc. Dear. Use a Major Action to drink, or a Quick Action to feed tea to another creature . Heals 3 Hp, 3 uses.
***1d8 x 1000 \$fc**

<p>Pegasus or Hippocampus/Kelpie (Neutral) Level 4 Cattle-sized, Spirit</p>	
<p>DEFENCE: 4 HP: 11 Movement: (Pegasus: 60ft walk, 120ft fly)/(Hippocampus: 120ft Swim) Scores: Mind: -1 Body: 3 Soul: 1 Notable Skills STEALTH: -2 SPEED: 6 MAGIC: 2</p>	
<p><u>Description:</u> Pegasus; a winged horse. Hippocampus; fish-tailed horses of the sea</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Major Action(s)</u> Bludgeon; Roll 1d6+STRENGTH against a target's DEFENCE excess is applied in Physical Damage. <u>Quick Action(s)</u> Trample (Ability) If a creature within 5ft of you is Floored. As a Quick Action You may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage</p>	
<p><u>Deadleff:</u> Pegasus; *Attachable Wings (Magical Item)\$2000fc. <i>Uncommon</i> The user sprouts 2 wings which allow them to fly. The wearer also gets 2 Temporary HP. When taking damage you may decide to take it to your actual HP or to the wings instead. If the wings take 2hp damage they are destroyed. (Back) Hippocampus / Kelpie; *Fish Tail (Magical Item) \$500fc. <i>Uncommon.</i> The user sprouts a tail which doubles their swim speed. The wearer also gets 1 Temporary HP. When taking damage you may decide to take it to your actual HP or to the tail instead. If the tail takes damage it is destroyed. (Waist and Legs)</p>	

<p>Phantome or Moongazer (Any Alignment) Level 8 Building-sized, Spirit</p>	
<p>DEFENCE: 4 HP: 15 Movement: 60 ft</p> <p>Mind: 0 Body: 2 Soul: 2</p> <p><u>Description:</u> This immensely tall spectre stands at the crossroads on nights of the full moon staring up with his legs wide apart, straddling the road. Emitting a shrill, spine-tingling whistle before crushing creatures that walk under.</p> <p><u>Vulnerabilities and Immunities</u> Damage Immunities; Physical, Poison Resistances; Acid Damage is halved Condition Immunities; Floored, Tripped</p>	
<p><u>Passive Abilities</u> Incorporeal (Feature) <i>Passive.</i> While Incorporeal you are unable to touch or be touched by non-magical objects and creatures. You can affect other Incorporeal objects and creatures. You are immune to Physical and Poison Damage and take half Damage from Acid.</p>	
<p><u>Major Actions</u> Bisect; Roll 1d10+STRENGTH against a target within 10ft's DEFENCE, the excess is applied in Physical Damage. *Invisibility (Ability) As a Major Action; You are unable to be seen by normal means until the end of your next turn (effect continues if you repeat this Action). You count as Hidden. If you take damage, roll FOCUS to beat damage taken in order to maintain Invisibility. If you are made visible you may re-attempt an amount of times equal to your MAGIC Skill.</p> <p><u>Quick Actions</u> Phase (Ability) As a Quick Action. You are able to switch from Incorporeal to Corporeal until the start of your next turn.</p> <p><u>Reactions</u> *Intangibility (Ability) As a Reaction; You and anything you are holding switches from Incorporeal to Corporeal (or vice versa) until the start of your next turn. You may use this ability a number of times per day equal to your MAGIC.</p>	
<p><u>Deadleff</u> (*); The Abilities highlighted above * can be bonded to footwear.</p> <p><u>Unfinished Business:</u> If you walk around him, quietly and politely, he will let you be,.</p>	

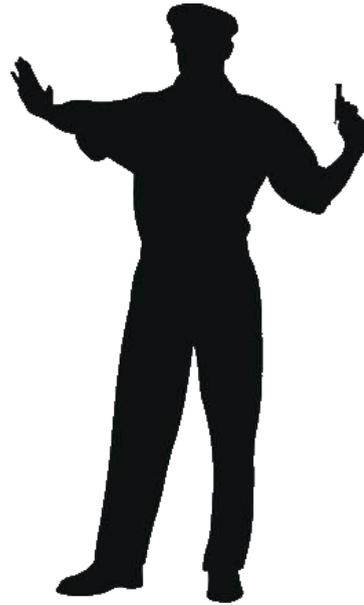
<p>Phoenix (Any Alignment) Level 5 Bucket-sized, Spirit</p>	
<p>DEFENCE: 3 HP: 2 Movement: 60ft Fly</p> <p>Scores: Mind:1 Body: -3 Soul:1</p> <p>Notable Skills; SPEED: 3 MAGIC: 2</p>	
<p><u>Description:</u> A fiery bird with brilliant scarlet and gold plumage and a melodious cry</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities;Electrical, Heat, Toxin</p>
<p><u>Passive Abilities</u> Flame Body (Feature) If you come in contact with a creature it suffers the Burning condition.</p>	
<p><u>Major Actions</u> Natural Cover (Ability) Major Action. You can Hide in; Fire. Fiery Breath; Roll 1d4 to Deal Heat Damage (ignoring DEF) against a creature within 10ft. <u>Quick Actions</u> *Phoenix Tears (Magical Item) Legendary. \$1000fc. Fully heal a creature up to its Max HP. Single use.</p>	
<p><u>Deadleff</u> Phoenix Feather (Magical Item) \$15,000fc. <i>Legendary.</i> Indestructible. This item transforms into a Phoenix (creature) at the start of your next turn when exposed to air. *Phoenix Ashes (Magical Item) \$200fc. <i>Legendary.</i> Quick Action; Restores 1 HP to a creature. Single use.</p>	

<p>Pig (Lawful Neutral) Level 0.5 Barrel-sized, Fauna (Domesticated) \$200fc</p>	
<p>DEFENCE: 2 HP: 9 Movement: 30 ft</p> <p>Scores: Mind: -2 Body: 1 Soul: 0</p> <p>Notable Skills; LOCATE: 2 SPEED: 2 STRENGTH: 0</p>	
<p><u>Description:</u> An omnivorous, domesticated, even-toed, hooved mammal</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Hefty (Feature) <i>Passive.</i> While you are at full HP, Damage dealt to you is halved. Keen Sense: Smell, Hearing (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p>	
<p><u>Major Action(s)</u> Bite or Ram; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p>	
<p><u>Deadleff:</u> \$160fc worth of Pork</p>	

<p>Pixie (Level 6) or Fairy (Level 10) Palm-sized, Spirit (Chaotic Any Alignment)</p>	
<p>DEFENCE: 4 HP: 4 Movement: 10ft walk 30ft fly Scores: Mind: 1 Body: -2 Soul: 4 Notable Skills; CONVINCE: 3 STEALTH: 5 MAGIC: 6</p>	
<p><u>Description:</u> A small mischievous fey with wings. (If Fairy:) Uses a wand to grant wishes (especially to children)</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; +1 Harm from Emotional Damage, 2x Harm from Iron items.</p>
<p><u>Passive Abilities</u> Mystical (Feature) Passive. You are able to use a number of Abilities from the Mystic class equal to your level.</p>	
<p><u>Major Action(s)</u> *Blink (Ability) You are able to transport yourself to a place you have been or seen before. Usage per day equal to your MAGIC. Poof (Ability) Use A Major Action; to magically launch your preferred element towards a target within 120ft. Roll 1d6+MAGIC against a target's DEFENCE to hit, excess is applied in Spiritual Damage. Sleeping Spell (Ability) As a Major Action; emit a sound, substance or visual in a 30ft radius. All creatures in that area (that can either hear, inhale or see, whichever is applicable) must roll 1d8+RESILIENCE to exceed the sum of your MAGIC+CREATE. Creatures who do not exceed fall asleep at the start of their turn and Rest for 1 hour. A sleeping creature can be awakened by Damage, A loud noise, or can be roused by another creature as a Quick Action. You may use this ability once per encounter. (If Fairy:) Wish (Ability) You are able to bend reality. As a Major Action; You or a person you can hear within 30ft can state "I Wish_", and relay their desire in a single sentence. This wish will fail if your next turn ends without it being granted. On your next turn, As a Major Action; Roll 1d8+MAGIC. On a total of 8 or higher, the wish is granted (at the JM's interpretation). If the roll is less than an 8 you are unable to use this ability for the rest of the day. AND ● *1x Transmogrification Potion (Magical Item) \$5000fc. <i>Uncommon</i>. 1hr. <u>Quick Action(s)</u> Illusory Shapeshift (Ability) <i>Quick Action</i>; You are able to take any illusory colour, shape or size. Your Stats however remain the same. *Advanced Invisibility (Ability) As a Quick Action; You or a creature you touch count as Hidden and are unable to be seen by normal means until the end of your next turn (the effect continues if you repeat this Action). If you take damage, roll 1d8 + FOCUS to exceed damage in order to maintain Invisibility. If you are made visible you may re-attempt an amount of times equal to your MAGIC Skill <u>Reaction(s)</u> Pixie Draw (Ability) As A Reaction. You are able to confiscate a held item or the money of all creatures within 30ft who do not exceed a contested 1d8+MAGIC roll to keep their item. You may use this ability once per day. Protect and Punish (Ability) <i>Reaction</i>; If you or a creature within 30ft of you is hit with a single target attack, generate a magical barrier that blocks half the damage to HP (rounded up) This half damage can then be applied in Spiritual Damage to a creature of your choice in the same range, (ignoring DEFENCE). You may use this ability a number of times per encounter equal to your MAGIC Skill (6)</p>	
<p><u>Items:</u> *1d8 of Pixie Dust (Magical Item) \$200fc. Rare. - Allows the user to fly at twice their Movement speed for a number of hours equal to FAITH. Single use. (If Fairy:) Fairy Wand (Magical Item) \$1000 fc. Rare. Contains a single use of the Wish (Ability). (If Fairy:) Transmogrification Potion (Magical Item) \$5000fc. <i>Uncommon</i>. 1hr.</p>	

<p>Police Corporal/Babylon (Any Alignment) Level 6 Human-sized, Person</p>	
<p>DEFENCE: 5 HP: 6 Movement: 30ft</p> <p>Scores: Mind: 1 Body: 1 Soul: 0</p> <p>Notable Skills; FOCUS: 2</p> <p><u>Description:</u> A police corporal is generally employed as an officer as an entry level supervisor position or a rank of non-commissioned officer in the army</p>	
<p><u>Passive Abilities</u> Inquiry (Feature) If you are brought to 0hp or kidnapped by a creature. Allies begin investigating your whereabouts within 24hrs.</p>	
<p><u>Major Action(s)</u> *Taser (Harmful Object) \$50 fc. Common. (Melee 10ft) As a Major Action; Roll 1 d8+DEXTERITY or SPEED to exceed a target's DEFENCE, on a success deals 1 Electrical Damage. Damaged Target is Floored and Stunned until the end of its next turn. This item can be used 3 times before needing to be recharged for an hour.(</p> <p>Semi-Automatic Rifle (Weapon: Deadly) \$10,000. Rare (Projectile 1200 ft) Fires three shots in one Major Action; which you can aim at one or multiple targets. Roll 1d8+ FOCUS against a target's DEFENCE, the excess is applied in Physical Damage. Fires 30 shots (10 turns) after which you must use a Major Action to Reload. Illegal without a FireArm License. (Two Handed)</p> <p><u>Quick Action(s)</u> *Handcuffs (Item) \$100 fc. <i>Uncommon</i> Metal Restraints and separate keys. Allows you to Restrain a Grabbed or willing target as a Quick Action. Target is restrained until the keys are used as a Major Action to release or until the Handcuffs are broken with a STRENGTH check or picked with a STUDY check (Difficulty 8).</p> <p><u>Reaction(s)</u> Body Guard (Ability) As a Reaction; After an opponent rolls to attack an ally within 15ft, you may jump in front of the ally to take the attack instead. The attack fails if it cannot beat your DEFENCE.</p> <p>Back Up (Feature); As a Reaction; The first time per encounter you take damage, a number of allies equal to half your level (rounded up) will arrive at the location the harm occurred in a number of Rounds equal to 1d8.</p>	
<p><u>Items:</u> *Communicator(s) (Item) \$25 fc each. Common. Built in remote mics that transmit your and your teammates' voices clearly. *Semi Automatic Rifle *Bandages (Item) \$50 fc. Common. Major Action to administer. Restores 2 HP, Also automatically stops Bleed condition. Single use *Baton, Taser or Pepperspray</p>	

Police Officer(Lawful Neutral/Good) or
Babylon Bwoi (Lawful Evil)
Level 3 Human-sized, Person



DEFENCE: 5 **HP:** 6 **Movement:** 30ft

Scores: Mind: 0 Body: 0 Soul: 0

Notable Skills;

FOCUS: 2

Description: Police or cops are responsible for the prevention and detection of crime and the maintenance of public order. Babylon is the name for the corrupt police or the corrupt government system

*You may scale this creature's Level up or down; For each level added you may include an additional Item or Ability from; **Law Enforcer** class

Passive Abilities

Inquiry (Feature) If you are brought to 0hp or kidnapped by a creature. Allies begin investigating your whereabouts within 24hrs.

Major Action(s)

Pistol (Weapon: Deadly) \$500fc. Rare (Projectile 150 ft) A metal hand-held fire-arm. Light. Roll 1d8+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Fires 17 bullets before you need to use a Major Action to Reload.

Baton \$15 fc. Common. (Melee 5ft/Thrown 30ft) Physical Damage: 1d6 + STRENGTH. Deals +1 if wielded with two hands.

Quick Action(s)

Handcuffs (Item) \$100 fc. Uncommon Metal Restraints and separate keys. Allows you to Restrain a Grabbed or willing target as a Quick Action. Target is restrained until the keys are used as a Major Action to release or until the Handcuffs are broken with a STRENGTH check or picked with a STUDY check (Difficulty 8). (Hand/Pocket/Waist/Bag)

Reaction(s)

Back Up (Feature); As a Reaction; The first time per encounter you take damage, a number of allies equal to half your level (rounded up) will arrive at the location the harm occurred in a number of Rounds equal to 1d8.

Body Guard (Ability) As a Reaction; After an opponent rolls to attack an ally within 15ft, you may jump in front of the ally to take the attack instead. The attack fails if it cannot beat your DEFENCE.

Items:

***Walkie Talkie(s)/Communicator(s)** (Item) \$25 fc each. Common. Built in remote mics that transmit your and your teammates' voices clearly.

***Pistol**

***Baton, Taser or Pepperspray**

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<p>Rabbit (Chaotic Neutral) Level 0.25 Bucket-sized, Fauna (Domesticated) \$20fc</p>	
<p>DEFENCE: 2 HP: 2 Movement: 40ft Walk 5ft Burrow</p> <p>Mind: -3 Body: -4 Soul: 0</p> <p>Notable Skills: DEXTERITY: 4 SPEED: 3 STEALTH: 0</p>	
<p><u>Description:</u> Small, Burrowing, long-eared mammals.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p>Keen Sense: Hearing (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p>	
<p><u>Major Action(s)</u> Bite or Kick: Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p>	
<p><u>Deadleff:</u> \$16fc worth of Rabbit Meat</p>	

<p>Reindeer (Neutral) Level 4 Cattle-sized, Fauna (Invasive)</p>	
<p>DEFENCE: 3 HP: 10 Movement: 60 ft Walk</p> <p>Scores: Mind: -2 Body: 3 Soul: 0</p> <p>Notable Skills STEALTH: -2 SPEED: 4</p>	
<p><u>Description</u> A large plant-eating mammal with solid hooves and branching horns</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive:</u> Tackle (Ability) <i>Passive.</i> Whenever you move at least 15ft and make a successful melee attack against a creature; the target must Roll 1d8+STRENGTH or DEXTERITY to exceed your total Attack Roll or be knocked to the Floored position.</p>	
<p><u>Major Action(s):</u> Gore or Bludgeon (Feature) Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p>	
<p><u>Quick Action(s)</u> Trample (Ability) As a Quick Action; If a creature within 5ft of you is Floored you may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage</p>	

<p>River Mumma (Any Alignment) Level 12 Human-sized, Spirit</p>	
<p>DEFENCE: 4 HP: 8 Movement: 10ft Crawl, 30ft Swim</p> <p>Scores: Mind:1 Body:1 Soul:1</p> <p>Notable Skills; CONVINCING: 4 MAGIC: 3</p> <p><u>Description:</u> River Mumma inhabits the rivers of Jamaica, (Mami Wata in other islands) and all the fish are River Mumma's children. Sometimes she rises out of the river to sit on the rocks and comb her long, black hair. Some say if you so much as see her, you'll fall into a trance and she'll drag you under the river. If you try to catch her, the fish will disappear; the river will run dry</p>	
<p><u>Passive Abilities</u> Amphibious(Feature) Passive. You can breathe both air and water. *Aquatic Defence (Ability) When submerged in water this creature's DEFENCE increases by 2. All Fire and Acid Damage is reduced by 4.</p>	
<p><u>Major Actions</u> Enchanting Visage (Feature) As a Major Action; Roll 1d8+CONVINCE, All creatures you choose within 30ft that can see you must roll 1d8+FOCUS to exceed. Creatures that do not exceed become Enchanted and must use their Quick Action and Movement to follow your instructions for an amount of turns equal to your MAGIC Skill. Each time you or the Enchanted takes damage they may repeat the CONVINCING Roll. Usage per encounter: 1+STYLE</p> <p>*River Mumma's Comb (Magical Item) \$3000fc, Legendary. As a Major Action; You are able to summon the Rain/Fall (Phenomenon). If rainfall is already present you may increase or decrease its intensity by an amount equal to your MAGIC.</p> <p>*Merfolk Spear (Magical Weapon: Melee 10ft/Thrown 60ft) 1d8+STRENGTH against DEFENCE, excess is applied in Physical Damage, Deals an Extra 1 Spiritual Damage if it makes contact.</p> <p>Natural Cover (Ability) Major Action. Even if you're not behind cover you can Hide in; Water</p> <p><u>Quick Actions</u> *Hydrokinesis (Ability) You are able to shape and control water. When you are within 15ft of a Bucket-sized or larger amount of liquid you may Grab, Attack (1d4+MAGIC) or Restrain targets within 5ft of it as a Quick Action.</p> <p><u>Reactions</u> *Water Shield (Ability) As A Reaction; If you are within 5ft of a gallon or more of water. Increases your DEFENCE by 1 until THE start of your next turn. You are able to use this ability a number of times per encounter equal to your MAGIC.</p>	
<p><u>Items:</u> *Merfolk Spear *River Mumma's Comb *\$2000 fc Worth of Gold</p>	<p><u>Deadleff (*):</u> Any of the above with * The Mermaid's Deadleff will only attach itself to items of jewellery or fashion accessories. <u>Unfinished Business</u> The Mermaid will ally herself with anyone who refuses to look at them and works to protect the rivers</p>

<p>Rolling Calf (Neutral Evil) Level 8 Cattle-sized, Spirit</p>	
<p>DEFENCE: 5 HP: 12 Movement: 50 ft</p> <p>Scores: Mind: -1 Body: 2 Soul: 1</p> <p>Notable Skills; STEALTH: -2 STRENGTH:3</p>	
<p><u>Description:</u> Rolling Calf, a dreaded spirit that stalks through the night looking to destroy anything it comes into contact with and is dangerous even by duppy standards. The 'Rolling' name refers to 'roving' or 'rolling through town,' as the beast has a habit of tearing through villages on its nightly hunt.</p>	
<p><u>Passive Abilities</u></p> <p>Intimidating (Feature) <i>Passive.</i> You may use your STRENGTH Skill for CONVINCING rolls.</p> <p>*Rolling Calf Hide (Magical Item) \$1000fc. Rare. Spirits level 2 or lower within 60ft become Fraid (Condition); Nervous (-1) if they attempt to attack you.</p> <p>Tackle (Ability) <i>Passive.</i> Whenever you move at least 15ft and make a successful melee attack against a creature; the target must Roll 1d8+STRENGTH or DEXTERITY to exceed your total Attack Roll or be knocked to the Floored position..</p> <p>Violent Spirit (Feature) <i>Passive.</i> You can freely switch your damage type between Physical and Spiritual.</p>	
<p><u>Major Action(s)</u></p> <p>Gore or Bludgeon Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p>*Summoning Horn: (Magical Item) \$1500fc. Rare. As a Major Action; Make a trumpeting sound that summons resting duppies and spirits in the area. When activated, roll a d8. The number rolled describes the level of difficulty or number of duppies summoned. Eg. On a roll of 4 you may summon 1 level 4 spirit, 4 level one spirits, or 2 spirits at level 2. The spirits summoned are not at liberty to follow your instruction but may be aggravated at being awoken.</p> <p>If summoning sound was used in an area any subsequent uses of summoning sound have their effectiveness halved.</p> <p>*Ruminant Shapeshift (Ability) As a Major Action; You are able to shapeshift into a Person, Goat or Cow. You keep your Stats but are only able to communicate using the appropriate animal's sound.</p> <p><u>Quick Action(s)</u></p> <p>*Rolling Calf Chain Make a contested roll 1d8+STRENGTH or DEXTERITY against a creature within 30 ft. If the creature loses they are unable to move further away from you. The target is also dragged if you move away. If a target is Grabbed by the chain, you may use a Quick Action to make a contested STRENGTH roll to pull them within 5ft of you.</p> <p>Trample (Ability) As a Quick Action; If a creature within 5ft of you is Floored you may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage</p> <p><u>Reactions</u></p> <p>*Intangibility (Ability) As a Reaction; You and anything you are holding switches from Incorporeal to Corporeal (or vice versa) until the start of your next turn. You may use this ability a number of times per day equal to your MAGIC.</p>	
<p><u>Items:</u></p> <p>*2x Summoning Horn,</p> <p>*Rolling Calf Chain,</p> <p>*8x Rolling Calf Hide</p> <p>* Rolling Calf Beef and, Oxtail (festering meat that if eaten increases RESILIENCE by 1 for 24 hrs)</p>	<p>Deadleff; The Rolling Calf's Abilities will only attach itself to items of Leather, Bone or Metal</p> <p>Unfinished Business; The Rolling Calf is violent and is generally associated with butchers or butchered livestock. To keep a rolling calf away, flog it with a tarred whip with the left hand. Carry a knife handle or use a reflective surface to force the beast to see moonlight. The creature is terrified of the moon.</p>

Rude Pickney (Any Alignment) Level 5
Barrel-sized, Person

DEFENCE: 3 **HP:** 5 **Movement:** 25ft

Scores: Mind: 1 Body: 1 Soul: 0

Notable Skills; STUDY: 3 STEALTH: 4

Description: an unruly child.



Passive Abilities

Bright (Feature) Passive. When rolling for any Skill that uses the Mind Stat. You are able to roll twice, taking the higher number.

Feisty (Ability) Passive. Whenever you deal Emotional Damage, the target suffers +1 Harm.

Out of Order (Ability) *Reaction+(Main/Quick Action)*; You may sacrifice the Main or Quick Action from your next turn and use the sacrificed action in lieu of your Reaction this round at the start of any turn. However on your next turn you may not take the type of Action used. Usage; Once per encounter.

Scholar (Feature) Passive. You are able to use a number of Abilities from the **Student** class equal to your level.

Major Action(s)

Parody (Ability) *As a Major Action*; Repeat the last Ability a creature within 10ft of you used in their last turn. If the action requires a roll you must roll for your own result. You can attempt this action a number of times per day equal to your CREATE Skill.

Prankster (Feature) *As a Major Action*; Roll 1d8+STUDY to deal damage (of a type of your choice) to a creature within 5ft. The creature then rolls 1d8+(either LOCATE,DEXTERITY, SPEED,INTUITION or LUCK) to reduce damage. The difference is applied to the creature's HP (ignoring DEFENCE).

Set Trap (Ability)*As a Major Action*. Construct a trap that will damage an enemy creature that starts its turn or moves within 10ft of it.

The trap has DEFENCE equal to your own and an amount of HP equal to your STUDY Skill. Whenever triggered the trap deals its remaining HP in damage to the enemy (ignoring DEFENCE). The trap will deal Physical Damage unless you include an item in its construction that deals a different damage type.

A successful DETECTcheck against your STEALTH can reveal the trap before it is triggered. Creatures that saw you construct the trap can reroll their DETECT check and take the highest number.

You may repeat the Set Trap ability a number of times per day equal to your CREATE Skill.

Slingshot (Dangerous Object) \$10 fc. Common.

(Projectile 50 ft) A leather strap, or elastic between wood which shoots pebbles or similar sized objects. Roll 1 d6+STUDY or DEXTERITY against a target's DEFENCE, the Excess is applied in Physical Damage. Reload after each shot as a Quick Action.

Quick Action(s)

Study Weakness (Ability) *As a Quick Action*. You gain insight on the weaknesses of a target creature. You are able to add your STUDY Skill to any Attack Roll you make against the target. You may use this ability for a number of attacks equal to your level.

Items:

Bicycle (Item) \$250 fc. Common Use a Major Action to navigate while moving. Doubles Movement Speed. 5 ft of Movement needed to mount or dismount, you may also comfortably carry one Mid-size or smaller passenger.

S

<p>Shade (Chaotic Neutral) Level 12 (Varying)-size, Spirit</p>	
<p>DEFENCE: 4 HP: 2? Movement: 0?</p> <p>Scores: Mind: 0 Body: 1 Soul: 2</p> <p>Notable Skills; STEALTH: 5</p> <p><u>Description:</u> A large sentient, two-dimensional silhouette which takes the form and hides in the shade of creatures and structures.</p>	
<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Physical, Cold, Toxin Condition Immunities; Grabbed, Poisoned, Blinded Weaknesses; The Shadow loses half its HP whenever it comes in contact with bright light and dissipates if completely immersed.</p>	
<p><u>Passive Abilities:</u> Amorphous (Feature), <i>Passive.</i> You are able to squeeze into tight spaces and small openings, creatures and objects can pass through you. Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature. Sonar (Feature) You are able to navigate using sounds</p>	
<p><u>Major Action(s)</u> *Shadow Box (Ability) To attack Roll 1d8+MAGIC against DEFENCE of a target within 5ft, The difference is applied in Spiritual Damage. *180° in the Shade (Ability) As A Major Action; You dive into nearby shade and create a portal to an upside down realm of shadows. You may carry a Grabbed creature equal or smaller than your size. The portal provides entry to the dark realm until the start of your next turn . If the portal is illuminated by bright light it will dissolve, expelling all inhabitants. Creatures within the realm have immunity to Acid, Cold, Physical, and Toxin damage from creatures outside the realm. Creatures within the realm take double Blast, Electric and Heat Damage from creatures outside the realm. Creatures within the realm suffer 1 Spiritual damage (ignoring DEFENCE) when exposed to bright light. A creature can remain in the realm for a number of turns equal to its RESILIENCE before taking 1 Cold Damage(ignoring DEFENCE) at the end of their turns. You may use Movement to leave the realm through the original entry point or from shade at a point within 90ft. You may use this ability an amount of times per day equal to your MAGIC.</p> <p><u>Quick Action(s)</u> Black Mirror (Feature) As a Reaction or Quick Action; You are able to take the form of a creature you touch. You copy the current HP+1 of the creature as well as the creature's Body Scores+1. You can also use the weapon attacks of any weapon you saw the target creature hold except dealing Spiritual Damage instead. Camouflage (Feature) Quick Action. Hide if you are in shade.</p> <p><u>Reaction(s)</u> Black Mirror</p>	
<p><u>Items:</u> 50x *Shadow Arrow (Magical Item) \$500 <i>fc.</i> <i>Rare.</i> A thin sliver of shadow which can be picked up and used as a projectile in any weapon. The projectile is single use and deals Spiritual Damage equal to the usual Physical Damage of the weapon's usual projectile.</p>	<p><u>Deadleff;</u> * The Shade's Deadleff will only attach itself to black, grey or dark items. <u>Unfinished Business;</u> The Shade is a larger version of the Shadow that has been alive for much longer. It may either protect or bully and consume Shadows.</p>

Shadow (Chaotic Neutral) Level 9
(Varying)-size, Spirit

DEFENCE: 3 **HP:** 1* **Movement:** 0*

Scores: Mind: -1 Body:0 Soul: 1

Notable Skills; STEALTH: 5

Description: A sentient, mute two-dimensional silhouette which takes the form and hides in the shade of creatures it comes in contact with.



Vulnerabilities and Immunities

Damage Immunities;Physical, Cold, Toxin **Condition Immunities;** Grabbed, Poisoned, Blinded

Weaknesses; The Shadow loses half its HP whenever it comes in contact with bright light and dissipates if completely immersed.

Passive Abilities:

Amorphous (Feature), *Passive.* You are able to squeeze into tight spaces and small openings, creatures and objects can pass through you.

Sonar (Feature) You are able to navigate using sounds

Major Action(s)

***Shadow Box** (Ability) To attack Roll 1d8+MAGIC against DEFENCE of a target within 5ft, The difference is applied in Spiritual Damage.

***180° in the Shade** (Ability) As A Major Action; You dive into nearby shade and create a portal to an upside down realm of shadows. You may carry a Grabbed creature equal or smaller than your size. The portal provides entry to the dark realm until the start of your next turn . If the portal is illuminated by bright light it will dissolve, expelling all inhabitants. Creatures within the realm have immunity to Acid, Cold, Physical, and Toxin damage from creatures outside the realm. Creatures within the realm take double Blast, Electric and Heat Damage from creatures outside the realm. Creatures within the realm suffer 1 Spiritual damage (ignoring DEFENCE) when exposed to bright light. A creature can remain in the realm for a number of turns equal to its RESILIENCE before taking 1 Cold Damage(ignoring DEFENCE) at the end of their turns. You may use Movement to leave the realm through the original entry point or from shade at a point within 90ft. You may use this ability an amount of times equal to your MAGIC.

Quick Action(s)

Shadow Copy (Feature) As a Reaction or Quick Action; You are able to take the form of a creature you touch. You copy the current HP of the creature as well as the creature's Body Score. You can also use the weapon attacks of any weapon you saw the target creature hold the same way the creature can, except you deal Spiritual Damage.

Camouflage (Feature) Quick Action. Hide if you are in shade.

Reaction(s)

Shadow Copy

Items:

30x ***Shadow Arrow** (Magical Item) \$500 *fc.* *Rare.*
A thin sliver of shadow which can be picked up and used as a projectile in any weapon. The projectile is single use and deals Spiritual Damage equal to the usual Physical Damage of the weapon's usual projectile.

Deadleff; *

The Shadow's Deadleff will only attach itself to black, grey or dark items.

Unfinished Business;

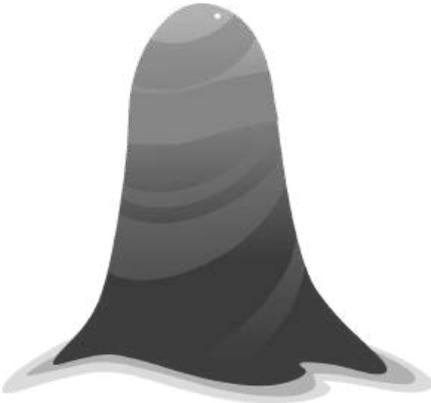
The shadow is a mischievous, clingy and observant spirit with very few memories of its own

<p>Shadow Puppet (Level 4) Any-sized, Spirit (Chaotic Evil)</p>	
<p>DEFENCE: 1 HP: 1 Movement: 0ft</p> <p>Scores: Mind: -3 Body: 0 Soul: 0</p> <p>Notable Skills; STEALTH: 5 MAGIC: 4</p>	
<p><u>Description:</u> An elusive shadow that memorises the form of animals it touches. It deals damage by consuming the shadows of its prey.</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Physical, Cold, Toxin Condition Immunities; Grabbed, Poisoned Weaknesses; The Shadow loses half its HP whenever it comes in contact with bright light and dissipates if completely immersed.</p>
<p><u>Passive Abilities</u> Amorphous (Feature), <i>Passive.</i> You are able to squeeze into tight spaces and small openings, creatures and objects can pass through you.</p>	
<p><u>Major Action(s)</u> *Shadowmorph (Feature); <i>As a Major Action;</i> You are able to become the shadow form of an animal (fauna) of your choice that you have touched in the last 24hrs. You gain the Abilities, Body Score, DEFENCE, Features and Movement of the creature and your current HP becomes its Max HP. Your attacks do Spiritual Damage instead of Physical. You are able to use this ability a number of times per day equal to your MAGIC.</p> <p><u>Quick Action(s)</u> Ombromanie (Ability) <i>As a Quick Action;</i> You are able to change into a random shadow animal. You gain the Abilities, Body Score, DEFENCE, Features and Movement of the creature and your current HP becomes its Max HP. Your attacks deal Spiritual Damage instead of Physical. You are able to use this ability a number of times per day equal to your MAGIC.</p> <p>You may Roll 1d8 for the animal (Appropriate Stats for each creature can be found in The Wild Faction section);</p> <ol style="list-style-type: none"> 1. Rabbit 2. Bird 3. Cat 4. Dog (Medium) 5. Wolf 6. Cow 7. Anaconda 8. Elephant <p>Camouflage (Feature) Quick Action. Hide if you are in shade.</p>	
<p><u>Items:</u> Shadow Cloak (Magical Item) \$1,000 fc. Rare. While wearing this cloak you gain +1 STEALTH, even if it would increase it past the normal Maximum. This cloak evaporates if exposed to bright light. (Torso)</p>	<p><u>Deadleff;</u> The Shadow Puppet will only attach itself to black, grey or dark Possessions.</p> <p><u>Unfinished Business;</u> The shadow puppet operates off base instinct and tries to access bigger and bigger shadows in order to hunt bigger prey.</p>

<p>Shotta (Neutral or Evil) Level 10 Human-sized, Person</p>	
<p>DEFENCE: 3 HP: 6 Movement: 30ft</p> <p>Scores: Mind: 1 Body: 0 Soul:</p> <p>Notable Skills; DETECT: 2 FOCUS: 3 DEXTERITY: 2</p>	
<p><u>Description:</u> A criminal, who is armed with a gun. *You may scale this creature's Level up or down; For each level added you may include an additional Item or Ability from;the Criminal class.</p>	
<p><u>Passive Abilities</u></p> <p>DuppyMaker (Ability)<i>Passive.</i> When you reduce a hostile creature to 0 hit points, you regain 1 hit point</p> <p><u>Wearing</u></p> <p>*Guard Ring from Blast Damage (Magical Item) \$150 <i>fc. Uncommon.</i> The next time the wearer would take Blast damage the damage is avoided and the ring is destroyed. (Finger)</p> <p>*Guard Ring from Heat Damage (Magical Item) \$150 <i>fc. Uncommon.</i> The next time the wearer would take Heat damage the damage is avoided and the ring is destroyed. (Finger)</p> <p>*2x Guard Ring from Physical Damage (Magical Item) \$150 <i>fc. Uncommon.</i> The next time the wearer would take Physical damage the damage is avoided and the ring is destroyed. (Finger)</p>	
<p><u>Major Action(s)</u></p> <p>Nearby Bushes (Feature) <i>As a Major Action;</i> You can touch a bush or tree large enough to conceal your entire body to transport yourself, emerging from any Barrel-sized or bigger plant within your line of sight.</p> <p>*Pistol (Weapon: Deadly) \$500<i>fc. Rare</i> (Projectile 150 ft) A metal hand-held fire-arm. Light. Roll 1d8+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Fires 17 bullets before you need to use a Major Action to Reload.</p> <p>*Semi-Automatic Rifle (Weapon: Deadly) \$10,000. <i>Rare</i> (Projectile 1200 ft) Fires three shots in one Major Action; which you can aim at one or multiple targets. Roll 1d8+ FOCUS against a target's DEFENCE, the excess is applied in Physical Damage. Fires 30 shots (10 turns) after which you must use a Major Action to Reload. Illegal without a FireArm License. (Two Handed)</p> <p>Suppressive Fire (Ability) <i>Major Action+Reaction;</i> If you have a loaded ranged weapon. On the end of every subsequent creature's turn you expend 1 ammo. If the creature either starts, moves into or ends its turn in your line of sight within the weapon's range you may Roll 1d8 Physical damage against their DEFENCE. Suppressive fire ends if you run out of ammo. While active you may not take Reactions.</p> <p><u>Quick Action(s)</u></p> <p>Bulls Eye (Ability) <i>As a Quick Action;</i> Before you make an attack; you may deem a shot a bulls-eye, roll damage for this attack completely ignoring the target's DEFENCE. If you Roll a Natural 1, the Target's DEFENCE is re-applied. Use; Once per day.</p> <p><u>Reaction(s)</u></p> <p>Out of Order (Ability) Once per encounter you may sacrifice the Main or Quick Action for your next turn. You may use the sacrificed action as your Reaction this round. However, you may not take your usual Major Action or Quick Action (whichever relevant) on your next turn.</p>	
<p><u>Items;</u></p> <p>*1d8 x 1000 \$fc</p>	

<p>Siren (Any Alignment) Level 5 Human-sized, Spirit</p>	
<p>DEFENCE: 3 HP: 7 Movement: 30ft Walk 60ft Fly</p> <p>Scores: Mind:1 Body: 2 Soul:1</p> <p>Notable Skills; CONVINCE: 5 MAGIC: 2</p>	
<p><u>Description:</u> A half bird and half woman rumoured to lure sailors to destruction by the sweetness of her song. They may group together in flocks.</p>	
<p><u>Passive Abilities</u> Martial Artist (Ability) <i>Passive.</i> You are able to make a Melee attack as a Quick Action, even if you already used a Major Action to Attack.</p>	
<p><u>Major Actions</u> *Death Wail (Ability) Major Action; Creatures within 60ft that can hear you must roll 1d8+RESILIENCE to reduce Sonic Damage equal to 5+MAGIC. Creatures that roll a 1 are also Deafened until the end of their next turn. *Enchanting Voice (Feature) As a <i>Major Action</i>; Speak a command that can be completed using Movement and/or a Quick Action. Enemy creatures within 60ft that can hear you must roll 1d8+FOCUS to exceed your 1d8+CONVINCE. Creatures that fail become Enchanted and must follow your instructions on their turns for an amount of turns equal to your MAGIC Skill. Each time you or the Enchanted takes damage they may repeat the roll to save. You may use this ability once per encounter.</p> <p>Lacerate Roll 1d6+STRENGTH against a target's DEFENCE excess is applied in Physical Damage.</p> <p><u>Quick Actions</u> Lacerate.</p>	
<p><u>Items:</u> *Attachable Wings The user sprouts 2 wings which allow them to fly when they use the Sprint Action. The wearer also gets 2 Temporary HP. When taking damage you may decide to take it to your actual HP or to the wings instead. If the wings take 2hp damage they are destroyed. (Back)</p>	

<p>Skelington (Neutral or Evil) Human-sized, Construct (Level 1-3)</p>	
<p>DEFENCE: 1 HP: 5 Movement: 30ft</p> <p>Scores: Mind: -5 Body: 0 Soul: -1</p> <p>Notable Skills; RESILIENCE: 5 SPEED: -1</p> <p><u>Description:</u> A re-animated skeleton</p>	
<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Emotional, Toxin, Condition Immunities; Poisoned</p>	
<p><u>Passive Abilities</u> Reanimate (Ability) <i>Passive.</i> If you are brought to 0 HP by damage that did not exceed your Maximum HP. You are able to Recover 1 HP at the start of your turn. You may use this ability once per encounter.</p>	
<p><u>Major Action(s)</u> (Level 1) Unarmed Attack (Feature) 1d4+STRENGTH to exceed a target within 5 ft's DEFENCE, The difference is applied in Physical Damage.</p> <p>(Level 2:) *Sword (Weapon: Basic) \$30 <i>fc. Common.</i> (Melee 5ft/Thrown 30ft) Long metal blade and a hilt or handle. Light. <i>As a Major Action;</i> Roll 1d8+(STRENGTH, SPEED or DEXTERITY) against a target's DEFENCE, the excess is applied in Physical Damage. Deals another +1 Damage if wielded with two hands.</p> <p>(Level 3:) *Bow (Weapon: Deadly) \$100 <i>fc. Uncommon.</i>(Projectile 120 ft) Elastic string stretched between a wooden, plastic or metal frame. Light. Fires Arrows. <i>As a Major Action;</i> Roll 1d8 +FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Quick Action to reload after each shot. (2 Handed)</p>	
<p><u>Items:</u> (Level 3:) *30xArrows</p>	

<p>Slime (Level 1 or 2) Human-sized, Spirit (Neutral)</p>	
<p>DEFENCE: 1 HP: 6 Movement: 10ft</p> <p>Scores: Mind: -4 Body: 0 Soul: 0</p> <p>Notable Skills; RESILIENCE: 4 STEALTH: 2 MAGIC: 3</p> <p><u>Description:</u> A large slug like predator made of unpleasantly thick acidic and sticky liquid substance. The can be found in caves or swamps.</p>	
<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Acid, Toxin Damage Resistances: Physical Damage cannot exceed 1 Harm. Condition Immunities; Floored, Blinded, Deafened, Grabbed, Tripped, Poisoned, Towed Weaknesses: Double Harm from Blast Damage</p>	
<p><u>Passive Abilities</u> Acid Body (Feature) <i>Passive.</i> Creatures that touch you suffer 1d8 - target DEFENCE in Acid Damage, on an 8 the creature's DEFENCE is reduced by 1. Items that touch you become destroyed in 3 turns if not cleaned as a Quick Action. Amorphous (Feature), <i>Passive.</i> You are able to squeeze into tight spaces and small openings, creatures and objects can pass through you. Stucky (Feature) <i>Passive.</i> Whenever you are touched by an item or creature it is Grabbed until a 1d8+STRENGTH roll is made as a Quick Action to exceed an 8.</p>	
<p><u>Major Action(s)</u> Engulf (Ability) As A Major Action; A creature you touch who is Grabbed, or is Unconscious, Paralyzed or Stunned becomes Restrained by you and Blinded. *Reform (Ability) Regain HP equalling to 1d8+RESILIENCE. Amorphous creatures can use this ability at will, however other creatures may only use this ability once a day. (If Level 2:) *Acid Spray (Ability) As A Major Action; hurl acid at a creature within 15ft to deal 5 Acid Damage - target DEFENCE. The creature's DEFENCE is also lowered by 1 until they Rest. You may use this ability a number of times per day equal to your RESILIENCE. <u>Quick Action(s)</u> Digest (Ability) As a Quick Action; If you have Restrained a creature deal 1 Acid Damage (Ignoring DEFENCE) each turn. You can use this skill a number of times equal to your RESILIENCE.</p>	
<p><u>Items:</u> *5x Acid (Item) 20 fc. Common. This can be used to melt most solids. Can be thrown up to 10ft. If the entire bottle of Acid is emptied on a creature they suffer 5 Acid Damage - target DEFENCE. The creature's DEFENCE is also lowered by 1 until they Rest.</p>	<p><u>Deadleff;</u> The Slime's deadleff will only inhabit jars or containers. <u>Unfinished Business:</u> The slime is a mindless entity driven by instinct which engulfs and digests weak, unconscious, injured or slow prey.</p>

<p>Song Bird (Chaotic Neutral) Level 0 Palm-sized, Fauna (Domesticated) \$15fc</p>	
<p>DEFENCE: 2 HP: 2 Movement: 20ft Walk, 50ft Fly</p> <p>Scores: Mind: -3 Body: -4 Soul: 0</p> <p>Notable Skills; DETECT: 2, DEXTERITY: 4, SPEED: 4, STEALTH: 4</p>	
<p><u>Description:</u> Feathered, flying, beaked.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Keen Sense: Sight (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll</p>	
<p><u>Major Action(s)</u> Peck; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p>	

Souji (Any Alignment) Level 8
Human-sized, Person

DEFENCE: 6 **HP:** 6 **Movement:** 30ft

Scores: Mind: 0 Body: 1 Soul: 0

Notable Skills; STRENGTH: 2

Description: A soldier/person engaged in military service and especially in the army.



Passive Abilities:

Inquiry (Feature) If you are brought to Ohp or kidnapped by a creature. Allies begin investigating your whereabouts within 24hrs.

Wearing

Bulletproof Vest (Item) \$75fc. *Restricted.* Adds 1 to DEFENCE while worn. Also reduces damage from Projectile weapons by 1. (Torso)

Helmet (Item) \$100 fc. Common Adds 1 to DEFENCE while worn, also reduces Fall Damage by 1. (Head)

Protective Clothing (Item) \$200 fc. Common. Adds 1 to DEFENCE while worn (Torso,Legs,Feet)

Major Action(s)

***Automatic Rifle** \$10000. *Restricted* (Projectile 900 ft) As A Major Action; Shoots 5 bullets, each deals 1d8+FOCUS in Physical Damage. Reload using a Major Action once used. Illegal even with a FireArm License. (Two Handed)

2x Tear Gas (Item) \$50fc. *Restricted.* (Thrown 100ft)

Single use. The chemicals in these cartridges are effective at causing irritation, bleeding, pain and blindness. When dropped the cartridge emits a 30ft radius cloud that causes the Blindness and Choking condition in creatures. Each creature is affected by these effects after a number of Rounds equal to their RESILIENCE. Once a creature is affected they must roll 2 checks, (1d8+RESILIENCE to exceed a 5) one to end Blindness and one to end Choking Effects. Lasts 15 Minutes or until dispersed by strong wind.

Suppressive Fire (Ability) *Major Action+Reaction;* If you have a loaded ranged weapon, you may, until the start of your next turn (or until your weapon requires a reload) Roll 1d8 Physical Damage against the DEFENCE of any creature that started, moved into or ended its turn in your line of sight within range of your weapon. You are unable to take other Reactions while laying down Suppressive Fire and whether or not you have a target you expend at least 5 shots from the weapon's ammo.

War Tactics: (Feature) As a Major Action: While tracking other creatures, you can learn their exact number, their sizes, and how long ago they passed through the area.

Items:

Trauma Kit (Item) \$100 fc. Uncommon.

Spy (Any Alignment) Level 10

Human-sized, Person



DEFENCE: 4 **HP:** 6 **Movement:** 30ft

Scores: Mind: 1 Body: 2 Soul: 0

Notable Skills; FOCUS: 3 STEALTH: 3

Description: Employed by a vague, secretive or menacing government or private agency to gather information or carry out missions.

Passive Abilities:

Disguise (Ability) *Passive.* Grants an alternate identity, pen name or stage name that allows the user to blend into normal crowds. This disguise includes proper documentation and an appropriate costume.

Inquiry (Feature) *Passive.* If you are brought to 0hp or kidnapped by a creature. Allies begin investigating your whereabouts within 24hrs.

Martial Artist (Ability) *Passive.* You are able to make a Melee attack as a Quick Action, even if you already used a Major Action to Attack this turn.

Quick Reload (Ability)*Passive.* If your weapon's reload takes a Major Action it takes a Quick Action instead. If it takes a Quick Action it requires no action at all.

Quick Shooter (Ability) *Passive.* You are able to make a ranged attack as a Quick Action, even if you already used a Major Action to Attack this turn.

Wearing

***Bulletproof Vest** (Item) \$75fc. *Restricted.* Adds 1 to DEFENCE while worn. Also reduces damage from Projectile weapons by 1. (Torso)

***Communicator** (Item) \$25 fc each. *Common.* Built in remote mics that transmit your and your teammates' voices.

Major Action(s)

***Automatic Rifle** (Weapon AoE) \$10000. *Restricted* (Projectile 900 ft)

As A Major Action; Fire 5 bullets at once which each deal 1d8+FOCUS in Physical Damage. Reload using a Major Action once fired. Illegal even with a FireArm License. (Two Handed)

***Pistol** (Weapon: Deadly) \$500fc. *Rare* (Projectile 150 ft) A metal hand-held fire-arm. *Light.* Roll 1d8+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Fires 17 bullets before you need to use a Major Action to Reload.

Suppressive Fire (Ability) *Major Action+Reaction;* If you have a loaded ranged weapon, you may, until the start of your next turn (or until your weapon requires a reload) Roll 1d8 Physical Damage against the DEFENCE of any creature that started, moved into or ended its turn in your line of sight within range of your weapon. You are unable to take other Reactions while laying down Suppressive Fire and whether or not you have a target you expend at least 5 shots from the weapon's ammo.

***Taser** (Harmful Object) \$50 fc. *Common.* (Melee 5ft) As a Major Action; Roll 1 d8+DEXTERITY or SPEED to exceed a target's DEFENCE, on a success deals 1 Electrical Damage. Damaged Target is Floored and Stunned until the end of its next turn. This item can be used 3 times before needing to be recharged for an hour.

Quick Action(s)

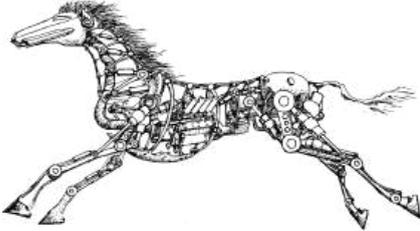
Quick Change (Ability)*Quick Action;*. Immediately change clothes, or equip/unequip Armour or a Disguise. You may use this Ability once or a number of times per day equal to your STYLE.

Pistol (see above)

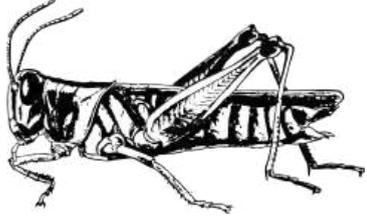
Reaction(s)

Back Up (Feature); As a Reaction; The first time per encounter you take damage, a number of allies equal to half your level (rounded up) will arrive at the location the harm occurred in a number of Rounds equal to 1d8.

Items: All above listed with *

<p>Steel Donkey (Level 5) Human-sized, Spirit (Neutral)</p>	
<p>DEFENCE: 5 HP: 8 Movement: 50 ft</p> <p>Scores: Mind: -2 Body: 2 Soul: 1</p> <p>Notable Skills; FOCUS: 2 STRENGTH: 4 MAGIC: 3</p>	
<p><u>Description:</u> A donkey made of steel with bloodshot red eyes and is wrapped in chains which originated in Barbados waits by crossroads and is rarely seen but can sometimes be heard dragging chains or dropping stones.</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Toxin Condition Immunities; Poisoned</p>
<p><u>Passive Abilities</u> Electromagnetic Pulse (Feature) <i>Passive.</i> Electronic Devices and Battery operated objects do not work while within 30 feet of you.</p> <p>Violent Spirit (Feature) <i>Passive.</i> You can freely switch your damage type between Physical and Spiritual</p> <p>World Nuh Level (Feature) <i>Passive;</i> If you are making a roll to prevent being Floored you may roll twice and take the higher result.</p>	
<p><u>Major Action(s)</u> Bludgeon Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p>*Magnetic Field (Ability); Disable electronic devices within 120ft. This lasts a number of minutes equal to your MAGIC Skill. You may use this ability once per encounter.</p> <p>*Steel Donkey Chain (Magical Item) \$1500fc. Rare. As a Major Action; Make a contested roll 1d8+STRENGTH or DEXTERITY against a creature within 30 ft. If the creature loses they are unable to move further away from you. The target is also dragged if you move away. If a target is Grabbed by the chain, you may use a Quick Action to make a contested STRENGTH roll to pull them within 5ft of you.</p> <p><u>Quick Action(s)</u> Trample (Ability) As a Quick Action; If a creature within 5ft of you is Floored you may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage</p> <p><u>Reaction(s)</u> *Intangibility (Ability) As a Reaction; You and anything you are holding switches from Incorporeal to Corporeal (or vice versa) until the start of your next turn. You may use this ability a number of times per day equal to your MAGIC.</p>	
<p><u>Items:</u> *Steel Donkey Chain</p>	<p><u>Deadleff;</u> *A steel donkey's Deadleff will only bind to metal Possessions</p> <p><u>Unfinished Business:</u> The steel donkey is theorized to be the spirits of donkeys and horses abandoned in the industrial revolution and may be appeased if pet or ridden</p>

<p>Swarm of Bees or Wasps (Chaotic Neutral) Level 3 Barrel-sized, Fauna</p>	
<p>DEFENCE: 3 HP : 6 Movement: 40 ft (fly)</p> <p>Scores: Mind: -2 Body: -2 Soul: 0</p> <p>Notable Skills; DEXTERITY: 3 SPEED: 2 STRENGTH: -4</p>	
<p><u>Description:</u> A conglomeration of individual creatures; yellow and orange wasps with black wings which can sting multiple times</p>	<p><u>Vulnerabilities and Immunities</u> Resistances: The Swarm cannot lose more than ONE (1) HP when Damaged by Physical Attacks Weaknesses; Double HP lost from Heat and Toxin Damage</p>
<p><u>Passive:</u> Amorphous (Feature), <i>Passive.</i> You are able to squeeze into tight spaces and through small openings, creatures and objects can pass through you. (If Bees:) Barbed Stinger (Feature) <i>Passive.</i> You lose the target's DEFENCE in HP each time you deal damage.</p>	
<p><u>Major Action(s):</u> Infestation (Ability), <i>As a Major Action;</i> Deal your current HP in Toxin Damage to a creature you touch, target must roll 1d8+DEFENCE to avoid. <u>Quick Action(s)</u> Plague (Ability); You are able to occupy the same space as another creature, obstructing and distracting them. They suffer -1 to all rolls until the start of your next turn as long as they are in this space. <u>Reaction(s):</u> Disperse (Ability); You split up into numerous forms, and are unable to take damage, You however must use a Major Action and Quick Action on your next turn in order to re-form. You are able to use this ability once per encounter. Pester (Ability) <i>As a Reaction;</i> Travel up to half your Movement speed to follow a moving creature that was within 5ft of you. You are still able to use your full Movement action on your turns.</p>	

<p>Swarm of Locusts (Chaotic Neutral) Level 1 Cattle-sized, Fauna</p>	
<p>DEFENCE: 1 HP : 10 Movement: 40 ft (fly)</p> <p>Scores: Mind: -4 Body: -2 Soul: 0</p> <p>Notable Skills; DEXTERITY: 0 SPEED: 1 STRENGTH: -4</p>	
<p><u>Description:</u> A frenzy of grasshoppers</p>	<p><u>Vulnerabilities and Immunities</u> Resistances: The Swarm cannot lose more than ONE (1) HP when Damaged by Physical Attacks Weaknesses; Double HP lost from Heat and Toxin Damage</p>
<p><u>Passive:</u> Amorphous (Feature), <i>Passive</i>. You are able to squeeze into tight spaces and through small openings, creatures and objects can pass through you.</p>	
<p><u>Major Action(s):</u> Defoliate (Ability), <i>As a Major Action</i>; Destroy plants in a space you occupy. If the plant has HP, subtract your Current HP from the Max HP of the plant or construct.</p> <p><u>Quick Action(s)</u> Plague (Ability); You are able to occupy the same space as another creature, obstructing and distracting them. They suffer -1 to all rolls until the start of your next turn as long as they are in this space.</p> <p><u>Reaction(s):</u> Disperse (Ability); You split up into numerous forms, and are unable to take damage, You however must use a Major Action and Quick Action on your next turn in order to re-form. You are able to use this ability once per encounter. Pester (Ability) <i>As a Reaction</i>; Travel up to half your Movement speed to follow a moving creature that was within 5ft of you. You are still able to use your full Movement action on your turns.</p>	

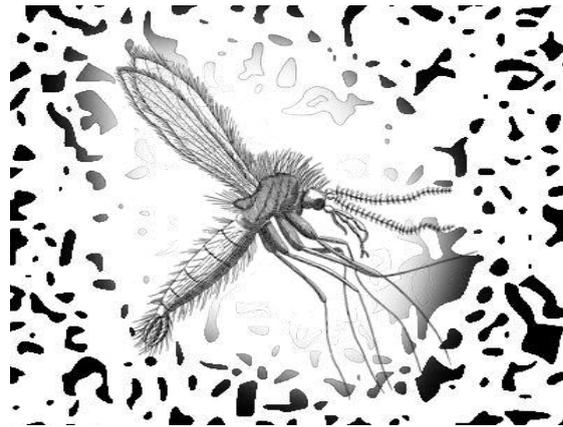
Swarm of Mosquitos (Chaotic Neutral) Level 5
Cattle-sized, Swarm (Invasive)

DEFENCE: 3 **HP:** 15 **Movement:** 40 ft (fly)

Scores: Mind: -4 Body: -2 Soul: 0

Notable Skills; DEXTERITY: 3 SPEED: 2
STRENGTH: -4

Description: A dense swarm of blood sucking parasites.



Vulnerabilities and Immunities

Resistances: The Swarm cannot lose more than ONE (1) HP when Damaged by Physical Attacks

Weaknesses; Double HP lost from Fire and Toxin Damage

Passive:

Amorphous (Feature), *Passive*. You are able to squeeze into tight spaces and small openings, creatures and objects can pass through you.

Bloodborne (Feature) *Passive*. Whenever you damage a person or fauna, they must roll 1d8+RESILIENCE to exceed the damage dealt or suffer the 'Body Come Down' condition. At the end of each day the diseased creature can repeat this roll.

Major Action(s):

Infestation (Ability), *As a Major Action*; Deal your current HP in Toxin Damage to a creature you touch, target must roll 1d8+DEFENCE to avoid.

Quick Action(s)

Plague (Ability); You occupy the same space as another creature, obstructing and distracting them. They suffer -1 to all rolls until the start of your next turn.

Reaction(s):

Disperse (Ability) *As a Reaction*; You split up into numerous forms, and are unable to take damage, You must use a Major Action and Quick Action on your next turn in order to re-form. You are able to use this ability once per encounter.

Pester (Ability) *As a Reaction*; If a creature within 5ft moves you may follow for up to half your Movement speed. You are still able to use your full Movement action on your turns.

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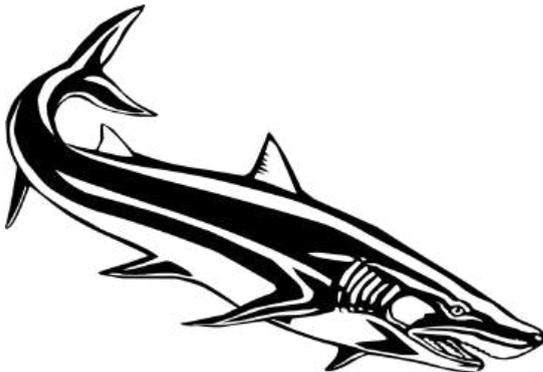
<p>Tarbaby/Gumbaby (Neutral) Level 2 Barrel-sized, Construct</p>	
<p>DEFENCE: 0 HP: 15 Speed: 0</p> <p>Scores: Mind: -1 Body: 1 Soul: -1</p> <p>Notable Skills; CONVINCING: 4</p> <p><u>Description:</u> A realistic mannequin of a child made of tar and turpentine or tree sap.</p>	
<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Emotional, Sonic, Spiritual, Toxin, Damage Resistances: Physical Damage cannot exceed 1 Harm. Condition Immunities; Poisoned Weaknesses; +1 Damage taken from Heat. Gains the Burning condition if it comes in contact with flames.</p>	
<p><u>Passive Abilities</u> Amorphous (Feature), <i>Passive.</i> You are able to squeeze into tight spaces and small openings, creatures and objects can pass through you. Manufactured (Feature) <i>Passive.</i> You are Unable to be healed by Medical Items, Potions, Teas or Resting. A person may spend time fixing you, restoring 1 HP per hour. Rooted (Feature) <i>Passive.</i> You are unable to be moved or Towed against your will. Stucky (Feature) <i>Passive.</i> Whenever you are touched by an item or creature it is Grabbed until a 1d8+STRENGTH roll is made as a Quick Action to exceed an 8.</p>	
<p><u>Major Action(s)</u> *Reform (Ability) Regain HP equalling to 1d8+RESILIENCE. Amorphous creatures can use this ability at will, however other creatures may only use this ability once a day.</p> <p><u>Quick Action(s)</u> Provoke (Ability) <i>As a Quick Action;</i> You target a number of creatures up to your CONVINCING Skill within 60ft that can either see or hear you. These creatures suffer -1 to their FOCUS until the end of your next turn or until one of them successfully attacks you.</p> <p><u>Reaction(s)</u> The Tar Baby is unable to make any Reactions at all, even from the normal listing.</p>	
<p><u>Items:</u> *Tarbaby Parts (Item) Able to be used as a material component for the Decoy (Ability). Summons a Tarbaby (Creature) that lasts until its HP reaches 0.</p>	

<p>The Deputy (Any Alignment) Level 10 Human-sized, Person</p>	
<p>DEFENCE: 5 HP: 6 Movement: 30ft</p> <p>Scores: Mind: 0 Body: 1 Soul: 0</p> <p>Notable Skills; FOCUS: 2 STRENGTH: 2</p> <p><u>Description:</u> Police are responsible for the prevention and detection of crime and the maintenance of public order. Babylon is the name for the corrupt police or the corrupt government system</p>	
<p><u>Passive Abilities</u></p> <p>Inquiry (Feature) If you are brought to 0hp or kidnapped by a creature. Allies begin investigating your whereabouts within 24hrs.</p> <p>Zig Zag (Legendary Ability) <i>Passive.</i> You are unable to be targeted by projectile attacks you can see.</p> <p>Quick Shooter (Ability) <i>Passive.</i> You are able to make a ranged attack as a Quick Action, even if you already used a Major Action to Attack this turn.</p> <p><u>Wearing</u></p> <p>*Protective Clothing (Item) \$200 fc. Common. Adds 1 to DEFENCE while worn (Torso,Legs,Feet)</p> <p>*Riot Shield (Item) \$50 fc. Uncommon. A Clear Plastic Shield. Adds 1 to DEFENCE while held. (Hand)</p> <p>*Walkie Talkie(s)/Communicator(s) (Item) \$25 fc each. Common. Built in remote mics that transmit your and your teammates' voices clearly.</p>	
<p><u>Major Action(s)</u></p> <p>Baton \$15 fc. Common (Melee 5ft/Thrown 30ft); 1d6 +DEXTERITY, STRENGTH or SPEED in Physical Damage. Deals +1 if wielded with two hands.</p> <p>*Pepper Spray \$20fc. Common (15 ft line) Single use. All targets in range roll 1d8+DEXTERITY to exceed 6. Causes the Blindness condition for each affected creature. Blindness persists until the creature rolls 1d8+RESILIENCE at the end of their turn to exceed 7.</p> <p>*Semi-Automatic Rifle (Weapon: Deadly) \$10,000. Rare (Projectile 1200 ft) Fires three shots in one Attack, which you can aim at one or multiple targets. Roll 1d8+ FOCUS against a target's DEFENCE, the excess is applied in Physical Damage. Fires 30 shots (10 turns) after which you must use a Major Action to Reload. Illegal without a FireArm License. (Two Handed)</p> <p><u>Quick Action(s)</u></p> <p>*Handcuffs (Item) \$100 fc. Uncommon Metal Restraints and separate keys. Allows you to Restrain a Grabbed or willing target as a Quick Action. Target is restrained until the keys are used as a Major Action to release or until the Handcuffs are broken with a STRENGTH check or picked with a STUDY check (Difficulty 8).</p> <p><u>Reaction(s)</u></p> <p>Body Guard (Ability) As a Reaction; After an opponent rolls to attack an ally within 15ft, you may jump in front of the ally to take the attack instead. The attack fails if it cannot beat your DEFENCE.</p>	
<p><u>Items:</u> *Ice Pack (Item) \$30 fc. Common. Ice and cold packs can relieve pain, swelling, and inflammation from injuries and other conditions. Use a Quick Action to administer, heals 1 HP each turn for 3 turns. Also removes Burning condition. Single use.</p>	

<p>The Sheriff (Lawful Good or Neutral) or John Brown (Lawful Evil) Level 12 Man-sized, Person</p>	
<p>DEFENCE: 5 (6 with shield) HP: 7 Movement: 30ft</p> <p>Scores: Mind: 1 Body: 1 Soul: 1</p> <p>Notable Skills; FOCUS: 3</p> <p><u>Description:</u> An elected county official, with duties that typically include policing unincorporated areas.</p>	
<p><u>Passive Abilities</u></p> <p>Bob and Weave (Legendary Ability) You are unable to be targeted by melee attacks you can see.</p> <p>Entourage (Feature) <i>Passive.</i> You are surrounded by a group of followers or attendees (Police Officers and Guards)</p> <p>Inquiry (Feature) If you are brought to 0hp or kidnapped by a creature. Allies begin investigating your whereabouts within 24hrs.</p> <p>Martial Artist (Ability) <i>Passive.</i> You are able to make a Melee attack as a Quick Action, even if you already used a Major Action to Attack this turn.</p> <p>Quick Reload (Ability)<i>Passive.</i> If your weapon's reload takes a Major Action it takes a Quick Action instead. If it takes a Quick Action it requires no action at all.</p> <p><u>Wearing</u></p> <p>*Bulletproof Vest (Item) \$75fc. Restricted. Adds 1 to DEFENCE while worn. Also reduces damage from Projectile weapons by 1. (Torso)</p> <p>*Riot Shield (Item) \$50 fc. Uncommon. A Clear Plastic Shield. Adds 1 to DEFENCE while held. (Hand)</p>	
<p><u>Major Action(s)</u></p> <p>Detective (Ability)As a Major Action; Reveal one Hidden creature or object within 30ft of you without having to roll. You are able to use this Ability a number of times daily equal to your DETECT Skill.</p> <p>FREEZE (Ability) <i>Passive.</i> When engaging in combat with enemies you can see. At the start of combat, you can issue this command to allow your party to be the first to act on initiative.</p> <p>*Shotgun (Weapon: High Powered) \$1000 fc. Rare (Projectile 90 ft) Roll 1d10+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Also the target and all creatures within 5ft of them must Roll 1d8+DEXTERITY to reduce 5 Blast Damage. Fires One Slug before Major Action to Reload. (Two Handed. Heavy. Loud)</p> <p>Tear Gas \$50fc. Restricted. (Thrown 100ft)Single use. The chemicals in these cartridges are effective at causing irritation, bleeding, pain and blindness. When dropped the cartridge emits a 30ft radius cloud that causes the Blindness and Choking condition in creatures. Each creature is affected by these effects after a number of Rounds equal to their RESILIENCE. Once a creature is affected they must roll 2 checks, (1d8+RESILIENCE to exceed a 5) one to end Blindness and one to end Choking Effects. Lasts 15 Minutes.</p> <p><u>Quick Action(s)</u></p> <p>Dodge (Ability) As a Reaction; You are able to try to jump out of the way of an attacker. If an opponent you can see has targeted you with an aimed attack, force the creature to re-roll, taking the new result.</p> <p>*Handcuffs (Item) \$100 fc. <i>Uncommon</i> Metal Restraints and separate keys. Allows you to Restrain a Grabbed or willing target as a Quick Action. Target is restrained until the keys are used as a Major Action to release or until the Handcuffs are broken with a STRENGTH check or picked with a STUDY check (Difficulty 8).</p> <p><u>Reaction(s)</u></p> <p>Revenge (Ability) <i>Reaction.</i> If one of your allies is knocked to 0 HP you can make an attack against the attacker once they're in range of your held weapon.</p>	
<p><u>Items:</u> First Aid Supplies (Item) \$50 fc. Common A collection of items designed to manage all types of injuries including basic cuts, scrapes and burns. Use a Major Action to administer. Restores 2 HP to a creature. Single use.</p>	

<p>Three-Legged-Horse (Neutral Evil) Level 4 Cattle-sized, Spirit</p>	
<p>DEFENCE: 4 HP: 10 Movement: 50 ft</p> <p>Scores: Mind: -1 Body: 2 Soul: 1</p> <p>Notable Skills; STEALTH: -2 STRENGTH:3</p>	
<p><u>Description:</u> A Duppy horse with one fore leg and two back legs. Is usually ridden by the Whooping Boy (creature)</p>	
<p><u>Passive Abilities</u> Incorporeal (Feature) <i>Passive.</i> While Incorporeal you are unable to touch or be touched by non-magical objects and creatures. You can affect other Incorporeal objects and creatures. You are immune to Physical and Poison Damage and take half Damage from Acid. Violent Spirit (Feature) <i>Passive.</i> You can freely switch your damage type between Physical and Spiritual. Tackle (Ability) <i>Passive.</i> Whenever you move at least 15ft and make a successful melee attack against a creature; the target must Roll 1d8+STRENGTH or DEXTERITY to exceed your total Attack Roll or be knocked to the Floored position..</p>	
<p><u>Major Action(s)</u> Bludgeon Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage Fiery Breath; Roll 1d4 to Deal Heat Damage (ignoring DEF) against a creature within 10ft. *Invisibility (Ability) <i>As a Major Action;</i> You are unable to be seen by normal means until the end of your next turn (effect continues if you repeat this Action). You count as Hidden. If you take damage, roll FOCUS to beat damage taken in order to maintain Invisibility. If you are made visible you may re-attempt an amount of times equal to your MAGIC Skill.</p> <p><u>Quick Action(s)</u> .Trample (Ability) <i>As a Quick Action;</i> If a creature within 5ft of you is Floored you may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage</p> <p><u>Reactions</u> *Intangibility (Ability) <i>As a Reaction;</i> You and anything you are holding switches from Incorporeal to Corporeal (or vice versa) until the start of your next turn. You may use this ability a number of times per day equal to your MAGIC.</p>	
<p><u>Item</u> *Ghost Saddle (Magic Item) \$2000fc. <i>Rare</i> A dark decaying leather saddle that can carry both Corporeal and Incorporeal creatures. As A Quick Action; the saddle hovers at a speed of 60ft in directions you choose.</p>	<p><u>Deadleff;</u> The Abilities highlighted above * can be bonded to items of Leather, Rope</p> <p><u>Unfinished Business;</u> The Three-Legged-Horse is loyal to its rider.</p>

<p>Tiger (Chaotic Neutral) Level 6 Cattle-sized, Fauna (Exotic)</p>	
<p>DEFENCE: 4 HP: 9 Movement: 70ft Walk, 40ft Swim/Climb</p> <p>Scores: Mind: -2 Body: 4 Soul: 0</p> <p>Notable Skills; LOCATE: 2, STRENGTH: 5</p>	
<p><u>Description:</u> Easily recognized by its coat of reddish-orange with dark stripes, the tiger is the largest wild cat in the world.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive</u> Cat-Like Reflexes (Feature) <i>Passive.</i> When you use a Reaction you are able to move 5ft in any direction. Dark Vision (Feature) <i>Passive.</i> You are able to see in the dark. Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature Intimidating (Feature) <i>Passive.</i> You may use your STRENGTH Skill for CONVINCE rolls. Keen Sense: Hearing, Sight, Smell (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll. Multi-Attack (Feature) <i>Passive.</i> You are able to make 3 Attacks on your turn; one with Fangs as a Major Action, and two with Claws as Quick Actions.</p>	
<p><u>Major Action(s)</u> Fangs; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p> <p><u>Quick Action(s)</u> You are able to do 2 Quick Action Claw Attacks on your turn. Claw; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage Camouflage (Feature) Quick Action. Hide if you are in; Tall Grass</p>	

<p>Tiger Shark (Chaotic Neutral) Level 4 Cattle-sized, Fauna (Natural)</p>	
<p>DEFENCE: 4 HP: 8 Movement: 20ft Walk, 100ft Swim</p> <p>Scores: Mind: -3 Body: 3 Soul: 0</p> <p>Notable Skills; DETECT: 4</p> <p><u>Description:</u> Tiger sharks are named for their distinctive color pattern. The body is gray with dark gray vertical bars or spots on the flanks</p>	
<p><u>Passive</u> Dark Vision (Feature) <i>Passive.</i> You are able to see in the dark. Keen Sense: Smell, Hearing (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p>	
<p><u>Major Action(s)</u> Chomp; 1d6+STRENGTH against a target' within 5 ft's DEFENCE, excess is applied in Physical Damage</p> <p><u>Quick Action(s)</u> Thrash; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage</p>	

<p>Tree Spirit; Large (Level) Mammoth-sized, Spirit (Neutral)</p>	
<p>DEFENCE: 2 HP: 32 Movement: 30ft</p> <p>Stats: Mind: 0 Body: 5 Soul: 0</p> <p>Notable Skills: DEXTERITY: 3 SPEED: 0</p>	
<p><u>Description:</u> A perennial plant with an elongated stem, or trunk, usually supporting branches and leaves. This one can walk. An Awakened Tree, Sentient Tree, Treant or Tree Spirit</p>	<p><u>Vulnerabilities and Immunities</u> Resistances; Half Damage from Electrical and Sonic Damage Weaknesses; Double Damage from Heat and Cold</p>
<p><u>Passive Abilities</u> Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature Photosynthesis (Feature) <i>Passive.</i> Gain +1 SPEED while in sunlight Rooted (Feature) <i>Passive.</i> You are unable to be moved or Towed against your will. See and Blind (Feature) <i>Passive.</i> You are able to sense Hidden creatures within 30 ft of you, even if Blinded. *Tree Limb (Magical Item)\$5000fc. <i>Uncommon.</i> You are able to do an additional Major Action each turn. The limb has an HP of 2 (Which is added to your Max HP until you fall to 0 HP),</p>	
<p><u>Major Action(s)</u> Squish Roll 1d8+STRENGTH to exceed target within 5ft's DEFENCE, The difference is applied in Physical Damage.</p> <p><u>Quick Action(s)</u> Bush Whip (Ability) Roll 1 d6+SPEED,DEXTERITY or STRENGTH against a target's DEFENCE within 10ft , the Excess is applied in Physical Damage. On a successful hit you can roll a contested STRENGTH to drag the creature 10ft towards you.. Camouflage (Feature) Quick Action. Hide if you are in foliage. Trippy Roots (Feature) As A Quick Action; Unnaturally extend your feet Until your next turn your Movement becomes zero and creatures you choose that come within 5ft of you become Floored.</p>	
<p><u>Items:</u> *Tree Limb (Magical Item)\$5000fc. <i>Uncommon</i> *Sentient Tree Sprout (Magical Item) \$1000. <i>Uncommon.</i> Becomes a Tree Spirit Small (creature) in one month.</p>	

<p>Tree Spirit; Medium (Level) Human-sized, Spirit (Neutral)</p>	
<p>DEFENCE: 3 HP: 8 Movement: 20ft</p> <p>Stats: Mind: 0 Body: 1 Soul: 0</p> <p>Notable Skills :DEXTERITY: 2 SPEED: -1</p>	
<p><u>Description:</u> Trees in this “teenage” phase, have long, slender branches, and pointed tops</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Sonic Weaknesses; Double Damage from Heat and Cold</p>
<p><u>Passive Abilities</u> Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature Photosynthesis (Feature) <i>Passive.</i> Gain +1 SPEED while in sunlight Rooted (Feature) <i>Passive.</i> You are unable to be moved or Towed against your will. See and Blind (Feature) <i>Passive.</i> You are able to sense Hidden creatures within 30 ft of you, even if Blinded.</p>	
<p><u>Major Action(s)</u> Bush Whip (Ability) Roll 1 d6+SPEED,DEXTERITY or STRENGTH against a target’s DEFENCE within 10ft , the Excess is applied in Physical Damage.On a successful hit you can roll a contested STRENGTH to drag the creature 10ft towards you.</p> <p>Trippy Legs (Feature) As A <i>Major Action</i>; Unnaturally extend your feet Until your next turn your Movement becomes zero and creatures you choose that come within 5ft of you become Floored.</p> <p><u>Quick Action(s)</u> Camouflage (Feature) Quick Action. Hide if you are in foliage</p>	
<p><u>Items:</u> *Sentient Tree Sprout (Magical Item) \$1000. Uncommon. Becomes a Tree Spirit Small (creature) in one month.</p>	

<p>Tree Spirit; Small (Bush or Sapling) (Any Alignment) Level Bucket-sized, Spirit</p>	
<p>DEFENCE: 1 HP: 3 Movement: 30ft</p> <p>Stats: Mind: 0 Body: -2 Soul: 0</p> <p>Notable Skills; STEALTH: 5 STRENGTH: 0</p>	
<p><u>Description:</u> A small-to-medium-sized perennial woody plant, sapling herb or bush.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double Damage from Heat and Cold</p>
<p><u>Passive Abilities</u> Photosynthesis (Feature) Passive. Gain +1 SPEED while in sunlight See and Blind (Feature) Passive. You are able to sense Hidden creatures within 30 ft of you, even if Blinded.</p>	
<p><u>Major Action(s)</u> Bush Whip (Ability) Roll 1 d6+SPEED,DEXTERITY or STRENGTH against a target's DEFENCE within 10ft , the Excess is applied in Physical Damage. On a successful hit you can roll a contested STRENGTH to drag the creature 10ft towards you.</p> <p><u>Quick Action(s)</u> Camouflage (Feature) Quick Action. Hide if you are in; Foliage</p>	
<p><u>Items:</u> *Sentient Tree Sprout (Magical Item) \$1000. Uncommon. Becomes a Tree Spirit Small (creature) in one month.</p>	

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<p>Unicorn (Neutral) Level 8 Cattle-sized, Spirit</p>	
<p>DEFENCE: 4 HP: 9 Movement: 60ft walk Scores: Mind: -2 Body: 3 Soul: 1 Notable Skills STEALTH: 0 SPEED: 4 MAGIC: 2</p>	
<p><u>Description</u> A white horse-like or goat-like animal with a long straight horn with spiralling grooves, cloven hooves, and sometimes a goat's beard</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive</u> Read People (Ability)<i>Passive.</i> You know if someone is lying to you without having to roll, unless their CONVINCE Skill is higher than yours.</p>	
<p><u>Major Action(s)</u> Impale; Roll 1d6+STRENGTH against a target' within 10 ft's DEFENCE, the excess is applied in Physical Damage Heal (Ability) As A Major Action; Restore 1d8 HP to a creature you touch. You may use this ability a number of times per day equal to 1+ your MAGIC. Purify (Ability) As A Major Action; You are able to end the Poisoned condition for yourself or a creature you touch. You are also able to make poisoned food or drink potable. You can use this ability a number of times per day equal to your MAGIC Skill. Teleport (Ability) <i>Major Action;</i> You can expend a portal to transport yourself and/or a willing creature you touch to a place you have been to or seen before. (2 Portals daily) <u>Quick Action(s)</u> Trample (Ability) As a Quick Action; If a creature within 5ft of you is Floored you may Roll 1d8+STRENGTH against their DEFENCE to deal excess in Physical Damage</p>	
<p><u>Items</u> *Unicorn Horn (Magical Item) \$1,500 fc. Rare. You may use the Teleport (Ability) twice after which the magic is expended.</p>	

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<p>Vampire (Lawful, Any Alignment) Level 18 Man-sized, Person</p>	
<p>DEFENCE: 4 HP: 12 Movement: 40ft</p> <p>Scores: Mind: 4 Body: 2 Soul: -1</p> <p>Notable Skills; CONVINCING: 5, MAGIC: 4</p>	
<p><u>Description:</u> An undead creature said to feed on the blood of the living.</p>	<p><u>Vulnerabilities and Immunities</u> Condition Immunities; Charmed, Enchanted Weaknesses; Double HP Lost from Spiritual Damage which uses the FAITH Skill.</p>
<p><u>Passive Abilities</u> Dark Vision (Feature) Passive. You are able to see in the dark. Keen Sense: Hearing, Sight, Smell (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll. Multi-Attack (Feature) Passive. You are able to make 3 Attacks on your turn; one with Fangs as a Major Action, and two with Claws as Quick Actions. Pulse Sense (Feature) You are able to pinpoint the location of anything with a heartbeat in 120 ft of you. Vampirism (Feature); You no longer age or need to eat food or drink water, but feed on blood. You take 1 HP Heat Damage (ignoring DEFENCE) if you end your turn touching garlic, running water, sunlight or silver. This feature counts as an illness, curse and magical effect.</p>	
<p><u>Major Action(s)</u> Leech (Ability) Roll 1d8+STRENGTH, SPEED or DEXTERITY against a target within 5ft's DEFENCE, The difference is applied in Physical Damage. You gain temporary HP equal to the amount of HP lost. Enchanting Voice (Feature) As a <i>Major Action</i>; Speak a command that can be completed using Movement and/or a Quick Action. Enemy creatures within 60ft that can hear you must roll 1d8+FOCUS to exceed your 1d8+CONVINCE. Creatures that fail become Enchanted and must follow your instructions on their turns for an amount of turns equal to your MAGIC Skill. Each time you or the Enchanted takes damage they may repeat the roll to save. You may use this ability once per encounter.</p> <p>Enthrall (Ability) Roll 1d8+CONVINCE against a creature that is Enchanted by you, If the creature does not exceed your roll they are Enthralled. You are able to command the Enthralled creature what Major Actions to take on its turns. The effect ends when you or the creature are brought to 0 HP. or if the creature frees themselves by succeeding on a contested 1d8+CONVINCE Roll as a Major Action, when they have one available.</p> <p><u>Quick Action(s)</u> You are able to take 2 Quick Actions each turn. Claws; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage Enchanting Gaze (Ability) As a <i>Major Action</i>; Roll a contested 1d8+ CONVINCE to exceed 1d8+FOCUS of a creature within 60ft that can see you. If you succeed the creature is Enchanted and must use its Quick Action and Movement to follow a command you provide for an amount of turns equal to your MAGIC Skill. Each time you or the enchanted creature takes damage they may repeat the CONVINCE Roll. You may use this ability once per encounter. Vampirise (Ability) As a Quick Action; If you bring a creature to 0HP with your Leech (Ability) you are able to immediately re-animate them with 1 HP and the Leech (Ability) and Vampirism (Feature). A creature brought back in this way is also Enchanted by you. You may use this ability once per day.</p>	
<p><u>Items:</u> Umbrella (Item) \$20 fc. Common.Adds +1 to DEF but is destroyed after a hit. Also offers some protection from rain/sun. **Re-usable Coffin (Magical Item) \$10,000fc. Rare. A Heavy Man-sized coffin. Resting in this casket recovers 3 HP per hour. So rest in peace.</p>	<p><u>Deadleff:</u> * <u>Unfinished Business:</u> Vampires have a compulsion to count things, meaning that if you were being chased by one, you could spill a bag of rice, buying yourself time as they stop to count every last grain</p>

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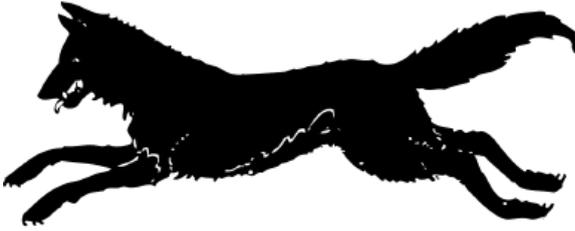
<p>Warlord (Neutral or Evil) Level 20 Man-sized, Person</p>	
<p>DEFENCE: 4 HP: 8 Movement: 30ft</p> <p>Scores: Mind: 1 Body: 1 Soul: 1</p> <p>Notable Skills; DETECT: 2 FOCUS: 4 LOCATE: 2 DEXTERITY: 2</p>	
<p><u>Description:</u> A person who exercises military, economic, and political control over a region.</p>	
<p><u>Passive Abilities</u></p> <p>Die Hard Following (Feature) <i>Passive.</i> If you are within 10ft of a follower they use their Reaction to suffer all single target Damage on your behalf.</p> <p>Entourage (Feature) <i>Passive.</i> You are always surrounded by a group of followers or attendees.</p> <p>No Rest for the Wicked (Feature) <i>Passive.</i> You are alert and can hear everything even while asleep as if you were awake. You gain +2 to any rolls against effects to avoid the sleep or the Unconscious condition.</p> <p>On-Sight (Feature)<i>Passive.</i> Once you are spotted by an enemy. All parties must roll SPEED for turn order. You are unable to be Ambushed. Hidden creatures gain no bonuses when attacking you.</p> <p>Quick Reload (Ability)<i>Passive.</i> If your weapon's reload takes a Major Action it takes a Quick Action instead. If it takes a Quick Action it requires no action at all.</p> <p>Quick Shooter (Ability) <i>Passive.</i> You are able to make a ranged attack as a Quick Action, even if you already used a Major Action to Attack this turn.</p> <p><u>Wearing</u></p> <p>*Bulletproof Vest (Item) \$75fc. <i>Restricted.</i> Adds 1 to DEFENCE while worn. Also reduces damage from Projectile weapons by 1. (Torso)</p> <p>* 9x Guard Ring from All Damage (Magical Item) \$1500 fc. <i>Rare.</i> A ring of precious metal loaded with a spirit and with DNA from the wearer. The wearer avoids the next damage they'd take and the ring is destroyed. (Finger)</p>	
<p><u>Major Action(s)</u></p> <p>*Automatic Rifle \$10000. <i>Restricted</i> (Projectile 900 ft) As A Major Action; Shoots 5 bullets, each deals 1d8+FOCUS in Physical Damage. Reload using a Major Action once used. <i>Illegal</i> even with a FireArm License. (Two Handed)</p> <p>Hostage (Ability) <i>As a Major Action;</i> You Grab an unallied creature within 5ft. You gain +1 DEFENCE and +1 to CONVINCED Skill while the Grabbed creature is above 0HP. Once per encounter.</p> <p>Nearby Bushes (Feature) <i>As a Major Action;</i> You can touch a bush or tree large enough to conceal your entire body to transport yourself, emerging from any Barrel-sized or bigger plant in your line of sight.</p> <p>*Pistol (Weapon: Deadly) \$500fc. <i>Rare</i> (Projectile 150 ft) A metal hand-held fire-arm. <i>Light.</i> Roll 1d8+FOCUS or DEXTERITY against a target's DEFENCE, the excess is applied in Physical Damage. Fires 17 bullets before you need to use a Major Action to Reload.</p> <p><u>Quick Action(s)</u></p> <p>Doah Run (Ability) <i>Quick Action;</i> A creature you choose is unable to use the Sprint Action for a number of turns equal to your CONVINCED Skill (min 1). You may use this ability once per encounter.</p> <p><u>Reaction(s)</u></p> <p>Revenge (Ability) <i>Reaction.</i> If one of your allies is knocked to 0 HP you can make an attack against the attacker once they're in range of your held weapon.</p>	
<p><u>Items:</u></p> <p>*1d8 x 10,000 in \$fc</p>	

<p>Werewolf/Lougarou (Chaotic, Any Alignment) Level 14 Cattle-sized, Person</p>	
<p>DEFENCE: 4 HP: 20 Movement: 60ft</p> <p>Scores: Mind: -2 Body: 4 Soul: 1</p> <p>Notable Skills; DETECT: 4 STRENGTH: 5</p>	
<p><u>Description:</u> An individual who can shape-shift into a wolf, either purposely or after being placed under a curse or affliction.</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Emotional Condition Immunities; Charmed, Enchanted Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u></p> <p>Dark Vision (Feature) <i>Passive.</i> You are able to see in the dark.</p> <p>Hefty (Feature) <i>Passive.</i> While you are at full HP, Damage dealt to you is halved.</p> <p>Intimidating (Feature) <i>Passive.</i> You may use your STRENGTH Skill for CONVINCE rolls.</p> <p>Keen Sense: Hearing, Sight, Smell (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p> <p>Multi-Attack (Feature) <i>Passive.</i> You are able to make 3 Attacks on your turn; one with Fangs as a Major Action, and two with Claws as Quick Actions.</p> <p>Pin (Ability) <i>Passive.</i> If you are attacking a Floored creature using Melee it also becomes Restrained.</p> <p>Lycanthropy (Feature) <i>Passive.</i> Whatever your form, on a full moon you transform into a Werewolf. When damaged by Physical Attacks from non-silvered weapons you regain the HP lost at the start of your next turn. This feature counts as an illness, curse and magical effect.</p> <p>Savage (Ability) <i>Passive.</i> When rolling CREATE, FOCUS or STUDY Skills you must roll twice and take the lowest. You are immune to Emotional Damage.</p>	
<p><u>Major Action(s)</u></p> <p>Werewolf Fangs; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage. A bitten creature must roll 1d8+RESILIENCE to exceed a 3. On a Failure they suffer Lycanthropy (Feature) on the next full moon.</p> <p><u>Quick Action(s)</u> You are able to do 2 Quick Action Claw Attacks on your turn.</p> <p>Claws or Bludgeon Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage.</p>	
<p><u>Items:</u></p> <p>†Lycanthrope Spit (Magical Item) \$1000fc. Restricted. If ingested causes Lycanthropy (Feature) on the next full moon.</p>	<p><u>Unfinished Business:</u></p> <p>In the Daylight, or while Unconscious the Werewolf may Transform into an Average Citizen with Lycanthropy (Feature). Stronger Werewolves may go back and forth between forms at will.</p>

<p>Whatleff (Level 0.5) Barrel-sized, Spirit (Chaotic Evil)</p>	
<p>DEFENCE: 2 HP: 1 Movement: 30 ft</p> <p>Scores: Mind: -1 Body: -1 Soul: 1</p>	
<p><u>Description:</u> Whatleff are spirits that form when Deadleff is left uncollected. They are a transitive state between spirits reforming. The way Whatleff looks can vary greatly as Sometimes different Deadleffs can fuse together. This also gives them a wide range of possible abilities.</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities;Physical, Poison Resistances; Acid Damage is halved</p>
<p><u>Passive Abilities</u> Incorporeal (Feature) <i>Passive.</i> While Incorporeal you are unable to touch or be touched by non-magical objects and creatures. You can affect other Incorporeal objects and creatures. You are immune to Physical and Poison Damage and take half Damage from Acid.</p>	
<p><u>Major Action(s)</u> Ghostly Appendages (Feature) Roll 1d4+SPEED or MAGIC against target within 5ft's DEFENCE, excess is applied in Spiritual Damage.</p> <p>*Invisibility (Ability) As a Major Action; You count as Hidden and are unable to be seen by normal means until the end of your next turn (effect continues if you repeat this Major Action). If you take damage, roll 1d8+ FOCUS to exceed damage taken in order to maintain Invisibility. If you are made visible you may reuse this ability an amount of times equal to your MAGIC Skill</p> <p><u>Quick Actions</u> Phase (Ability) As a Quick Action. You are able to switch from Incorporeal to Corporeal until the start of your next turn.</p> <p><u>Reactions</u> *Intangibility (Ability) As a Reaction; You and anything you are holding switches from Incorporeal to Corporeal (or vice versa) until the start of your next turn. You may use this ability a number of times per day equal to your MAGIC.</p>	
<p><u>Items:</u> Tethered to; Any Non-Magical Item</p>	<p><u>Deadleff (*);</u> The Abilities highlighted above <u>*</u> can be bonded to any non-magical item. Especially broken or discarded Possessions.</p> <p><u>Unfinished Business;</u> Most Whatleff can be dispersed if you find the item they are tethered to or solve their Unfinished Business.</p>

<p>Whooping-Boy (Any Alignment) Level 4 Human-sized, Spirit</p>	
<p>DEFENCE: 3 HP: 8 Movement: 30 ft Hover</p> <p>Mind: 0 Body: -1 Soul: 1</p> <p>Notable Skills; MAGIC: 2</p>	
<p><u>Description:</u> The ghost of a “penner” or cow herd. Has long hair and red eyes. Makes a whooping sound and is often seen riding another duppy, Three-foot Horse. He may also be witnessed dancing on twigs in dense woodland especially on moonlit nights.</p>	<p><u>Vulnerabilities and Immunities</u> Damage Immunities; Physical, Poison Resistances; Acid Damage is halved Condition Immunities; Floored, Tripped</p>
<p><u>Passive Abilities</u> Incorporeal (Feature) <i>Passive.</i> While Incorporeal you are unable to touch or be touched by non-magical objects and creatures. You can affect other Incorporeal objects and creatures. You are immune to Physical and Poison Damage and take half Damage from Acid. Hover (Feature) <i>Passive.</i> You can float a few feet off the ground at will when moving your walk speed. You are immune to being Tripped.</p>	
<p><u>Major Actions</u> Fiery Breath; Roll 1d4 to Deal Heat Damage (ignoring DEF) against a creature within 10ft.</p> <p>*Invisibility (Ability) As a Major Action; You are unable to be seen by normal means until the end of your next turn (effect continues if you repeat this Action). You count as Hidden. If you take damage, roll FOCUS to beat damage taken in order to maintain Invisibility. If you are made visible you may re-attempt an amount of times equal to your MAGIC Skill.</p> <p>*Whooping Whip (Magical Item) \$15 fc. Uncommon. (Melee 10ft) The handle of a whip, when cracked a shadowy rope appears. Light. As A Major Action; Roll 1 d6+SPEED,DEXTERITY or MAGIC against a target's DEFENCE, the excess is applied in Spiritual or Sonic Damage. On a maximum roll the target is Grabbed.</p> <p><u>Quick Actions</u> Phase (Ability) As a Quick Action. You are able to switch from Incorporeal to Corporeal until the start of your next turn.</p> <p><u>Reactions</u> *Intangibility (Ability) As a Reaction; You and anything you are holding switches from Incorporeal to Corporeal (or vice versa) until the start of your next turn. You may use this ability a number of times per day equal to your MAGIC.</p>	
<p><u>Items:</u> *Whooping Whip (Magical Item) *Three Legged Horse (Creature)</p>	<p><u>Deadleff (*);</u> The Abilities highlighted above <u>*</u> can be bonded to items of Leather, Rope or Wood.</p> <p><u>Unfinished Business;</u> The Whooping Boy can be heard penning ghost cows, and terrifying living livestock, and appears mainly on moonlit August nights.</p>

<p>Witchdoctor (A) Level 8 Man-sized, Person</p>	
<p>DEFENCE: 3 HP: 7 Movement: 30ft</p> <p>Scores: Mind: 1 Body: -1 Soul: 2</p> <p>Notable Skills; MAGIC: 4</p> <p><u>Description:</u> a shaman who treats ailments or communicates with the dead using supernatural powers.</p>	
<p><u>Passive Abilities</u></p> <p>Magician (Feature) Passive. You are able to use a number of Abilities from the Mystic class equal to your level. Suggested spells; Clairvoyance, Predict Weather, Projectile (Toxin Damage)</p> <p>Vibes Sense(Feature) Passive. You can sense the direction of magical presences and spiritual creatures within 30 ft of you</p> <p>Sacrifice (Feature) Passive. For the purpose of spells/Abilities that specify a willing creature you can use an animal you have bought or own.</p> <p><u>Wearing</u></p> <p>Guard Ring from All Damage (Magical Item) \$1500 fc. Rare. A ring of precious metal loaded with a spirit and with DNA from the wearer. The wearer avoids the next damage they'd take and the ring is destroyed. (Finger)</p> <p>Guard Ring from Enemies (Magical Item) \$150 fc. Uncommon. While wearing this ring you are alerted of any approaching danger. If you begin combat while wearing this ring your turn is first in the initiative despite the dice roll and the ring is destroyed.</p>	
<p><u>Major Action(s)</u></p> <p>Area of Harm: Toxin (Ability) You start each day with a pool of d4 dice equal to your MAGIC Skill (4). Major Action: Unleash a hazard and spend dice from the pool to deal Toxin or Spiritual Damage. Damage is equal 1+Total result of the dice roll. All creatures within 20ft of you must roll 1d8+LUCK to reduce. You may reload your dice pool As A Quick Action a number of times daily equal to your RESILIENCE</p> <p>Dagger (Dangerous Object) \$5 fc. Common (Melee 5ft/Thrown 30ft) Light. Roll 1 d6+DEXTERITY, STRENGTH or SPEED against a target's DEFENCE, the Excess is applied in Physical Damage.</p> <p>Harm and Heal (Ability) Use a Major Action; To call to the mysterious forces to sacrifice and redistribute health. Transfer an amount of current HP you choose from one willing creature to a wounded creature.</p> <p>Hex (Feature) As a Major Action; Roll 1d8+MAGIC against a target within 30 ft to deal Spiritual Damage (ignoring DEFENCE). The target rolls 1d8+MAGIC or FAITH to reduce or avoid.</p> <p><u>Quick Action(s)</u></p> <p>Omen (Ability) As a Quick Action; Roll 1d8. The JM must use this as the result of their next roll. You are able to use this ability a number of times per day equal to INTUITION. (2)</p> <p><u>Reaction(s)</u></p> <p>Protect and Punish (Ability) Reaction; If you or a creature within 30 ft of you is hit with a single target attack, generate a magical barrier that blocks half the damage (rounded up) that would be lost in HP. This half damage can then be applied to a creature of your choice in the same range, ignoring DEFENCE. You may use this ability a number of times equal to twice your MAGIC Skill. (8)</p>	
<p><u>Items:</u></p> <p>*3 Chickens or 1 Goat</p> <p>* 10x Magic Potion (Magical Item) \$100 fc. Rare. Made out of mysterious ingredients. Use a Major Action to administer. The creature that consumes gains 1d8 of HP. Single use.</p>	

<p>Wolf (Lawful Neutral) Level 2 Human-sized, Fauna (Exotic)</p>	
<p>DEFENCE: 3 HP: 7 Movement: 50 ft</p> <p>Scores: Mind: -2 Body: 1 Soul: 0</p> <p>Notable Skills; DETECT: 2 SPEED: 2 FAITH: 1</p>	
<p><u>Description:</u> A large canine with pointed ears, hunts in packs.</p>	<p><u>Vulnerabilities and Immunities</u> Weaknesses; Double HP Lost from Sonic Damage</p>
<p><u>Passive Abilities</u> Pack Leader(Feature) <i>Passive.</i> Each allied creature within 15ft of you gains +1 when attacking. Grip (Feature) <i>Passive.</i> If you hit a creature with a melee attack while you have a suitable appendage free you can automatically Grab them. Grabbed creature is trapped until they beat a contested STRENGTH roll as a Quick Action on their turn or until you release or use the appendage to attack another creature. Keen Sense: Smell, Hearing (Feature) <i>Passive.</i> When doing DETECT checks with the sense(s) listed you are able to roll twice and take the higher roll.</p>	
<p><u>Major Action(s)</u> Fangs; Roll 1d6+STRENGTH against a target' within 5 ft's DEFENCE, the excess is applied in Physical Damage</p>	

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<p>Zombie (Neutral or Evil) Level 0.5 Human-sized, Construct</p>	
<p>DEFENCE: 1 HP: 5 Movement: 20ft</p> <p>Scores: Mind: -5 Body: 1 Soul: -1</p> <p>Notable Skills; RESILIENCE: 5 DEXTERITY: -1 SPEED: -1</p> <p><u>Description:</u> A re-animated corpse.</p>	
<p><u>Vulnerabilities and Immunities;</u> Damage Immunities; Emotional, Toxin Condition Immunities; Poisoned</p>	
<p><u>Passive Abilities</u> Reanimate (Ability) <i>Passive.</i> If you are brought to 0 HP by damage that did not exceed your Maximum HP. You are able to Recover 1 HP at the start of your turn. You may use this ability once per encounter.</p>	
<p><u>Major Action(s)</u> Unarmed Attack (Ability) As a Major Action; Roll 1d4 + STRENGTH against a target's DEFENCE within 5ft, the excess is applied in Physical Damage.</p>	
<p><u>Items:</u> *1d8 in \$fc Twine of Undeading (Magical Item) \$2,000fc. Rare When you are knocked to 0hp. This item restores you to 1HP on your next turn. You are however unable to heal for the next 3 turns. Single use</p>	

Creature Creation:



You may use creatures from the Faction pages above. You may also create your own from scratch.

Here is how to determine DEFENCE, HP, Skills and Attacks.

After you've determined, Size, HP and base DEFENCE;

If the creature is a Beast you may select from the list of unarmed attacks.

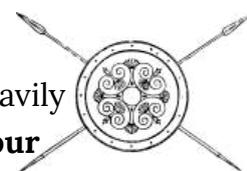
If the creature is a Person you may add gear from the list of weapons or items.

If the creature is a Spirit or Magical you may add from the Incomplete List of Magical Items.

Creature Creation;

DEFENCE:

Describes how hard it is to hit a creature, it includes; the likelihood of you missing the creature completely, the creature's ability to dodge and how heavily armoured the target is. **If the target is completely blocked by a material your weapon cannot penetrate they cannot be targeted regardless of DEFENCE.**



Calculating DEFENCE:		0	+1	+2
Physical Factors (These are relatively fixed and can be inserted as the main Permanent DEFENCE on the Stat Sheet)	Is the target hard to hit from far away based on size?	Can be hit at long range (Bucket-size d or larger)	You'd need to be close to hit it (Thumb-size d or smaller)	
	Does the target move fast or have quick reflexes?	Not at all (SPEED or DEX lower than 0)	Average Reflexes (SPEED or DEX lower than 4)	Extremely Quick Reflexes (SPEED or DEX above 4)
	How sturdy is the physical material or meat that makes up the target?	Fragile	Relatively tough (Tough Flesh, wood)	Extremely Sturdy (Rock, Metal)
	Does the target have fur, fat padding, extra thick skin or Protective Clothes on?	None	Some	
	Is the target wearing additional protection specific safety gear (Helmet/Shield)?	None	Some	Heavily Geared
Situational Additions (These vary based on position and can be added as Temporary DEFENCE)	Is the Target behind cover and/or Hidden?	None	Light Cover	Full Cover or Hidden
	Is the target submerged in deep water?	No	Yes a few feet down	Over 10 ft down
	Does the target have the high ground spatially?	No the target is downhill or on even footing	Yes the target is above the attacker	
DEFENCE = The Total Number of Points (then add any Temporary Buff's or Debuffs)				

Creature Creation;

Health Points and Size Categories.

Depending on the size of the creature they fall into different classes of HP, when creating a creature select an amount of HP you feel fit from the HP range for the class's size.

Choose the size category that best describes the dimensions of the creature, item or plant, (or at least the category the object is closest in size to or could most snugly fit on or into).

The size of the creature also determines whether it will gain increases to STEALTH or STRENGTH. The smaller a creature is the more easily it can hide and the larger a creature is the stronger it can be. An individual creature can naturally increase or decrease its passive stat by up to 4 points.



Size Category		Examples (Creatures, Items)	HP	Passive STRENGTH	Passive STEALTH
1	Thumb-sized	Bugs, Hummingbird, Coins, Pebbles, Seed	1	-4	+4
2	Hand-sized	Rodents, Dove, Brick, Flower	1-2	-3	+3
3	Bucket-sized	Cat, Owl, Mongoose, Cinderblock, Houseplant	2-4	-2	+2
4	Barrel-sized	Dog, Goat, Boulder, Hedge	4-7	-1	+1
5	Human-sized	Person, Donkey, Pig, Dolphin, Motor-Bike	5-9	0	0
6	Cattle-sized	Horse, Cow, Car, Canoe	8-12	+1	-1
7	Mammoth-sized	Elephant, Truck, Tractor, Bus,	12-25	+2	-2
8	Building-Sized	House, Skyscraper, Train, Whale, Yatch	25-100	+3	-3
9	Mountain-sized	Hill, City, Mountain	100+	+4	-4

After determining the creature's DEFENCE and HP you may also determine its method of attack;

Some may use spells and weapons, but for beasts and other creatures that use unarmed strike you may select the danger-rating of the attack using the guide on the next page

Creature Creation;

Attacks

Harmless Appendages (Feature)

Your body allows you to Nip, Peck, Scratch, Sting or Flail. Your attacks do no damage if the opponent is larger.

If the target is your Size Category or smaller; When you attack, roll 1d8+STRENGTH, SPEED or DEXTERITY to beat the target's DEFENCE. On a hit; the attack does 1 Physical Damage.

Unarmed Attack (Feature)

Your body allows you to Punch, Throw, Bite, Pierce, Ram, Kick or Cut

Roll 1d4+STRENGTH to beat the target's DEFENCE, The excess is applied in Physical Damage.

^Generally a Feature of; Bucket-sized, Barrel-sized and Man-sized creatures.

Natural Weapons (Feature)

Your body allows you to Chomp, Bash, Slash, Squeeze or Stab, Gore, Bludgeon or Lacerate.

To attack Roll 1d6+STRENGTH against a target's DEFENCE, The excess is applied in Physical Damage.

^Generally a Feature of; Cattle-sized or larger creatures.

Unarmed Attacks;

Harmless Appendages (Feature)

Your body allows you to Nip, Peck, Scratch, Sting or Flail. Your attacks do no damage if the opponent is larger. If the target is your Size Category or smaller; When you attack, roll 1d8+STRENGTH, SPEED or DEXTERITY to beat the target's DEFENCE. On a hit; the attack does 1 Physical Damage.

^Generally a Feature of; Thumb-sized, Hand-sized and Bucket-sized creatures.

Harmful Appendages or Unarmed Attack(Feature)

Your body allows you to Punch, Throw, Bite, Pierce, Ram, Kick or Cut

Roll 1d4+STRENGTH, SPEED or DEXTERITY to beat the target's DEFENCE, The excess is applied in Physical Damage.

^Generally a Feature of; Bucket-sized, Barrel-sized and Man-sized creatures.

Dangerous Appendages (Feature)

Your body allows you to Chomp, Bash, Slash, Squeeze or Stab,

To attack Roll 1d6+STRENGTH, SPEED or DEXTERITY against a target's DEFENCE, The excess is applied in Physical Damage.

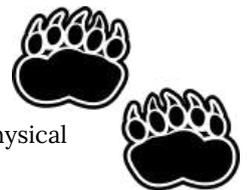
^Generally a Feature of; Man sized or Cattle sized creatures

Deadly Appendages (Feature)

Your build and size allows you to Gore, Bludgeon, Crunch or Lacerate.

Roll 1d8+STRENGTH, SPEED or DEXTERITY against a target's DEFENCE, The excess is applied in Physical Damage.

^Generally a Feature of; Cattle sized creatures



Destructive Appendages (Feature)

Your build and size allows you to Amputate, Crush, Fracture, Impale, Suffocate or Trample.

Roll 1d10+STRENGTH, SPEED or DEXTERITY against a target's DEFENCE, The excess is applied in Physical Damage.

^Generally a Feature of; Mammoth-sized creatures.

Disastrous Appendages (Feature)

Your build and size allows you to Squish, Bisect, Stampede or Bulldoze

Roll 1d12 against a target's DEFENCE, The difference is applied in Physical Damage.

^Generally a Feature of; Building-sized or larger creatures.

After your players first experience with a Magical Entity or Spirit, allow them to roll for and craft a personalised magic item.

The Table they roll on should depend on their highest Score.

The list of magical effects are on the tables below.

Magical Items (An Incomplete List)

In addition to Guard Rings, Potions, Teas and Voodoo Dolls; Magical Merchants may provide adventurers with some of the Uncommon or Rare Magical Items listed below.

Legendary Magical Items may be a bit harder to come by and are generally procured from the Legends themselves. While Irreplaceable Magic Items may be best left in the hands of those who know how to wield or protect them.

Below is a list of magical items, it is far from comprehensive and we encourage you to expand our catalogue.



Anansi's Pot of Knowledge Shard (Magical Item) \$10000 fc, *Legendary*.

Remnant of a Pot of Knowledge broken by Anancy which released knowledge into the human world. Whoever holds the shard at the start of each day can temporarily increase any of their Mind Skills by 1 (even past their Max). This effect lasts for 24 hrs.

Anansi's Venom (Magical Item) \$1000 fc *Legendary*. If this venom enters a creature's body they must roll 1d8+RESILIENCE to exceed an 8 or become Poisoned. At the end of the Poisoned creature's turns they must repeat this roll, on a failure they suffer 1 Toxin Damage. If any more of the venom enters the creature's body the Damage increases to 2. This effect ends with an Antidote or if the creature rolls a natural 8 on the RESILIENCE roll. Single use.



Anansi's Web Strand (Magical Item)

\$25000 fc, *Legendary*.

As A Reaction you are able to tug on this web which takes you away to Anancy's alternate dimension for 1d8 rounds. You return to your spot in your original dimension at the start of your appropriate turn. Damage, sound and magical effects are not able to travel between dimensions. As a Major Action you are able to use this item on another creature, if the creature is unwilling you must roll a contested 1d8+SPEED to successfully transport them. You may use this item once per encounter.



Animators Ink (Magical Item)

\$10,000 fc. *Rare*

A glass bottle of ink that moves and twitches on its own accord. As A Major Action; You may smear the ink on the base of an object



to allow it to move in a way that makes sense. The usage needed as well as innate Skills based on item size are;

- 1 drop; Thumb-sized object (STEALTH = 4, STRENGTH = -4)
- 2 drops; Hand-sized object (STEALTH = 3, STRENGTH = -3)
- 4 drops Bucket-sized object (STEALTH = 2, STRENGTH = -2)
- 6 drops; Barrel-sized object (STEALTH = 1, STRENGTH = -1)
- 8 drops; Man-sized object (STEALTH = 0, STRENGTH = 0)
- 16 drops; Cattle-sized object (STEALTH = -1, STRENGTH = 1)
- 32 drops; Mammoth-sized object (STEALTH = -2, STRENGTH = 2)

You can double the amount you expended to draw a face to allow the object to emote and speak.

The base DEFENCE of the objects is 3, and the Max HP is equal to the drops expended.

The animated object has a Movement of 30ft, Mind, Body, Soul Score of 0 a MAGIC Skill of 1, a RESILIENCE of 5 and Immunity to Poisoned and Choking Condition.

Animated Objects Attack is a Major Action 1d6+STRENGTH to exceed target within 5ft's DEF, difference is applied in Physical Damage.

Objects made of certain materials may have additional properties.

Cloth and Paper; Can fly but have -1 to DEF and Half HP (Minimum 1).

Ceramic and Glass; Have +1 Damage to Attacks but -1 to DEF and Half HP Metal, Stone and Mineral; Have +2 to DEFENCE and +1 STRENGTH but Movement is halved and cannot swim or climb.

Only constructs made from living Plants are able to recover HP by resting.

The object remains animated until it reaches 0hp or the ink is removed. This bottle contains 32 drops.



Attachable Wings The user sprouts 2 wings which allow them to fly. The wearer also gets 2 Max HP. When taking damage you may decide to take it to your actual HP or to the wings instead. If the wings take 2 HP damage they are destroyed. (Back)



Baccoo's Bottle; (Magical Item) \$5000fc. Rare. As A Major Action; Roll a contested 1d8+ CONVINCE, SPEED or MAGIC against a Hand-sized or smaller spirit within 5ft. If you exceed the spirit's roll the spirit is trapped until a person opens the bottle as a Major Action.

Baccoo Container Shard; (Magical Item) \$500fc. Uncommon. Transform an item the shard touches into another item of equal or lesser value. Single use.

Carapace Armor (Item) \$500fc. Uncommon. Increases wearer's DEFENCE by 1 (Torso)

Centaur's Bow (Weapon: Deadly) \$100 fc. Uncommon. (Projectile 120 ft) Elastic string stretched between a wooden, plastic or metal frame. Light. Fires Arrows. As a Major Action; Roll 1d8 +FOCUS or DEXTERITY to exceed target's DEFENCE. The Difference is applied as Physical Damage, the target also suffers 2 Spiritual Damage. Reloads itself after each shot. (2 Handed)

Conch Shell (Magical Item) \$50fc. Uncommon. By breaking a piece of one shell and putting it into another shell and vice versa, two creatures are able to communicate through the shells over large distances. Also works underwater.

Chekov's Gun (Magical Item)

\$5000fc. *Legendary.*

As A Quick Action; Reveal this weapon. At the end of each enemy's turn they roll 1d8. The first enemy to roll a 1 has a bullet fired at them and the gun's holder rolls 1d8+LUCK to exceed the target's DEFENCE, the difference is applied in Blast Damage. If the encounter ends without the gun being fired the holder suffers 1d8 Blast Damage.

Daring Headlights (Magical Item)

\$1000 fc. *Rare.*

As a Quick Action, creatures in a 120ft in a direct line must Roll 1d8+FOCUS to exceed your 1d8+MAGIC in order to use their Movement.

Diablesse Cow Foot (Magical Item) \$1000fc.

Uncommon. As A Quick Action; Roll 1d6+STRENGTH against a target's DEFENCE, excess is applied in Physical or Spiritual Damage (Worn on 1 Leg).

Dragon's Teeth (Magical Item) \$10,000 fc. *Legendary.* Spirits level 5 or lower within 60ft suffer the Fraid; Nervous (-1) Condition if they attempt to attack you.

Douen's Straw Hat (Magical Item)

\$300fc. *Uncommon.* While worn your face is not able to be seen from any angle except by supernatural means (Head).

Duppy Detector (Magical Item)

\$100fc. *Uncommon,* An item of your choice that detects the presence of spirits, magic and duppies.

Empty Barrel (Magical Item)

\$10,000fc. *Rare*

Makes the most noise. This container appears healthy but holds remnants of ghosts which can be heard wailing when the barrel has no items in it. These ghosts may be persuaded to memorise and replay conversations in a 50ft square area.



Empty Cup (Magical Item) \$2500fc. *Rare.*

A container made of precious material which holds the remnant wails of a ghost which can be heard when the cup is empty. The ghost wails its own haunted chorus or



may be convinced to repeat messages given to them.

Exploding Weapon. (Magical Item) Rare. (Cost is 10x weapon's normal value) Use the stats of a weapon of your choice the difference is; The weapon is Loud and deals +1 Blast Damage. When you roll the dice's Maximum on an attack, roll until the result isn't the Maximum, then sum all numbers rolled.



Extra Appendage; Tentacle (Magical Item) \$5000fc. Rare. You are able to do an additional Major Action each turn. The Tentacle has an HP of 1 (Which is added to your Max HP), STRENGTH of 3 and DEXTERITY of 4.

Fairy Wand (Magical Item) \$1000 fc. Rare. Contains a single use of the **Wish** (Ability). Also fires projectiles 120ft. 1d6+MAGIC to exceed a target's DEFENCE, dealing Spiritual Damage.



Floating Lodestone (Magical Item) \$500 fc, Rare. A floating magnet. Sticks to or lets go of metal objects within 15ft on owner's command.

Fish Tail (Magical Item) \$500fc. *Uncommon.*

The user sprouts a tail which doubles their swim speed.

The wearer also gains 1 Max HP. As A *Reaction*; When taking any damage except Emotional you may decide to avoid damage to let it destroy the tail instead. (Waist and Legs)

Genie's Lamp (Magical Item) \$10,000fc. *Legendary.* A Kerosene lamp that contains a Genie who grants wishes to anyone who rubs it, but who may try to trick the user with loopholes and wordplay.



Genie Lamp; Empty (Magical Item) \$1,000fc. *Legendary.* A tiny portable room that can be entered and exited as a Major Action. The lamp can also be used to trap spirits. As a Major Action; roll a contested 1d8+CONVINCE against a Spirit within 5ft that has the Incorporeal or Amorphous Feature, on a success the Spirit is trapped

until a person uses a Major Action to rub the lamp. If the attempt to trap the spirit fails the lamp may not be used on that spirit again. Only one spirit can be stored at a time.

Ghost Saddle (Magic Item) \$2000fc. *Rare* A dark decaying leather saddle that can carry both Corporeal and Incorporeal creatures. As A Quick Action; the saddle hovers at a speed of 60ft in directions you choose.

Gorgon's Blood (Magical Item) \$1200 fc. *Legendary.* Quick Action. A single drop can bring a creature that died within the last hour to life. Single use.

Gorgon Venom (Magical Item) \$1200 fc. *Legendary* If this venom enters a creature's body they must roll 1d8+RESILIENCE to exceed an 8 or become Poisoned. At the end of the Poisoned creature's turns they must repeat this roll, on a failure they suffer 1 Poison Damage and lose 1 Max HP, if the creature loses all their HP they become Petrified (condition). If any more of the venom enters the creature's body the Damage increases to 2. This effect ends with an Antidote or if the creature rolls a natural 8 on the RESILIENCE roll.

Haunted Shipwreck (Magical Item) \$50,000fc. *Rare*

A dilapidated wooden ship, serviced by an undead crew. At night at the command of its captain/owner the ship can float just above the water, buoyed and manned by its ghostly crew. As a Major Action you may command the crew to turn the ship Incorporeal along with its cargo and any non-ghost passengers (returning to Corporeal as a Major Action or after 1 hour). Though reliable in dark water, passengers should be careful, if exposed to direct sunlight the ghostly crew levitating the ship disappears until nightfall. If you drown from it sinking or die while on the Haunted Shipwreck you become an undead member of the ghostly crew serving its new captain.



Invisible Weapon. (Magical Item) Rare. (cost is 20x weapon's normal value).

Use the stats of a weapon of your choice the

difference is; Weapon is undetectable by sight when clean. Whenever attacking with an invisible weapon roll the damage twice and take the preferred result.

Lizard Tail (Magical Item) \$500fc.

Uncommon. Your Max HP also increases by 1 while the tail is attached to you. Quick Action; Roll 1d4+STRENGTH against target within 5ft's DEFENCE, excess is applied in Physical Damage. *Reaction;* When taking any damage except Emotional you may decide to avoid damage to let it destroy the tail instead.

Lycanthrope Spit (Magical Item) \$1000fc.

Rare. If ingested causes Lycanthropy (Feature) on the next full moon.

Magic Bean (Magic Item) \$1000fc. *Rare.* A large green bean, Can be planted into the ground as a Major Action. Upon being watered as a Quick Action the bean sprouts into a giant plant that grows 120ft per turn until it touches the clouds.

Magic Dagger (Magical Weapon) \$500fc.

Uncommon.

(Melee 5ft/Thrown: 30ft) 1d8+DEXTERITY against target's DEFENCE. Difference is applied in Physical or Spiritual Damage.

Merfolk Spear (Weapon: Melee 10ft/Thrown 60ft)

1d8+STRENGTH to hit. If roll exceeds target DEFENCE, target takes an additional damage equal to MAGIC if near a body of water.

Mermaid's Neckwear (Magical Item). While worn allows a creature to breathe both air and water.

Mirror of Multiples (Magical Item)

\$10,000 fc. *Legendary*

A large mirror in an ornate frame, in which reflections move independently.

As A Major Action;

You may reach into this mirror to extract your reflection which becomes corporeal.

You must choose to sacrifice an amount from your Max HP which then becomes the

double's. While the double is active; You are unable to regain the Max HP given.

The double's Mind, Body and Soul Score is zero.

You may sacrifice any SKILL points, Features or Abilities from your character to bestow it on your double.

The double's DEFENCE is 1,

and your DEFENCE is decreased by 1 while it is active. You are both still able to benefit from anything that increases DEFENCE.

Visible Items you carry when the double is created are duplicated. These items exist as long as the double exists and can only be touched by you or the double

The double, thinks like you and has your memories up to the point of being pulled from the mirror. The player may switch between playing as their character or as the double. However you do not share a telepathic link, information that one version knows is unknown to the other until communicated. If your character dies, the double still remains active..

The double is destroyed when it drops to 0 HP or when it ends its turn in an area of complete darkness where no light is visible. . Any real items the double is carrying when dispersed falls in place. When the double is dispersed your character regains everything given to make the double; Max HP, Features, Abilities, DEFENCE and SKILLS. The Current HP sacrificed remains unrecovered until healed.

Old Higue's Mortar (Magical Item) \$1000fc.

Uncommon. A big earthen jar with a lid.

Items count as magical while stored in it.

The mortar can also be used to trap a Barrel-sized or smaller spirit within 5ft. As a Major Action; roll a contested

1d8+STRENGTH to exceed the target's 1d8+DEXTERITY, STRENGTH, SPEED or MAGIC, on a success the spirit is trapped until a person uses a Major Action to open the mortar.



Phoenix Ashes (Magical Item) \$500fc.
Legendary. Quick Action; Restores 1 HP to a creature. Single use.

Phoenix Egg (Magical Item)
\$5,000fc. *Legendary.* An unnaturally warm egg with red speckles on its shell. If a creature consumes this egg; the next time the creature dies its body and held items are burnt and the creature returns to life at Max HP.

Phoenix Feather (Magical Item) \$15,000fc.
Legendary. Indestructible. When exposed to air it transforms into a Phoenix (creature) after 1 minute.

Pinched Cache (Magical Item)
\$1000 fc worth of jewellery. If a creature picks up and pockets any amount of this treasure, all their allies within 30 ft suffer 1 Spiritual Damage (Ignoring DEFENCE)



Pinched Treasure (Magical Item)
\$10,000 fc worth of jewellery. If a creature collects any amount of this treasure, all their allies within 60ft suffer 2 Spiritual Damage (Ignoring DEFENCE)

Pinched Trove (Magical Item)
\$100,000 fc worth of Rare jewellery. If a creature picks up and stores any amount of this treasure, their allies within 120 ft suffer 3 Spiritual Damage (Ignoring DEFENCE).

Pixie Dust (Magical Item) \$200fc. Rare. -
Quick Action to Administer; Allows the user to fly at twice their Movement speed for a number of hours equal to FAITH. Single use.

Prehensile Tail (Magical Item)
\$1,000fc. *Uncommon.*
The user sprouts a tail which allows them to hold an extra item, and their climb speed is doubled. They are also able to make an additional Quick Action on their turns. The wearer also gets 1 Temporary HP. When taking damage you may decide to take it to your actual HP or to the tail instead. If the tail takes damage it is destroyed. (Waist)



Puss in A Bag (Magical Item)
\$500-5,000fc. *Uncommon.*

A closed sack, full and weighing 10 lbs from which you can hear faint purring or growling. These are generally sold by magical merchants. The purchaser of this bag can describe the puss they would like to receive, eg a Cat (\$500fc), a Cheetah (\$2500fc), a Lion (\$4500fc) or a Tiger (\$5000fc). The bag is then enchanted to provide this cat whenever opened. Once each day As a Major Action you are able to open the sack and must roll 1d8 to see how the cat is feeling that day. On an Even number it is Alive, on an Odd number it is Dead. The specific state of the cat depends on the dice rolls below;

1. Corpse (with smell)
2. *Your cat appears and views you as an ally but has normal cat intelligence.*
3. Lifeless Skeleton
4. *Your cat appears, views you as an ally and can understand you purrfectly.*
5. Taxidermied remains
6. *Your cat appears, views you as an ally, and can talk to you.*
7. An Item made from the pelt of the cat
8. *Your cat appears, views you as an ally, can talk, and follows your instructions.*

The cat is dispersed in a puff of smoke; If the cat reaches 0hp, at the end of each day or as a Reaction if the owner or cat wills it. The closed bag appears full and emits sounds once more at sunrise the following day.

Re-usable Coffin (Magical Item) \$10,000fc.
Rare. A Heavy Man-sized coffin. Resting in this casket recovers 3 HP per hour. The coffin can also be used to trap a Man-sized or smaller spirit within 5ft. As a Major Action; roll a contested 1d8+STRENGTH to exceed the target's 1d8+DEXTERITY, STRENGTH or SPEED, on a success the spirit is trapped until a person uses a Major Action to open the casket.

River Mumma's Comb (Magical Item)

\$3000fc, Legendary.

Passive. You are able to speak to aquatic creatures. As a Major Action; You are able to summon the Rain'Fall (Phenomenon). If rainfall is already present you may increase or decrease its intensity by an amount equal to your MAGIC. Use; Once per day.

Rolling Calf Chain (Magical Item)

\$3000fc. Rare. As a Quick Action; Make a contested roll 1d8+STRENGTH or

DEXTERITY against a creature within 30 ft. If the creature loses they are unable to move further away from you. The target is also dragged if you move away, maintaining the distance from which they were Grabbed. If a target is Grabbed by the chain, on your next turn you may use a Quick Action to make a contested STRENGTH roll to pull them within 5ft of you.



Rolling Calf Hide (Magical Item) \$1000fc.

Rare. Spirits level 5 or lower within 60ft become Fraid (Condition); Nervous (-1) if they attempt to attack you.

Shadow Arrow (Magical Item) \$500 fc. Rare.

A thin sliver of shadow which can be picked up and used as a projectile in any weapon. The projectile is single use and deals Spiritual Damage equal to the usual Physical Damage of the weapon's usual projectile.

Shadow Dagger \$1000fc. Rare.

The hilt of a knife, the shadow of the hilt shows a blade attached. As a Major Action; Deal 1 Spiritual Damage (ignoring DEFENCE) to a creature within 30ft.

Shadow Sword \$1000fc. Rare.

The hilt of a sword, the shadow of the hilt shows a blade attached. As a Major Action; Deal 3 Spiritual Damage (ignoring DEFENCE) to a creature within 10ft.

Silver Lining (Magical Item) \$500fc.

Common. If you take Electric Damage reduce harm by 1. When you Deal Electrical Damage do +1 Harm. (Torso/Legs/Feet)

Solar Sword (Magical Item)

\$10,000fc. Legendary.

Sheds bright light once held. As a Major Action; Deal 5 Heat damage (ignoring DEFENCE) to a target within 15ft.

Socouyant Skin (Magical Item)

\$1500fc. Rare. Dried leathery skin. You may wear it as a Major Action. Gives you the voice, mannerisms and visage of an old woman. You may remove it as a Quick Action or Reaction.

Steel Donkey Chain (Magical Item) \$1500fc.

Rare. As a Major Action; Make a contested roll 1d8+STRENGTH or DEXTERITY against a creature within 30 ft. If the creature loses they are unable to move further away from you. The target is also dragged if you move away. If a target is Grabbed by the chain, you may use a Quick Action to make a contested STRENGTH roll to pull them within 5ft of you.

Summoning Horn: (Magical Item)

\$1500fc. Uncommon. As a Major Action; Make a trumpeting sound that summons resting duppies and spirits in the area. When activated, roll a d8. The number rolled describes the level of difficulty or number of duppies summoned. Eg. On a roll of 4 you may summon 1 level 4 spirit, 4 level one spirits, or 2 spirits at level 2. The spirits summoned are not at liberty to follow your instruction but may be aggravated at being awoken. If summoning sound was used in an area any subsequent uses of summoning sound have their effectiveness halved.



Transmogrification Potion (Magical Item)

\$5000fc. *Uncommon*. 1hr. /\$5000fc. *Rare*. 1 day./ \$50,000fc. *Legendary*. Permanent.

A mercurial liquid in a glass jar which causes a target to Polymorph. As A Major Action Roll 1d4+DEXTERITY to exceed the DEFENCE of a target within 10ft. If exceeded the target must roll 2d10, transforming into the creature that matches the first and second numbers rolled.

A creature can also willingly consume the potion, allowing them to make the roll twice and take the preferred option.

The transformed creature takes the Body Stats of its new form, the Max HP of the new form becomes their current HP, their items fall if their new form is unable to hold them. Transformation lasts for the duration or until the new form reaches 0HP or is destroyed, after which the creature returns to its original form with 1 HP.

Rolls	Type	Transformation
0.1	Item	Teacup
0.2		Pen
0.3		Chair
0.4		Sword
0.5		Doll
0.6		Statue (Petrified Condition)
0.7		Violin
0.8		Carriage/Cart
0.9		Bike
1.0		Car
1.1	Plant	Bean
1.2		Flower
1.3		Mushroom
1.4		Potted Plant
1.5		Bush
1.6		Sapling
1.7		Tree
1.8		Sentient Shrub
1.9		Sentient Sapling
2.0		Sentient Tree
2.1	Bug	Snail/Slug/Worm
2.2		Ant
2.3		Moth
2.4		Bee/Wasp
2.5		Cockroach
2.6		Beetle
2.7		Spider
2.8		Scorpion
2.9		Mosquito Swarm
3.0		Insectoid
3.1	Aquatic	Goldfish
3.2		Tuna
3.3		Lionfish
3.4		Stingray
3.5		Dolphin
3.6		Swordfish
3.7		Shark

3.8	Amphibious	Mermaid
3.9		Giant Squid
4.0		Whale
4.1		Shrimp
4.2		Newt (Lizard stats)
4.3		Frog
4.4		Crab/Lobster
4.5		Octopi
4.6		Seal
4.7		Sea Turtle
4.8	Crab Ghost	
4.9	Crab in a Barrel	
5.0	Frogperson	
5.1	Reptilian	Lizard
5.2		Iguana
5.3		Galliwasp
5.4		Tortoise
5.5		Venomous Snake
5.6		Boa Constrictor
5.7		Crocodile
5.8		Lizard Person
5.9		Raptor
6.0	Bird	Sparrow
6.1		Humming Bird
6.2		Chicken
6.3		Owl or Hawk
6.4		John Crow
6.5		Pattoo
6.6		Parrot or Raven
6.7		Chickarney
6.8		Doctor Bird
6.9		Swan
7.0	Siren	
7.1	Mammal	Mouse
7.2		Rabbit
7.3		Cat
7.4		Pig
7.5		Dog
7.6		Donkey
7.7		Horse
7.8		Lion
7.9		Tiger
8.0		Bear
8.1	Person	Baby
8.2		Toddler
8.3		Old Person
8.4		Child
8.5		Teenager
8.6		Adult
8.7		Them but Hideous
8.8		Them but Hand-sized
8.9		Them but Cattle-sized
9.0		Them-but Mammoth sized
9.1	Spirits	Whatleff
9.2		Goblin
9.3		Douen
9.4		Duppy
9.5		Chupacabra
9.6		Gorgon
9.7		Fairy
9.8		Centaur
9.9		Genie
0.0		Dragon

Tree Limb (Magical Item)

\$5000fc. Rare.

You are able to do an additional Major Action each turn. The limb has an HP of 2 (Which is added to your Max HP until you fall to 0 HP),

Voodoo Doll (Magical Item)

\$300 fc. Uncommon.

This doll is made using cloth, stitching, buttons and the DNA of the intended creature. As a Major Action; This item may be used once each hour to; Inflict 1 Physical or Spiritual Damage to the creature, Blind or

Deafen the creature or Reduce one of the creature's Skills by 1 point. The effect is reversed after 1 hour. Only one Voodoo Doll of a creature can exist at a time. If a new one is made; the prior doll crumbles to ash.

Whooping Whip (Magical Item) \$15 fc.

Uncommon. (Melee 10ft)

The handle of a whip, when cracked a shadowy rope appears. Light. As A Major Action; Roll 1 d6+SPEED,DEXTERITY or MAGIC against a target's DEFENCE, the excess is applied in Spiritual Damage. On a maximum roll the target is Grabbed.



Crafting an Adventure

As the Journey Master you create the setting for the squad's journey.

You may use one of our prepared adventures, or write your own.

If you need help creating your own you may roll on the adventure generator below. to determine the squad's;

Ally, Location, Enemy, Requirement & Target. This A.L.E.R.T helps guide the mission.

Roll 1d8 to determine each;

Ally

the Faction, person or creature the squad will protect, aid or report to.

Ally Generator;		
1	None	No ally
2	The Faithful	Believers
3	The Magical	Benevolent
4	The Public	Community
5	The Spirits	Peaceful
6	The System	Order
7	The Unlawful	Rebels
8	The Wild	Natural

Location

Where the adventure will take place.

Location Generator		
1	Road	Highway or dirt road
2	Desert	Hot dry dusty area
3	Country	Sprawling rural land
4	Town	City or suburbs
5	Swamp	Marshland
6	River	Running water
7	Seaside	Beach, Coast or Ship
8	Mountain	Cliffs, Peaks or Valleys

Enemy

The villain, antagonist or threat.

Main Enemy Faction		
1	The Faithful	A Cult
2	The Magical	Malevolent
3	The Public	Society
4	The Spirits	Vengeful
5	The System	Corrupt
6	The Unlawful	Gang
7	The Wild	Invasive
8	A Hazard	A Phenomenon

Requirement

The type of mission.

Type of Mission		
1	Capture	Retrieve or kidnap
2	Deliver	Transport a creature or item
3	Eliminate	Kill a creature or Destroy an item
4	Escape	Party must leave safely
5	Gather Intel on	Reconnaissance
6	Guard	Defend or Protect
7	Hide	Stealth or storage Mission
8	Rescue	Secure and retrieve target

Target

The point, creature or item of interest.

Objective		
1	A Place	A Building, City or Habitat
2	Jewellery	A gem, locket, ring, watch or accessory
3	Artefact	A Book, Chalice, Scroll, Statue, Vase, etc.
4	Weapon	Bow, Dagger, Sword, Gun etc.
5	Shield	Armor, Clothing, Helmet, Shield, etc.
6	Plant	A flower, bush or tree
7	Monster	A Spirit or Animal
8	Person	A Child, Diplomat, Leader, Loved one.

After rolling you have the A.L.E.R.T for the mission (which you may read to the squad);

“Your team is allied with ____ and needs to visit the _____. In order to stop _____.

To be successful; The team is required to _____, an important_____.”

Additional Documents:

The Character Sheet (For Players);

<https://docs.google.com/spreadsheets/d/1EP94nF8juritVWeJNP696RSBeR7rQ9p0Am0zurmAzjs/edit?usp=sharing>

Example Adventure (For Journey Masters);

coming soon

When crafting an adventure;

Balancing Difficulty of Encounters:

For a Normal encounter ensure the sum player levels is equal to the sum of enemy levels. You may scale this metric up and down to increase or decrease difficulty.

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<https://watabou.itch.io/dwellings>

<https://watabou.github.io/neighbourhood/?seed=1030516733&tags=leafy%2Csecular%2Csquare%2Cmedium>

<https://watabou.itch.io/cave-generator>



