

BLACKOUT

CORE RULE BOOK

Written By:

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I.R.A. IDENTIFICATION CARD

HP	10 + WIT Bonus		Armor		Stamina	1 + STR Bonus		Speed:	3 + AGI Bonus	AC	10 + Agi bonus
Dexterity, 4D6, remove lowest roll.		Craft		Weapon Handling		Piloting/Device Interaction		Carry Weight: 10 + Strength Bonus			
Total	Bonus >>										
Agility, 4D6, remove lowest roll.		Acrobatics		Sneak		Lockpick		Items			
Total	Bonus >>										
Strength, 4D6, remove lowest roll.		Fighting		Climb		Stamina					
Total	Bonus >>										
Wits, 4D6, remove lowest roll.		Heal		Initiative		Awareness					
Total	Bonus >>										
Abilities/more space for items											

THE FIRST STEP:

Roll your stats, remove the lowest number rolled of 4D6 and add the total number rolled, the bonus is 1 for every 2 points above 10 in your total score for the four primary stats: Dexterity, Agility, Strength, and Wits.

SMOOTH OUT THE CHARACTER CREATION PROCESS AND DO SOME RESEARCH INTO DARK HERESY, DND, STARFINDER, PATHFINDER, AND IRON HEROES.

STATS

HP: When this reaches zero, you're critically injured and sustain an automatic injury with the severity level based on the amount of damage that was dealt during the attack. (Follow rules for Injuries) The fastest you're able to move is 1 space per round of combat with a DC 16 Wits check to stay conscious. When critically injured you must be stabilized with a Heal check against a DC16 (Severity 1), DC18 (Severity 2), or DC20 (Severity 3), either by yourself as a saving throw, or another player must do so. If you remain un-stabilized for rounds equal to your Wits modifier, you die.

Armor: Its value is how much damage is taken away from an attack towards you. On a critical strike it can become damaged and lose its bonuses until it is repaired. On a second critical strike the armor is broken until it is repaired.

Stamina: This is used when you use special abilities per round of combat. You become tired or exhausted after being injured, not resting, or otherwise use a Draining Ability. You may regenerate half of your total stamina points when you take a half rest, and you completely regenerate your stamina when you take a full rest (8 Hours)

Becoming Stunned: This happens when a strike is not meant to kill you but to incapacitate you, you may only perform 1 free action per round that you are stunned and may break the effect by a DC18 Wits or Strength check. Stun damage does not affect your hit points, instead it targets your stamina points and always depletes 1 stamina point either per attack or if you get stunned equal to your total stamina points you become unconscious and cannot perform any actions.

Becoming Unconscious: An unconscious creature is incapacitated and can't move or speak, and is unaware of its surroundings, the creature drops whatever its holding and falls prone, the creature automatically fails Strength and Dexterity checks. Attack rolls against the creature have advantage.

Any Attack that hits the creature is a critical hit if the attacker is in an adjacent space.

Speed: How fast you move in one round of combat. You may sprint, but this consumes all actions for the round and doubles your movement speed.

Armor Class: How hard you are to hit. Opponents must roll equal to or above this number to deal damage to you. 10 + Agility Bonus.

Carry Weight: This is how much space you have for weapons and items; some items are a light weight and are not calculated, items that have a weight must be calculated, carry weight can be increased through the use of powered suits, skills, backpacks, and bags, etc. **Becoming**

Encumbered: Going over this weight takes one maximum stamina so long as you are weighed down and your movement speed is penalized by -1 for every 2 points of weight over your maximum.

DEXTERITY: Hand Eye Coordination

Craft: Bonus for crafting checks when creating or modifying items.

Weapon Handling: This is a bonus for hitting your target with a ranged weapon.

Piloting/Device Interaction: Bonus when using technology or complicated things like vehicles or computers. Hacking Into Devices/Vehicles/Equipment: **Standard electronic locks have a DC12, Hardened Electronics DC14, Advanced Encryption: DC18**

AGILITY: Jumping, dodging, movement speed

Acrobatics: Leaping over obstacles, dodging, and parry. This governs your Armor Class, 10 + Bonus.

Sneak: Your bonus for avoiding detection. And dealing extra damage with sneak attacks.

Lockpick: Open doors, illegally. **Standard Locks have a DC12, Hardened: DC16, Reinforced: DC18.**

STRENGTH: How strong you are, pushing/pulling/lifting/throwing objects. Governs HP, 10 + Bonus.

Fighting: This bonus helps you land a punch and do more damage with melee weapons. This also governs your Blocking Skill when making a reaction check.

Climb: This is used for when you are scaling various surfaces and movement through rough terrain such as climbing over rubble, thickets, and other hard to travel through places that you can't exactly just walk through.

Stamina: Determines how much stamina you have available per round of combat. Depleting Maximum Stamina leads to being tired or exhausted, losing stamina happens if you're injured or have been traveling without resting.

WITS: Your mental fortitude and quick wit, or slow wit. Determines base awareness, which is a DC check for anybody trying to sneak up to you, detecting traps, and dangers. The DC amount is equal to your Wits score.

Heal: When a successful heal check is performed you are healed equal to your bonus. For healing Injuries, you heal at half of your bonus rounded down, depending on the injury's severity level you must perform that many healing actions and spend the required resources to do so. Medical kits and healing items as an example.

Injuries: These are only received when you take a **Critical Strike**. They have debuffs that affect your stats directly during the time that you are injured.

Stabilizing a Critically Injured Player: The DC for stabilizing an injured player is based on the severity level of the injury they sustained. **Severity 1: DC14, Severity 2: DC16, Severity 3: DC19**

Awareness: This determines your overall awareness of any given situation, including determining the motives of someone, if your being deceived, finding traps, and any check that requires the use of your instincts.

Combat: This is used before combat to detect someone who may be sneaking up on you, they must make a roll against 10+Wits Modifier, if successful you do not detect them, and they get a bonus round in which you have no actions to make unless you have **Heightened Reflexes**.

This applies the same ruling to traps, instead of combat, the trap is not detected, and you trigger it unless you have **Explorers Wit**.

INJURIES

	Severity Level	Head	Torso	Arms	Legs
1	6 Damage, Injury lasts 1D6 Days	-1 Wits	- 1 Strength	-1 Dexterity	-1 Agility
2	8 Damage, Injury Lasts 2 Weeks	-1 Wits, Concussion	-1 Strength, Fractured Ribs	-1 Dexterity, Broken Fingers	-1 Agility, Fractured Femur
3	10 Damage or more, Injury Lasts 2 Months	-2 Wits, Brain Trauma	-2 Strength, Broken Ribs	-2 Dexterity, Broken Hand	-2 Agility, Broken Foot



These only occur on a **Critical Strike** and if you take the appropriate amount of damage. The descriptions of injuries below are merely examples of the severity of the injury, it could be anything that is contextual to what injured you. The healing times are up for interpretation as well depending on the nature of the injury and how it is healed.

HEAD

Concussion: -1 Wits and -1 AC, you are disoriented, making it more difficult to move out of the way of incoming attacks. If you take another critical injury of a lower or the same severity it escalates to **Brain Trauma**.

Brain Trauma: -2 Wits and -2 AC, you have suffered a traumatic brain injury and need time to heal, if you receive another critical strike to the head the damage is permanent.

TORSO

Fractured Ribs: 1- Strength, you have a cracked rib, making it difficult to breathe comfortably. If you take another critical injury of a lower or the same severity it escalates to **Broken Ribs**.

Broken Ribs: -2 Strength, 1 or 2 of your ribs are broken and you take 1 damage every time you fail a strength check.

ARMS

Broken Fingers: -1 Dexterity, one of your arms and/or your hands is fractured, making it painful to perform actions using your hands. If you take another critical injury of a lower or the same severity it escalates to **Broken Hand**.

Broken Hand: -2 Dexterity, the broken arm is now useless until it is healed

LEGS

Fractured Femur: -2 Agility, -1 AC, your leg is fractured, making it difficult to move around. Your carry weight is reduced by half. If you take another critical injury of a lower or the same severity it escalates to **Broken Foot**.

Broken Foot: -2 Agility, -2 AC. You can't walk. You may crawl at 1 quarter of your overall movement speed. You carry weight is reduced by half. If you use a crutch or other means of supporting yourself, you may move at half speed.

Taking lethal amounts of damage will lead to something like a severed limb, crushed skull, a bullet hitting an important artery, hard impacts that cause broken bones and internal bleeding.

LOSS OF LIMB:

When taking huge amounts of damage after a critical hit you may lose a limb, these are general rules and may change depend on what got lopped off, a single finger won't do anything to penalize you but a lost hand will.

If the lost limb is a leg you may only move at a quarter of you speed while using something like a crutch and you need a free hand, when in combat you may make attack rolls at -4 and grappling and climbing receive no bonuses, you can of course make a new leg out of junk and this will penalize your speed by half instead, you still have no bonuses to grappling and climbing.

If the lost limb is an arm, you may not use weapons that have a weight of 2, Grappling and Climbing may be done at -4. A prosthetic limb returns normal bonuses and stats.

COMBAT

1: Roll Initiative, 1D20 + Agility Modifier.

Whoever rolls the highest number goes first, the order continues from the highest rolled number to the lowest rolled number.

Initiative: How fast you react to combat, if you roll a natural 20, you have a bonus round of combat in the first round of combat, this bonus does not apply to later rounds of combat in the same encounter. Should more than one player or NPC roll a natural 20 it is treated as a simultaneous action with any events that occur in the encounter's first round resolving at the same time.

Movement: Move up to your full movement speed on your turn, doing this when adjacent to a target (touching spaces) the target may make an attack on you, they or you must roll to hit them.

You may:

- Run your full speed and perform an action, perform said action during your movement, or before making a move action. Going in and out of crouching costs 1 movement speed and going in and out of prone costs 2 speed.
- Jump to climb up on something, this costs you half of your movement speed.
- You may sprint, this costs your movement and a full action, this doubles your speed for the movement action, and you may take no reactions or actions other than sprinting.

2: Actions

You have either: **1 Full Action or 2 Half Actions, you may perform up to 3 free actions at any time during the round of combat. Movement is separate from these and is independent of Full, Half, or Free Actions.**

FULL ACTIONS

Attack: Use a readied weapon to attack your target, roll 1D20, the number must match or exceed the target's Armor Class to gain a successful hit. Once you hit the target roll your weapons damage and remove damage based on the amount of Damage Resistance (DR) the target may have.

Called Shot: When attempting to hit a target in a specific place you may attempt to do so at -3 when rolling to hit their AC value. If you successfully hit the target with a called shot, you can ignore the armor value they have if the area you're shooting at doesn't have armor. If you roll a critical hit on a called shot the target instantly receives a wound for the area that you hit.

Sneak Attack: You must strike your target while unseen by them, to do so, roll a **Sneak** check against your targets base **Awareness** + their bonus. If successful, your critical threshold is lowered by 1 point on a given weapon. If you are unarmed it's 19-20 unless you have a skill that allows for a lower threshold. You deal bonus damage equal to your **Fighting Bonus + 1D4**.

Grappling: You must have at least one free hand. Make a **Fighting** check against your opponent's **Strength** score and applicable bonuses, they may attempt to escape using an **Acrobatics or Fighting** check against your **Fighting** check to do so.

You may move at half speed and take your opponent with you with a **Strength vs Strength** check.

You may break away, throw, or otherwise pin you opponent to the ground or a wall with the same check against their Strength and bonuses.

Non-Lethal Damage: Typically, unarmed damage while using your fists or other body part you may strike your opponent with a Fighting check against their Fighting check, each strike that lands reduce the targets stamina by 1 point, Once the targets Stamina is reduced to zero, the target must make a Strength check to avoid becoming knocked out. (Unconscious) In order to kill, you must have some form of Lethal **Strikes** or **Claws**.

HALF ACTIONS

BLOCK

Roll 1d20 + Strength Modifier against your attacker's roll to hit you.

Unarmed: Reduce damage equal to your Fighting Bonus and add your current armor, you can still sustain an injury with the resulting damage.

Object in hand: Reduce damage by half, if hit with a critical hit, instead of taking an injury the object becomes Damaged.

No Damage: Object or weapon works as normal, retaining its bonuses

Damaged: Object loses its bonuses.

Broken: Object requires repairs to work again.

PARRY

Roll 1D20 + Dexterity Modifier against your attacker's roll to hit you.

Unarmed: You may roll again to disarm your attacker if you are parrying a melee weapon, both you and your attacker must roll 1D20 + Dexterity Modifier, the highest roll determines who takes the weapon away.

Object in Hand: You may roll again to disarm your attacker with a +2 bonus along with your initial roll and modifier.

Deflecting Projectiles: Roll a **DC 18** check, if successful you deflect the projectile. This can only be done if you have a weapon in hand. You can deflect fast moving projectiles such as bullets and plasma bolts with a **DC 22** check.

DODGE

Roll 1D20 + Agility Modifier against your attacker's roll to hit you.

Dive: You move several spaces limited by your Agility Modifier, this provokes no attacks of opportunity, and you must use a free action to turn back towards your attacker

Melee Attacks: You remain in the same space and are still in conflict with your attacker, you take no damage.

Large Objects, Projectiles, Explosions: The same rules as Dive, however on a successful dodge, you take half of the damage that an **Explosion** deals, if you roll a natural 20 this negates all damage. You can still be injured on a successful dodge without a critical strike. Dodging these types of attacks may be done at -2.

Doing any of these actions will leave you with a half action and you cannot make an attack or full movement, instead you may make a half movement equal up to half of your overall movement speed or use the remaining half action as a reaction, i.e. using a Dodge, Parry, or Block. This action resolves at the same time of an attack towards you.

FREE ACTIONS

Free Actions: 2 per round of combat. These may be done at any time during the encounter unless you are directly attacking an opponent. The actions listed below are examples of quick actions and are not limited to only those listed.

Toss/Catch: You can toss something or catch something if you are able to throw it to you based on how far you or them can throw something. (Strength Bonus). To catch something is a Dexterity check with a DC12 + the number of spaces that the object is tossed

Turning: You may spin completely around to face an opponent, to make any reaction you must be facing your attacker.

Saying Something: You may say something short in just a few words.

COVER AND CONCEALMENT

When taking cover behind something you are harder to hit and gain a bonus to your AC.

- If half of your body is behind cover, you get a +2 bonus to your AC so long as you are on the opposite side of cover from your attacker.
- If you are 3 quarters behind cover, you gain +3 AC while hiding.
- If you are entirely concealed you cannot be targeted, but your cover can be.

Cover damage resistance and hit points.

When directly targeting cover the AC it has is dependent on its size and what it's made of.

Small: AC 13, Flipped tables and other similarly sized objects have 10 hit points and 2 to 4 damage resistance.

Medium: AC 10, Small vehicles and other similarly sized objects have 20 to 40 hit points and 3 to 5 damage resistance.

Large: Walls and large piles of rubble are the rough size for this category, they have 40 – 80 hit points and 4 to 7 damage resistance.

Should a player's cover lose all hit points it cannot be used as cover, this could be because it falls apart, is riddled with holes, or altogether is gone. Large objects that are supported by an important structural piece have a small chance of collapsing on the person taking cover, the GM may make a roll and if that roll is a 15 or higher the object falls towards the player. The player can make a roll, **DC14** to avoid getting crushed, if the player fails, they take between **1D4** and **1D8** damage from the object, if conditions are dry, the fallen object kicks up a dust cloud in a 3 by 3 area that can be seen through at -2 for **1D6** rounds of combat. **1D4** for windy conditions.

SKILLS

All skills cost experience points, the usual explanation if the skill is learned suddenly is that it is an epiphany that came to you or that you had practiced it before, or otherwise. Typically, the skills require time to learn. That is up to your GM as to how long that may be, this can also be achieved through the players resting for an extended period, like a few weeks for example.

Gaining Skill points is determined by the GM, they are typically given at the end of a session, a mission, completion of a bounty, etc. The amount given is usually 4 to 6 points for earlier missions, and around 7 to 8 for later ones.

For the hardcore players who like survival horror, instead of doling out points, have the players learn those traits from training or taking time to learn them through experience. One way is having the player attempt them through dice rolls, once this has happened successfully enough, they may use the skill with no penalty, pending the Game Master's discretion, of course.

DEXTERITY SKILLS

2	Trap Making: You may craft traps and other dangerous items that can be triggered by either yourself or other means at +2
4	Improvised Parts: You may craft objects and replace one component type for Salvage instead so long as it is under 10 parts of the same type.
3	Dismantle: You efficiently take apart objects for their parts and can gain some components for crafting. When doing this, roll 1D20. If the roll is below 10 nothing happens, and you get no parts. If the roll is: 10-11: 1 Part, 12-13: 2 Parts, 14-15: 3 Parts, 16-17: 4 Parts, 18-19: 6 Parts, 20: 12 Parts The parts acquired are appropriate to the object that is being dismantled.
2	Mechanic: +2 to Crafting when working on and crafting mechanical objects and devices such as vehicles, and things with gears, grease, and pistons.
4	Gunslinger: When using a weapon with a Weight of 1 or lower your reload time is halved and you may fire a second shot at half of the rolled damage.
3	Anticipated Deflection: Stamina 1: Double your bonus when parrying an attack made towards you.
2	Kinetic Readjustment: Using whatever item is nearby that is capable of Blunt damage, you may repair an object that is Damaged by striking it a few times if it is contextually appropriate. This takes around 1 minute and can be performed during combat as a quick fix that lasts 1D6 rounds and takes one full action.
4	There Is Always A Key: By using at least 20 salvage and 5 metal, you may make a temporary "key" that will work for only the object, structure, or vehicle in question if there is no key present. This action takes up to 1 full hour to figure out the combination of parts needed and to assemble, test, and use it.
3	Once Broken: You have a +1 to repair items that counts as Broken.
5	Quick Reflexes: You may Parry as a Free Action.

AGILITY SKILLS

1	Explorers Wit: If a trap is triggered and you are unaware of it, you may attempt to dodge it instead at -2, if failed the trap triggers as normal. You may attempt to disarm the trap at -4, preventing it from triggering with a lockpick check.
5	Stalk: You may track, search for, and/or follow a target, you must make a periodic Awareness and Sneak check if you are following a target while trying to remain undetected, the roll made is against the targets base Awareness. If failed the target detects you and you can't sneak up on the target further. While Searching and Tracking you must make a periodic Awareness check, if failed you lose the trail and can make a roll +2 search for cold tracks. Searching cold tracks may be with an Awareness check with a -1 penalty for every 2 hours it has been cold, this is due to weather conditions, wind, or something that may have damaged the trail over time.
3	Dismantle Device: When encountering traps that are found before being triggered or other objects you may make a Lockpick check at +2 to dismantle the object. If failed and it's a trap, the trap triggers. You may attempt to dodge it with an Acrobatics check at -2.
2	Secure Footing: While navigating dangerous terrain, such as rubble, mountain sides, and crumbling buildings you make a save if something causes you to lose your footing at +2, this is either a Climb or an Acrobatics check. The DC is determined by the GM based on the location and events that caused the loose footing.
3	Sleight of Hand: You may take a small object, typically the size of a coin, if the object is unattended make a DC10 Sneak Check, if the object is being observed it's a DC16 , if the object is on someone's person it's a DC20 , it becomes DC25 if the target notices you attempting to take something from them.
4	Make A Break for It: 1 Stamina: When you are in combat, you may leave combat if possible considering your surroundings, you may run at triple your speed to escape a dangerous situation. If you remain in an opponent's sight line and they are inclined to chase you, you are still in combat.
3	Panic Dodge: When an opponent successfully rolls to hit you, you may drop all items in your hands and move one space away from them, you count as Prone for one round of combat and may get up as a half action.
4	Spring Step: 1 Stamina: When you are knocked Prone, you may use a free action to get back up to your feet in the same round of combat without spending your movement.
4	Ankle Slash: On a successful Sneak Attack with at least one of your bonus die rolling their maximum face value, your target's speed is reduced to 0 until they pass an Acrobatics check at the end of one of their turns.
5	Duck and Weave: You may Dodge as a Free Action.
3	Vault: When climbing over obstacles in combat it does not cost half of your movement and the obstacle is treated as a single space so long as it is reasonably sized.

3	Tuck and Roll: When avoiding Explosive damage, if you succeed your rolls to avoid the damage you have a +2 to do so and you keep all of your hit points if successful.
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STRENGTH SKILLS

1	Reserve Energy: When at 0 Maximum Stamina points, make a DC15 Stamina check, apply your modifier to this roll. If successful you gain 1 Stamina , this is temporary, so long as you have that 1 Stamina point, negates the effects of Tired for one day. After this you must take a Full Rest to regain lost stamina points.
3	Scale Wall: Make a Climb check at +2 to scale hard to climb surfaces such as rock faces, buildings, and structures. If you fail a periodic Climb check you lose your grip and fall. You can avoid falling if you make a successful Acrobatics Check at -2, if this is failed there are no further saves that can be made unless you have some type of equipment such as rope or another object that can hook into the surface that is being climbed.
3	Lock Breaker: When using Lockpicking You may use your Strength modifier instead of your Agility modifier.
3	Strong Arm: When grappling an opponent, you may break away, throw, or pin them at +1.
5	YEET: 1 Stamina: You may take an object or weapon with a weight of 1 or less and throw it triple the distance granting +1D4 damage to the thrown attack.
4	Reckless Brutality: 1 Stamina: You may activate this skill anytime during combat, this imposes a -2 to your AC score and increases your critical range to 18 – 20 or one point lower on a given weapon for the duration of the combat scenario.
3	Fanged Fusillade: 1 Stamina: When making an attack with a Cutting or Piercing weapon roll damage again and add that to the damage roll.
3	Crushing Force: 1 Stamina: When making an attack with a Blunt weapon roll damage again and add that to the damage roll, you attack has knockback, if your target fails a DC10+your Fighting Modifier they are knocked back 1D4 spaces.
2	Dazing Strike: Half Action: You hit your target, hard, they may make no actions for one round of combat unless they pass a DC10 + your Fighting modifier Stamina check. If failed they count as Stunned.
5	Fast Block: You may Block as a Free Action.
3	Resilient: When you become sick, you have a +1 to resist the effects of the sickness and avoid it entirely so long as it is not Terminal or Permanent.
3	Battering Ram: You charge at a target, using your body as a ram, You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent. You must have a clear path toward the opponent, and nothing can hinder your movement. Make a Fighting check, if you hit, your opponent counts as Staggered and Prone, on a critical hit your opponent is thrown 1D4 spaces in the opposite direction. Upgrade: Path of Destruction: 3 Experience Points: Obstacles can be either avoided with an Agility check or plowed through with a Strength Check, Light objects are DC12, Medium objects are DC15, and Heavy objects are DC18.

WITS SKILLS

2	Undying Will: When you are wounded, at 0 hit points, or you are Tired , make a Wits Check at DC 14+1 per severity of wound, if successful, you may get up for one round of combat and fight, per round of combat following that, continue making the same check at DC16+1 for every round of combat. After this you count as Exhausted and must take a Full Rest .
3	Field Medic: When out in the haunted wastes and you don't have access a medical kit or substantial medical supplies, you may treat a severity 3 wound by using 5 Natural Materials, Chemical Materials, Binding Materials, and 15 Salvage to make a rudimentary first aid kit with 2 uses. You may attempt to heal a player this way with a Healing check at -2 and you must be Sheltered to do so.
4	Combat Medic: Required: Field Medic: The same as above, only you don't need to be Sheltered and may heal severity 3 wounds during combat, if healed during combat, it is a quick fix that won't last long, if this wound is not healed before the end of the day after combat, the afflicted player will count as Exhausted and must make a Stamina Check at DC 16 to not faint or otherwise fall unconscious. Should you fail this check, it counts as a short rest that restores a single stamina point for 1 hour, after this the Stamina check must be made again, if failed a second time your wound reopens and must be healed again. After the second heal, the afflicted player counts as Exhausted and receives no benefits from short rest.
4	Battlewise: You may use your Initiative bonus as a hit bonus for one round of combat instead of your Fighting Bonus or your Ranged Weapons bonus.
3	True Grit: After receiving a Severity 1 or 2 injury, expend one Stamina point for the day. If you do so you ignore the injury until the end of combat.
4	An Eye For Trouble: When you find a trap or secret door while investigating you learn the following details: Approximately how long ago the trap was set or door was last used and the likely requirements for resetting the trap or resealing the door behind you. This gives you a +1 to Craft checks when disabling traps and/or resetting them.
3	Scout: You may scan the horizon and local area for threats and points of interest at +2, this increases you base visual range from the standard 100 meters to 200 meters while in a fixed position that is appropriately elevated enough. This doubles you weapons range while in this position.
3	Steadfast Resolve: On checks involving being Frightened or Panicked you have a +2 bonus and if failed you may roll again.
3	Echoing Mind: You have +2 to your Wits checks involving consuming Artifacts.

OTHER SKILLS

1	Heightened Reflexes: 1 Stamina: When an attacker initiates a surprise round of combat, instead of having no reactions this round you may either Parry, Block, or Dodge at -2.
3	Hard Sleeper: You are not affected by conditions that would normally stop you from taking a full rest unless directly involved in a combat or otherwise dangerous scenario.
3	Conditioned Traveler: You do not need shelter while resting as any place you may lay your head can be made into a safe area once per day, this single spot counts as shelter, this does not block noise and you may do actions that can be performed during a Quick Rest .
3	Controlled Breathing: Any shots made that exceed the full range of the weapon are not penalized until doing so twice, after which the penalty is -2 for a shot out of this range.
5	Practiced Expert: You may add 1 point to a given stat, Dexterity, Agility, Strength, or Wits. Can be purchased multiple times with each purchase adding +2 to its cost, so it would be 5 then 7 then 9 and so on for each purchase.
5	Last Ditch Effort: Draining: All Stamina: If you are wounded with a Severity 3 or higher wound, receive fatal damage, or are reduced to 0 hit points, reduce the Severity by 1, your hit points are equal to your Wits modifier, this expends all available stamina points until you are fully rested, and your wounds will not heal unless medical aid is given by yourself or another player/NPC.
6	Adrenaline Rush: When you are injured with a Severity 1 or greater injury, increase your AC by 2 and your Damage Resistance by 1 for the duration of combat.
5	Last Stand: All Stamina: When you are reduced to 0 Hit Points, you do not fall unconscious and gain +1 AC and +1 Damage Resistance until the end of your next turn. At the end of your next turn, follow the rules for Critically Injured .
3	Squad Tactics: When combat is declared, if you are in a group of 3 or more you have a +1 to initiative.
5	Experienced Fighter: +1 to your Armor Class Upgrade: 7 Experience Points: Combat Training: An additional +1 to your Armor Class.
3	Conditioned Body: You gain +1 Maximum Stamina. Upgrade: 2 Experience Points: Athletic Build: You gain 1 additional Maximum Stamina Point.
4	Second Wind: When your Stamina points reach zero, you gain 2 temporary stamina points that can be used once.

WEAPON SKILLS

2	Skilled – You can use skilled weapons with no penalty.
2	Quick Draw: You can draw a weapon from its holster as a free action.
3	Fast Reload: Halves the time it takes to reload a weapon. A full action becomes a half action, and a half action becomes a free action.
4	Precise Shot: You can make called shots at -2 instead of -3.
3	Sustained Fire: You may continue to fire your weapon while on full auto into the next round, any creature that is suppressed stays suppressed and may break free with an Agility check against your base weapon handling skill.
2	Butt-Stroke: Full Action: You may use your firearm or other ranged weapon to strike an opponent within 1 space, this deals damage based on the weight value of the weapon. 1 = 1D4, 2 = 1D6, 3 and up = 1D8. This attack pushes your target back by 1 space.
4	Experienced – You can use Experienced weapons with no penalty.
3	Heat Control: When overcharging a weapon with Overcharge you may roll a DC10 instead of DC12, when the weapon overheats it takes 2 rounds of combat too cool off instead of 3.
4	Maiming Shot: 1 Stamina: When making a called shot, you may aim at a weak point, making injuries happen at lower damage rolls. Severity 1: 5 Damage Severity 2: 6 Damage Severity 3: 7 Damage
5	Suppressing Fire: While using Auto fire, instead of hitting a 2 by 2 area you may instead aim for a 3 by 3 area.
6	Stable Burst: When firing using Burst Fire the penalty is -2 instead of -4 to hit a target.
5	Marked Target: 1 Stamina: Half Action: Once a target has been found from a fixed position, you may not move from that position, once a target is “marked”, you have a +1 to hit that target until another target has been engaged and you spend an additional stamina point.
5	Controlled Demolitions: When using an explosive, if it has a radius or a space specified you may increase or decrease the radius or space by 1. You cannot decrease 1 space by 1 space, of course.

MELEE SKILLS

1	Fast Strike: You can make an attack with a holstered weapon without drawing it beforehand. This counts as a Full Action and can be done at -2.
2	Surgical Strike: 1 Stamina: Lowers the DC for a critical strike by 2 on a weapon for one round of combat.
1	Power Throw: 1 Stamina: Doubles your throwing distance for one round of combat.
3	Tandem Assault: 1 Stamina required for each player. Both you and another player, up to 4 players, may make an attack in the same round regardless of initiative order.
3	Breaking Strike: Full Action: 1 Stamina: Using a melee weapon you strike with all of your power, aiming at a weak point in the armor of your target, this reduces the armor of your target equal to half of your strength bonus rounded up.
4	Snatch: If a target with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Attempting to do so with a weapon of Weight 3 or more, will penalize any attack made by -2.
5	Lethal Strikes: Your hands have become weapons, you deal 1D4 Blunt damage + half of your Fighting bonus with each strike.
4	Power Kick: Full Action: You kick in a forward direction, roll a Fighting Check, if it hits, the target is knocked back 1D4 Spaces.
5	Stab Stab Stab: Full Action: 2 Stamina: When you are in a grapple and have a sharp object not exceeding a weight of 2, you may repeatedly stab the target, dealing piercing damage. Roll damage and multiply the rolled damage by 3.
5	Lethal Parry: On a successful Parry, if you have at least one-half action available, you may attack your opponent as if it were a Full Action with a melee weapon.

WEAPONS AND EQUIPMENT

HOW WEAPON STATS WORK

DAMAGE: How much damage can be rolled per Round of combat, Dexterity > Weapon Handling for Ranged Weapons and Strength > Fighting for Melee Weapons, this must be rolled to hit your target.

MULTIPLE DAMAGE TYPES: I.e. Cutting/Burning: This merely means that the damage dealt is Cutting and Burning, the fire damage is calculated after the attack as burning overtime. If a creature has a resistance to fire, they ignore the fire damage but because the weapon has a blade they can't ignore the cutting. This does not mean that both damage types are rolled separately, just that it is treated as both damage types with their critical strike effects resolving at the same time.

CAPACITY: The amount of ammunition in the weapon, 1 attack uses whatever type of ammunition is needed for the weapon. If this value is zero, the weapon needs to be reloaded to make another ranged attack. *See "Reload" on this page*

RANGE: How far the weapon can fire, the number represents a meter, or one full pace. Should you fire outside this range the difficulty increases for every time you go over the maximum range. This means if you have a weapon with a range of 50 and exceed 50 it's a -2 to hit your target, if exceeded again, it's a -4 and so on. So, this means a range of 50 for this example isn't penalized, but if you want to hit something that's between 51 and 100 meters, it's a -2 to hit, at 101 to 150 meters, it's -4. And so on.

On the opposite end, Point Blank Range, is when you are within 3 spaces of a target, this grants you a +2 to hit with a firearm and special traits and abilities with certain weapons that are used in this range during combat. Such as most scatter shot weapons.

RELOAD: Once your ranged weapon is empty it must be reloaded, you must spend the necessary amount of time and actions to do so.

While reloading:

You can't use a half action, or most actions that require 1 or 2 hands.

You can catch things, such as a fresh magazine from a party member/squad mate. You can pause reloading to do something with both hands, this does require at least one half or full action to be used on the reload first, if not, the reload never started and the ranged weapon is empty.



Example of a Plasma Rifle, made as an analogue of an AR model for ease of training, the large brake on the end disperses heat to keep the weapon cooled during firing, the internal magnetic rails need to be changed regularly and what would be an ejection port for brass shell casings is instead a vent for the superheated gases made when the weapon is fired. It is almost as loud as a regular firearm with a similar muzzle flash, the crackling, almost thunder like sound makes it distinct from other weapons.

WEAPON CLASSIFICATIONS

BASIC

These weapons are simple and easy to operate, they are prone to breaking at times, but are otherwise useful. They are easily maintained and have simple mechanisms with room for modification. **You may use these at no penalty.**

SKILLED

These are typically used by those who have some training and knowledge with modern day weapons such as assault rifles, explosives, and mechanically operated firearms. These are in service with the I.R.A. as well as other groups for their resilience in the field. **Without training you have a -2 to all weapon handling checks with weapons of the skilled category.**

EXPERIENCED

This covers energy weapons, explosives, and advanced/ experimental weapons. Plasma weapons, Rail weapons, rocket launchers, and missile launchers take this category. They are all exceedingly rare and expensive to upkeep. **Without Skilled training you have a -4 to all weapon handling checks, if you have Skilled Training, it is a -2 instead.**

STARTING MONEY: 5D20 + 100 UC

The amount of available starting money can change at any point if it is more contextually appropriate, such as a character having a job that pays well, found a cache of money, or otherwise has saved or stowed money away. This could also be due to a bounty holder paying you in advance, trading away your possessions, etc. The reasons are many, but the message is the same, don't forget that this is a game that is meant to have some rules bent, many aspects of Blackout are open to interpretation for the purpose of creating your own fun. So, have fun!

ARMOR

Name	Bonuses and Penalties	Damage Resistance	Special	Price
Light Armor		3	Weight 1	20- UC
Medium Armor	AC -1	4	Weight 1	80- UC
Heavy Armor	AC -2	5	Weight 2	200- UC

SHIELDS

Small Shield	+1 to Parry, + 1 to Block,	4 to the wielders arm	Weight 1	100 UC
Medium Shield	+2 to Block	6 to the wielders arm	Weight 2	300 UC
Large Shield	+4 to Block, this shield may be placed as cover as a half action.	8 to the wielders arm and side.	Weight 3	600 UC

EXO SKELETON FRAME

The Exo – Frame can become broken after sustaining 2 critical strikes that would cause a wound.

Exo - Frame	+2 Strength . Use 2 Electrical and Chemical Components once per day to keep the frame powered. No Strength Bonus and -2 AC while unpowered. Armor: 3	Weight 3 when unpowered	6,000- UC
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HEAVY LOAD CARRIER FRAME

The H.L.C. – Frame can become broken after sustaining 3 critical strikes that would cause a wound.

H.L.C. – Frame	+4 Strength , -2 AC while this is powered. Use 5 Electrical and Chemical Components once per day to keep the H.L.C. powered. No Strength Bonus and -4 AC , -2 Speed , and -2 Strength when unpowered. Armor: 5	Weight 8 when unpowered	20,000- UC
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ARMOR MODIFICATIONS

Hardened Plating	-1 AC , +1 Damage Resistance	250- UC
Improved Weight Distribution	+1 AC , can only buy once per armor.	300- UC
Ablative Plates	+4 Damage Resistance , -2 AC , can take several hits equal to the armor's original Damage Resistance . The armor cannot become damaged and retains its bonuses so long as the Ablative Plating is still in place. Commonly made from various types of ceramic materials. Can be used with an Exo – Frame and an H.L.C. Frame.	200- UC
Fire Resistant	Use your full armor value instead of half when taking any type of burning damage	300 UC
Fireproof	Double your armor value when taking any type of burning damage.	1,300 UC
Inflatable Riot Pads	+2 Damage Resistance for melee attacks , -1 AC while in use. Can be broken with a critical strike, this renders the pads useless, and you do not receive any protection until they are repaired.	6,000 UC
Hardened Surface	+1 Damage Resistance against Cutting damage such as knives and claws.	200 UC
Woven Fiber	+1 Damage Resistance against Piercing damage such as firearms and stabbing.	200 UC
Reactive Gel Layer	+1 Damage Resistance against Blunt damage such as clubs and hand to hand combat.	200 UC

SHIELD MODIFICATIONS

Firing Slot	A shield with a weight of at least 2 may have a slot installed that lets the user fire a weapon that needs 2 hands to carry, this may be done at -2 for any ranged attacks and you count as firing from cover, your AC does not change, instead add the armor value to negate damage.	300 UC
Hardened Plating	+2 Damage Resistance against Piercing damage such as knives and claws.	200 UC
Woven Layering	+2 Damage Resistance against Cutting damage such as firearms and stabbing.	200 UC
Reactive Gel Core	+2 Damage Resistance against Blunt damage such as clubs and hand to hand combat.	200 UC

EXO SKELETON FRAME MODIFICATIONS

Exo - Plating	+2 Damage Resistance , -1 AC	1,500- UC
Exo – Speed Module	+2 Speed while the Exo Frame is powered.	5,000- UC
Exo – Improved Power Cells	Use 1 Electrical and Chemical Components once per day instead of 2 to keep the frame powered.	6,000- UC
Exo – Sensor Module	+2 Awareness while the Exo – Frame is powered.	6,000- UC
Exo – Stabilizer	+2 Weapon Handling while the Exo – Frame is powered.	10,000- UC

HEAVY LOAD CARRIER FRAME MODIFICATIONS

H.L.C. – Crystalized Polymer Layer	+1 Damage Resistance, -1 AC, provides insulation from Fire Damage up to half of the overall armor value of the H.L.C.	4,000-UC
H.L.C. – Improved Power Cells	Use 3 Electrical and Chemical Components once per day instead of 5 to keep the frame powered.	12,000-UC
H.L.C. – Encased Armored Hull	+4 Damage Resistance, -3 AC. User gets locked inside when unpowered and must make a DC 16 Strength Check to open the frontal hatch. You cannot move during this time.	30,000-UC
H.L.C. – Emergency Release System	Requires: Encased Armored Hull, destroys Encased Armored Hull, when activated, a set of explosive charges blow the hatch and plates of armor off the suit, anything in front of the suit that is within 10 spaces must make a DC 14 Agility Check or get hit with it, it's a heavy object that will travel through up to 3 targets. 4D12 + 4 damage that causes an automatic Severity 1 Injury.	2,000-UC

WEAPONS

BASIC (IMPROVISED)

Name	Damage	Capacity	Range	Reload	Price
Small Melee	1D4+STR Bonus, Critical 19, Weight 1		Throw, 4XSTR Bonus		5-UC
Med Melee	1D6+STR Bonus, Critical 20, Weight 2		10-UC		
Heavy Melee	1D8+STR Bonus, Critical 20, Weight 3		15-UC		
Small Gun	1D4+1 Piercing, Critical 20, Weight 1	1	30	2	30-UC
Medium Gun	1D6+1 Piercing, Critical 20, Weight 2	1	30	2	40-UC
Heavy Gun	1D8+1 Piercing, Critical 20, Weight 3	1	40	3	60-UC
Single Shot Rifle	1d10+1 Piercing, Critical 19, Weight 2	1	40	2	80-UC
Bow	1D8+Strength Modifier Piercing, Critical 17, Silent	1	20+(Strength Modifier x3)	Half Action	25 UC
Crossbow	1D10 Piercing, Critical 17, Silent	1	35	2	100 UC

SKILLED

Name	Damage	Special Traits	Price
Small Blade	1D4+STR Bonus, Critical 18	Inflict 1 damage per round until healed on a critical strike. Repeated critical strikes will add +1 to the damage dealt overtime due to excessive bleeding.	10-UC
Medium Blade	1D6+STR Bonus, Critical 19, Weight 1		20-UC
Large Blade	1D8+STR Bonus, Critical 19, Weight 2		40-UC
Small Blunt Weapon	1D4+STR Bonus, Critical 19	Your target is knocked prone on a critical strike if they fail a check against your strength (DC10+Strength Bonus)	10-UC
Medium Blunt Weapon	1D6+STR Bonus, Critical 20, Weight 1		20-UC
Large Blunt Weapon	1D8+STR Bonus, Critical 20, Weight 2		40-UC
Small Piercing Weapon	1D4+STR Bonus, Critical 18, Negate 1 Armor	On a critical strike your target is Pinned and must make a roll (DC10+Strength Modifier), if failed the target take an additional point of damage per round so long as they remain Pinned.	10-UC
Medium Piercing Weapon	1D6+STR Bonus, Critical 18, Negate 1 Armor, Weight 1		20-UC
Large Piercing Weapon	1D8+STR Bonus, Critical 18, Negate 1 Armor, Weight 2		40-UC

Name	Damage	Capacity	Range	Reload	Price
Explosive/Grenade	1D12+4 EX, Critical 17, Can be used in grenade launchers.		5+(STR Bonus X2)		150-UC
Incendiary Device	1D8 Burning, 1D4 Damage Over Time for 2 rounds, Critical 18		5+(STR Bonus X2)		100-UC
Revolver	1D6+2 Piercing, Critical 18, Weight 1	6	30	3	100-UC
Pistol	1D6+1 Piercing, Critical 19, Weight 1	10	20	2	300-UC
Sub Machine Gun	1D6 Piercing, Critical 20, Weight 1, Auto/Burst	20	20	2	650 UC
PDR	1D6+1 Piercing, Critical 20, Weight 1, Auto	30	30	2	1,500 UC
Shotgun	1D10+1 Cutting, 1D12+2 Piercing/Cutting at Point Blank Range (3 Spaces) Critical 18, Weight 2	2	10	3	500-UC
Combat Shotgun	1D10+2 Cutting, 1D12+3 Cutting/Piercing at Point Blank Range (3 Spaces) Critical 18, Weight 2	6	20	4	1,500-UC
Battle Rifle	1D10+1 Piercing, Critical 18, Weight 2	10	60	2	1,500-UC

Assault Rifle	1D10+2 Piercing, Critical 19, Weight 2, Auto/Burst	30	50	2	3,000-UC
Light Machine Gun	1D10+2 Piercing, Critical 20, Weight 3, Auto	100	50	4	7,000 UC
Marksman Rifle	1D10+2 Piercing, Critical 17, Weight 2	5	70	2	6,000 UC
Sentinel Rifle	2D8+3 Piercing, Critical 19, Weight 3	5	100	2	8,000 UC
Grenade Launcher	1D12+4 EX, Critical 17, Weight 3	1	30	3	9,000-UC

EXPERIENCED

Name	Damage	Capacity	Range	Reload	Price
Plasma Sword	1D12+2 Cutting/Burning Damage, Critical 18, Weight 2				8,000 UC
Ember Blade	1D10+2 Cutting/Burning Damage, Critical 17, Weight 2				6,000 UC
Pierce Hammer	1D12 Blunt/Piercing Damage, Critical 18, Weight 3				5,000 UC
Explosive Javelin	1D10 EX/Piercing, Single Space, Negates 2 Armor, Critical 17, Weight 2		STR Bonus x2	Reload using one shotgun shell per attack. 2 Rounds of Combat.	1,500 UC
Plasma Pistol	1D6+3 ** Burning/Piercing, Critical 18, Weight 1	10	30	2	6,000-UC
Plasma Rifle	1D8+3** Burning/Piercing, Critical 18, Weight 2, Auto/Burst	20	50	3	12,000-UC
Plasma Pulse Shotgun	1D10+3**/** Burning/Cutting, Critical 19, Shredding, Weight 3	4	20	3	15,000 UC
Plasma Cannon	2d12**/** Burning/Piercing, Critical 17, Weight 4	2	200	4	20,000-UC
Rail Pistol	2d8+3 Blunt/Piercing, Negate 2 Armor, Weight 1	5	50	2	6,500 UC
Rail Rifle	2D10+3 Blunt/Piercing, Negate 2 Armor, Weight 2	10	80	2	12,500-UC
Rail Cannon	2D12+5 Blunt/Piercing, Negate 3 Armor, Weight 3	3	500	3	25,000-UC
Rocket Launcher	3D12+6 EX, Critical 17, Weight 4	1	1000	4	40,000-UC
Missile Launcher	3D12+6 EX, Critical 17, Target Tracking, Critical 15, Weight 5	1	2000	4	60,000-UC

AMMUNITION

Bullet		3-UC
	High Power Bullet : +1 damage, negates 2 damage resistance, and +20 Range	12-UC
	Magnum Round : +3 Piercing/Blunt Damage, +10 Range, When firing consecutively per round of combat, you take a -1 to hit with your next shot, this stacks up to -3. Full Auto is a -3 up to -6, Burst Fire is a -5 up to -8 when firing this ammo beginning on the first round it is fired in either of these modes.	24 UC
Shotgun Shell	Shredding, at point blank range (within 3 spaces) deal +1d4 damage.	7-UC
	Shotgun Slug : Replaces Cutting with Piercing +20 Range, removes Shredding, +2 Damage	8-UC
	Incendiary Shotgun Shell : +1D4 Burning damage per round of combat for 2 rounds of combat	10-UC
Bolts/Arrows	You can apply different heads to your arrows, giving them different effects if you have the materials to do so.	5 UC
	Damage Types: Cutting, Piercing, Blunt , follow melee weapon rules for rolling critical hits. For Burning, Explosive , and Poisons/Toxins follow weapon rules for both damage and critical hits. These are usually crafted or modified by the user using their materials.	
Rocket	Explodes in a 3 by 3 area	200-UC
Missile	Explodes in a 3 by 3 area. Locks onto a target. See "TT" in the Conditions Index > Weapons and Special Traits	1,000-UC
Plasma Cell	These are magazine shaped power cells constructed with a highly compressed hydrogen gas canister housed with a heavy-duty battery cell. Your target catches fire on a Critical Strike .	100-UC per shot
Rail Gun Slug	Heavy slugs made of copper and dense materials. When hitting a target, the target must make an Agility (DC 14) check or be knocked prone. Does not apply to vehicles or large entities.	100-UC
	Rail Gun Explosive Warhead : Add Area 3x3 EX damage . An internal high combustion pressure warhead is in the center of these slugs, on impact they trigger a chain reaction that can easily crater the ground.	6,000 UC
	Rail Gun Sabot Round : Add Penetrator damage, Negate 5 Armor	200 UC
	Rail Gun Frechette Shells : Adds Shredding and halves the weapons range. This makes a rail weapon behave more like a shotgun.	150 UC

WEAPON MODIFICATIONS

Barrel Extension (Ranged Only)	+25% range rounded down. Another purchase increases weapon weight by 1	Half of the weapon's value
Capacity Upgrade (Ranged Only)	+half of the weapons magazine capacity rounded down, can only be purchased once. If upgrading a weapon that has a capacity of 1 it becomes 2.	Half of the weapon's value
Smoother Parts (Ranged Only)	Halves the reload time for a given weapon.	Half of the weapon's value
Precision Parts (Ranged Only)	Lowers the Critical Threshold of a ranged weapon by 1. May only be purchased once.	4 Times the weapons value
Lightweight Materials	Lowers the weight of a weapon by 1 so long as the weapon has a weight of at least 2, can be purchased once.	Half of the weapon's value
Sharpened Edge (Melee Only)	Lowers Critical chance by 1, if the weapon does not have a critical chance, it activates if you roll a 19 during your roll to hit an opponent.	Half of the weapon's value.
Suppressor (Ranged Only)	Weight 3 and below, EX weapons cannot be suppressed. When firing a ranged weapon, it reduces the noise radius from 100 Meters to 20 Meters, those within 20 meters must make a DC18 Awareness check to hear the shot.	Half of the weapon's value.
Automatic Trigger Group (Ranged Only)	Gives the weapon Auto fire capability, does not work on weapons that have a capacity of less than 10 shots.	2 times the Weapons value
Burst Trigger Group (Ranged Only)	Gives the weapon Burst fire capability, does not work on weapons with a capacity of less than 3.	2 times the Weapons value

CONDITIONS INDEX

DAMAGE AND TYPES

RESISTANT/VULNERABLE: If a target is Resistant to a damage type, they receive half of the total rolled damage, if the target is Vulnerable to a specific damage type, they receive double the rolled damage.

IMMUNE: If the target has an Immunity to a specific damage type, it simply does not affect them in any meaningful way, and they receive no damage.

ACID: Acids tend to attack armor first, if you are wearing armor and you are hit with an Acid attack, the armor counts as double and absorbs damage in rounds equal to its original armor value. After this the armor will count as broken, melted straps and fasteners giving way.

MELTING: This happens if you are hit with a Critical Strike, you take 1 Burning damage for 1D6 rounds of combat, you may attempt to wipe the acid off with a DC16 Heal Check, acid does not stop burning until it is washed off with either water or some type of poultice.

BLEEDING: You lose 1 Hit Point per round of combat and 1 hit point every 30 minutes outside of combat. This can be healed using a medical kit, stitches, Nano Salve, etc.

BLEED OUT: When you are at 0 Hit Points you have rounds equal to your Stamina modifier to make a **DC 16** Constitution check to become Stabilized. Another player or NPC may stabilize you with a healing check instead of a constitution check.

BURNING: You are on fire and take **1D4** burning damage per round that ignores half of your armor. Make an Agility check, **DC 15** to put out the fire on your person, if failed 2 times you become **Engulfed in Flames**. While on fire make a check (**DC 14** GM Only Roll), if below this number, a nearby object, wall, furniture piece, or other thing nearby catches fire too, for everything that catches fire, increase the DC by 1 per round as the fire spreads.

ENGULFED IN FLAMES: You are engulfed in flames and take **1d6** damage that ignores all armor per round of combat unless that armor is resistant to fire, then it protects for half of its armor value. When at 0 Hit Points, you are dead. You were on fire, failed to stop, drop, and roll, and are a crispy corpse.

COLD: Cold can affect your Stamina, on a Critical Strike with a cold weapon you suffer -1 to your stamina and -2 to your Dexterity score.

FROST BITE/FROZEN: When you are wounded by a Cold weapon, if you do not pass a successful Stamina check you may lose part of your body due to frostbite, see Injuries > Loss of Limb. If your character has been cold or frozen long enough, they will start losing body parts. Make a periodic check, typically DC14 for relatively cold conditions, for long exposure to the cold roll a DC17 check instead. Every failure results in 1D4 Cold Damage for every 30 minutes in extreme cold with no protection, 1 hour for Freezing temperatures. If your Hit Points reach 0 you become frozen solid.

FALLING: The basic rule is simple: 1d6 points of damage per 3 meters fallen to a maximum of 20d6 points of Bunt damage.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Acrobatics check allows the character to avoid any damage from the first 3 meters fallen and converts any damage from the second 3 meters to nonlethal damage. A character who slips from a ledge 10 meters up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Acrobatics check, they take only 1d6 points damage.

FALLING INTO WATER: Falls into water are handled somewhat differently. If the water is at least 3 meters deep, the first 6 meters of falling do no damage. After this follow rules for falling. Characters who deliberately dive into water take no damage on a successful DC 15 Acrobatics check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive.

FALLING OBJECTS: Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 100 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 3 meters. Distance also comes into play, adding an additional 1d6 points of damage for every 3-meter increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects smaller than 100 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.

WEIGHT	DISTANCE
200+ lb.	3 Meters
100 lb.	6 Meters
51-99 lb.	9 Meters
31-50 lb.	12 Meters
11-30 lb.	15 Meters
6-10 lb.	18 Meters
1-5 lb.	21 Meters

DROWNING/SUFFOCATION: You can hold your breath for a number of rounds equal to 5 + your Stamina modifier. Reduce your remaining air by 1 round at the end of each of your turns, or by 2 if you attacked or used any abilities that turn. You also lose 1 round worth of air each time you are critically hit or critically fail a save against a damaging effect. If you speak you lose all remaining air.

When you run out of air, you fall unconscious and start suffocating. You can't recover from being unconscious and must attempt a DC 20 Wits save at the end of each of your turns. On a failure, you take 1D10 damage, and on a critical failure (Roll of 1), you die. On each check after the first, the DC increases by 5 and the damage by 1d10; these increases are cumulative. Once your access to air is restored, you stop suffocating and are no longer unconscious (unless you're at 0 Hit Points).

For Toxic air make a Stamina check, DC15, if failed you must either hold your breath or take damage indicated by what toxin or pathogen is in the air, they all have their own rules depending on what that may be. Generally, if there isn't a rule, the character takes 1 damage every 30 or so minutes they are in the toxic air, a critical failure makes the damage 1D4+1 instead, unless you have a gasmask, of course.

ELECTRIC: This damage type is like Burning, but instead of damage overtime will cause Stunning on a critical strike.

ELECTROCUTION: When electrocuted, if it is sustained damage the target would usually receive 1D4 damage that ignores armor per round of combat. If it is a nonlethal weapon, you may become unconscious after failing a DC16 Stamina check.

POCKET CONDITION: On a Critical Strike with a Pocket Weapon, you receive an instant Severity 2 Wound instead of 1 and the Wound may be healed with a -3 Heal Check and often requires surgical intervention.

MICRO RIFT: You have become a ticking time bomb, after receiving multiple injuries from these weapons a rift has opened inside your body, leaking something into you, you take 1D4 damage to your maximum hit points per day on a failed DC12 Stamina Check. The only way to heal from this is by healing all of the injuries that have been sustained by Pocket Weapons. If your hit points reach 0, you explode in a micro fusion explosion, a 5X5 area is affected and deals 5D6 damage. At the point of your death an anomaly forms, this can happen both inside and outside of a gloom zone.

COMPRESSED FORCE: A more extreme version of Blunt Damage, critical strikes against unarmored opponents may blast the flesh off their bones and knock opponents around. On a Critical Strike, your opponent counts as Prone and Bleeding due to the missing flesh off their body.

POISON/TOXIC: If you receive a wound, roll a DC15 Stamina check, if you fail you will lose 1 hit point per hour on a failed DC14 Stamina check or until it is healed with either antibiotic, nanite blockers, medicated poultices, etc. If you lose more than 25 percent of your overall health to this, you become **Deathly Sick** unless the attack or poison has a specific rule set.

DEATHLY SICK: Instead of your hit points being targeted your maximum hit points are, roll a DC15 Heal check every day or lose 1 maximum hit point. Upon healing the wound, you may receive half of your total hit points back.

WEAPONS AND SPECIAL TRAITS

EX: Explosive Weapon, these weapon types have an explosion radius of 3 by 3 spaces and effect any target within the spaces.

TT: Target Tracking, you may use the first round of combat that the weapon is fired to lock onto a target, once the round has been spent locking onto a target using a Weapon Handling check, the target now has a -4 to dodge the incoming attack and you have a +2 bonus to hit them. The Actual attack will reduce the critical roll by -2

**** CHARGED SHOT:** You may spend one round of combat to charge the weapon for double rolled damage when fired. You may charge a shot as a readied action for one round. If the weapon is not fired during the next round of combat the weapon Overcharges

*****OVER CHARGE:** If you do not fire the weapon, it will over charge, instead of double damage it will deal triple rolled damage. When firing roll a **Weapon Handling** check **DC 12**, if successful the weapon does not overheat, if failed the weapon overheats for 3 rounds of combat.

If the weapon is damaged and you fail the roll it explodes instead, dealing half of the rolled damage for an overcharged shot.

POINT BLANK RANGE: When you are within 3 spaces of a target, this grants you a +2 to hit with a firearm and special traits and abilities with certain weapons that are used in this range during combat.

SHRED: For shotguns or weapons that have a scatter effect and are within Point Blank Range (3 Spaces) get bonuses to the damage and hitting the target, its displayed on the weapon purchase table in the damage section.

AUTO: You fire 10 shots in one round of combat at a target area of 2 by 2, this attack does not target a specific target but everything in that area, the AC for the area is 10, on a successful roll all creatures inside the area must make an Agility roll (DC15) or take the weapons rolled damage.

BURST: When using an automatic firearm with at least three bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll but deals +2 dice of damage.

PENETRATOR: When this weapon deals damage equal to or above the damage resistance of a piece of cover the shot continues, dealing its full damage until it stops at the end of its overall range. If aimed at a creature, you must wound them first with a critical hit or deal at least 10 damage before this happens.

STAGGERED: A staggered target may take a single move action or half action each round (but not both, nor can they take full-round actions). This happens on a critical non-lethal strike. The target takes -2 to their AC for 1 round of combat.

STUNNED: This happens when a strike is not meant to kill you but to incapacitate you, You take a -2 penalty to your AC so long as you are stunned. You may only perform 1 free action per round that you are stunned and may break the effect by a DC18 Wits or Strength check. Stun damage does not affect your hit points, instead it targets your stamina points and always depletes 1 stamina point either per attack or , if you get stunned equal to half of your total stamina points you become unconscious and cannot perform any actions.

UNCONSCIOUS: An unconscious creature is incapacitated and can't move or speak, and is unaware of its surroundings, the creature drops whatever it's holding and falls prone, the creature automatically fails Strength and Dexterity Saving Throws. Attack rolls against the creature have advantage. Any Attack that hits the creature is a critical hit if the attacker is in an adjacent space and rolls damage or more in the same attack on the same round of combat.

FRIGHTENED: A frightened target takes a -2 penalty on all attack rolls, skill checks, and ability checks.

PANICKED: When panicked, you must drop anything you're holding and flee at top speed from the source of your fear, as well as any other dangers you encounter, along a random path. You can't take any other actions. In addition, you take a -2 penalty on all skill checks and ability checks. If cornered, you cower and do not attack, typically only moving to defend. A panicked creature can use special abilities, including anomalous ones, to flee you may only use such means if they are the only way to escape. Panicked is a more severe form of **Frightened**.

CONDITIONS

SIGHT

BLIND: Shares the same rules as **Darkness**, there is no way to see even in bright lights, immune to **Blinding Light**.

BLINDING LIGHT: This occurs when you exit a very dark location, you are blinded by the bright light, be it a set of flood lamps that suddenly turn on during battle, a flashbang grenade, firing a weapon in **Darkness**, etc. This effect lasts for 1 round of combat and those who are blinded take a -2 penalty to any vision-based checks.

DARKNESS: When you are in these lighting conditions you cannot see and must rely on your other senses to navigate. Any attacks or defenses made in the dark will be penalized by -4 as its very difficult to see an attack coming and to see where you are trying to hit.

DIM LIGHT: When in this light, it is in a dark environment that isn't completely dark, such as inside an abandoned house, tunnel, etc. You receive no bonuses to actions that need sight to complete. This includes, crafting, healing, lockpicking, attacking something with a ranged weapon, etc.

SOUND

DEAF: You cannot hear, things behind you can be detected as small tremors in the ground felt through the feet at -4. +2 to Sight based checks, this can include Weapon Handling, crafting, and spotting things at a greater distance by 100 Meters, this is negated by visually obscuring weather conditions, like fog for example.

RINGING EARS: You cannot hear and count as **Deaf** for 1d4 rounds of combat, this happens when a very loud noise such as gunshots at close range, explosives, and flashbang grenades.

SUPPRESSED WEAPONS: Weight 3 and below, EX weapons cannot be suppressed. When firing a ranged weapon, it reduces the noise radius from 100 Meters to 20 Meters, those within 20 meters must make a DC18 Awareness check to hear the shot.

SILENT WEAPONS: These make virtually no noise; they may be heard with a DC20 Awareness check so long as you are within 5 meters. Just about every melee weapon is silent with exception of weapons such as an explosive javelin.

RESTING AND HEALING

STABILIZE – STABILIZED: When someone is at 0 hit points, they begin to lose blood, during this bleed-out period, typically 3 or so rounds, if you give them something like an Adrenal Stim or perform a Heal check for the wound they have, you can stop the loss of Hit Points. A character must be stabilized before any healing can happen, they will gain hit points based off the healer's skills and tools.

SHELTER: Provides a +2 to resist bad weather effects, it will keep you shaded in the heat and warm in the cold, you are protected from most weather conditions and can have a full night's sleep or resting period.

QUICK REST: A Quick Rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, making repairs, crafting, and healing wounds. While resting you can heal hit points equal to your Healing modifier. When healing injuries this way while resting you may only heal severity 1 injuries.

FULL REST: While taking a Quick Rest is a nice break from the action while out on expeditions you do still need to sleep to regain lost stamina and heal major injuries with a severity of up to 2. You cannot heal a severity 3 injury unless you have **Field Medic**.

There are times when you are not able to take a Full Rest due to several factors, including but not limited to, being too hot or cold, out in the elements, in a dangerous area, and or, something making too much noise, fear of being attacked. This usually means that you are not **Sheltered**.

DRAINING: When you use an ability that has Draining, you instead spend a Maximum Stamina Point until you have performed a Full Rest.

TIRED: After a day of travel if no **Full Rest** is taken or can be taken, -1 Maximum Stamina point until a **Full Rest** is taken.

EXHAUSTED: After 2 days with no **Full Rest** being taken or able to be taken you have 0 Max Stamina and you receive no modifier bonuses to your skills unless you have **Undying Will**.

POSITIONING AND MOVEMENT

STANDING: You are standing and receive no bonuses from cover unless the cover is as tall or taller than your character. Your ranged attacks receive no penalties or bonuses.

CROUCHED: You are crouched down low, ranged attacks have a +1 to hit opponents and you gain a +1 bonus to your AC against melee attacks while crouched. When in melee combat you have a -1 to AC so long as you are crouched. You may only move at half of your overall speed.

PRONE: You are lying flat and receive a bonus +2 to your AC against ranged attacks and +2 to hit a target with a ranged attack. You have a -2 to AC when in melee combat. And may only move at a quarter of your overall speed.

PINNED: The target is pinned in place and cannot move until they make a roll to get free, typically **DC15 – or 10 + Strength Modifier**. If the target remains pinned, they may take damage depending on what is pinning them in place. It could be something like rubble, heavy objects, getting stuck in a tight space, et

A CLOSER LOOK AT MATERIALS

Basic materials are treated as whatever you may need, everyone in the haunted wastes is used to improvising what they need for a given situation, this could be something as innocuous as cooking a meal and improvising a cooking set up, finding a quick fix for a vehicle, all the way to making explosives and new compounds with reality altering effects. The wide array of advanced materials just laying around make this possible, from looting fallen soldiers for their equipment and weapons, to stripping a large vehicles or spider tank for its parts, as well as raiding various untouched and dangerous locations for components like living liquid metals, self-constructing and healing polymers, plastics stronger than steel, and various nano machine colonies that have different effects.

There are countless uses for basic materials. Better stuff can be found by taking down mutated creatures for their specialized and anomalous parts. Here is a better description of each set of materials.

SALVAGE: This covers anything that is used to put things together, various fasteners, glue, small moving parts formed and constructed by nanites that move as a living liquid, forming and morphing to perfect shapes for its purpose, things made from these materials are often very small.

When thinking of this material, just imagine your common junk drawer, only with futuristic materials added.

As an example, this material can also be used as caltrops, use 10 salvage to trap a 1-meter space, any entity that steps on them must make an Agility check (**DC 14**) or suffer 1 point of damage, if the target rolls a 1, they suffer a Severity 1 Leg injury due to punctures in the feet, making it painful to walk or run. Once stepped on, the trap must be reset by throwing more Salvage on the ground.

BINDING: This has similar uses to Salvage, though, it is often used as a means of making climbing gear, bandages, quick repairs for various pieces of equipment by using nano tape that self-adheres and forms a concrete like bond to whatever surface it touches, glue infused with nanites that find the deepest parts of a break in armor and pull it back together for a solid molecular bond.

NATURAL: These materials are derived from the land, mostly natural compounds, plants and leaves with various helpful properties, sticks, tinder, and materials for bushcraft. These are used in healing, camping, crafting, making, healing items, poisons, anti-venoms, and other related materials. This also covers the strange and anomalous materials found in the Gloom, they are mostly

natural with qualities that could count as any type of material because of their anomalous nature, typically found in the ~~hollows~~ ^{hollows} of the land.

ELECTRIC: These materials include capacitors, batteries, photo voltaic paints, living liquid metals that act as conductors, carbon fiber, electric motors, weapon parts, depleted power cells, among many other specialized parts.

METAL: Machined parts, mechanisms, weapon frames and parts, sheet metal, armor plates, powered armor parts, and other metallic parts (Living Metal Included), they can be found from many sources. This is a very common material used in building structures, armor, vehicles, weapons, ships, android endo skeletons, and so on.

CHEMICAL: A vast array of chemical compounds, this includes acids, bases, anomalous compounds that can reshape matter into new substances, to vials of nanite particulates that react to electrical currents to form various shapes and objects.

Creating objects, tools, items, new compounds, drugs, and everything in between can be created with enough materials, tools, and know how. Discuss with your Game Master what would be crafted and the purpose and use of those things. There really aren't any hard rules on crafting simply because it is far too complicated and would take away from the experience of making what you want and being creative about it.

GEAR AND EQUIPMENT MOVEMENT, TRAVEL, MISC.

Multi Tool	30 UC: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole device unfolds in a pair of pliers. This tool can lessen the penalty for making repair and craft checks by 1.
Rope	5 UC: 5 Meters of rope, it can hold up to 500 pounds. It can be fashioned into many things through knot tying: Basic backpack with a capacity of 5, restraints with a DC12 + Crafting Bonus to break free, hoists and suspension lines for moving heavy stuff.
Restraints	50 UC: A pair of handcuffs, zip ties, or whatever items you have that can restrain somebody. The target must make a DC18 Strength check or a DC18 Lockpicking check.
Block and Tackle	60 UC: A set of pulleys with a cable threaded through them and a hook to attach to Objects, a Block and Tackle allows you to hoist up to four times the weight you can normally lift.
Grappling/Rappelling Hook	50 UC: Use this with rope to hook onto surfaces to climb, secure something, make traps, etc. You can throw the hook equal to 10+ Strength Modifier in meters.
Hook Launcher	900 UC: Weight 1: Use this with the Grappling/Rappelling Hook, it can fire the hook up to 40 meters using a pneumatic pressure release system. If used as a weapon you can put salvage (At least 10) to make an improvised blunderbuss. 1D4(+1 for every 10 salvage), every 10 salvage increases the reload time by 1 Round of Combat. Hook Launcher: 1D8+2 Damage, Range 25, Reload 2, Hook required for use. Improvised Blunderbuss: 1D4 Damage, Range 20, Reload 1, 10 Salvage required for use.
Lighter	25 UC: Lasts for one hour of continuous light. To replenish its fuel use 1 Chemical component. It gives Dim Light up to 3 meters.
Match Book	5 UC: A match book containing 20 matches. Each match lasts 3 rounds of combat, or roughly 12 to 15 seconds. Emits Dim Light up to 2 meters.
Candle	2 UC: Wax and a wick, candles will burn for 1 hour, emitting Dim Light to 4 Meters
Lantern	75 UC: Emits up to 4 Meters of light and 10 meters of Dim Light and lasts for 3 hours. To replenish it use 1 Chemical Component.
Flashlight	100 UC: Can light up to 30 Meters and lasts for 1 Hour. To replenish its batteries, use 1 Electric component.
Tent	150 UC: Weight 2: A tent to rest in, it is large enough to fit 2 people. This protects you from bad weather conditions. The tent is built for rapid deployment, taking just a few minutes to put together and it is small and light, making it simple to pack away in a small bag.
Pop Up Shelter	50 UC: Weight 1: A spring-loaded lean-to that folds into a small and compact frame that can fit into a backpack, it can fit up to 3 people under it and acts as Shelter , shielding anyone under from the elements, it protects for all weather except for high-speed winds due to it being a lean-to with an opening on 2 sides on one corner.
Deployable Net	30 UC: Range 2 + Fighting Bonus, A net that has weights on it designed to either hold or catch things. If used as a capture device the target must roll a DC14 + the throwers Fighting Bonus, Agility check to avoid the net, if failed the target is trapped and counts as Prone and must make a DC18 Agility check to escape or otherwise use a sharp object to attack the net, a net has 10 hit points and an AC of 8. It takes 1 full action to make an attack.
Net Gun	250 UC: Weight 1: Fires Deployable Nets at a Range of 15 Meters, follow rules for deployable nets.
Anti-Fire Device	60 UC: This is a small ball filled with a powder puts fire out in a 3 by 3 area, when it touches the flames, it explodes in a white cloud that obscures vision, -2 to sight-based checks through the white cloud.
Collapsible Ladder	120 UC: Weight 1: This is a 4 meter long (12 feet) collapsible ladder that can be deployed as a means of climbing up something or as a bridge with a maximum weight of 300 pounds, so generally enough to support one person at a time when crossing an open space using the ladder.
Backpack	50 UC: The backpack has a weight capacity of 10. To go through the backpack for something in combat takes a full action.
Gas Mask	120 UC: You are immune to toxic gasses and airborne diseases, one filter will last up to 12 hours and a new filter can be purchased for 40 UC . If you receive an injury to the head the gasmask breaks and is not usable until it is repaired, a repaired gas mask hinders any sight based checks by -1.
Binoculars	160 UC: This increases overall visual range from 100 meters for a persons naked eye to up to 600 meters while using these, this allows you to spot targets or areas that otherwise wouldnt be seen by the naked eye.
Water Rebreather	400 UC: Allows you to breath underwater for 1 hour, a new oxygen cell can be purchased for 100 UC .
Deployable Barrier	1,500 UC: Weight 2: When activated this deploys a barrier that can seal off a standard sized hallway or doorway, 1 Combat Space, it has 30 Hit Points and 4 damage resistance. It has closable slots that you can fire your weapons from to contain threats from a safe firing position.
Deployable Battering Ram	200 UC: 1D6 Blunt damage +STR bonus, double rolled damage for entry points such as doors.

CLOTHING AND OUTFITS

While wearing outfits and Suits you can still wear all manner of armor. Putting an outfit or suit on takes anywhere from 3 to 10 minutes. Wearing multiple suits or outfits puts you at risk of overheating and costs 1 maximum stamina point per layer you have on, however it provides +2 to a resist cold check per layer.

Chemical Suit	2000 UC: Resistant to Chemical based damage. When making periodic checks double your stat bonus for that roll.
Cold Weather Outfit	200 UC: Resistant to Chemical based damage. When making periodic checks double your stat bonus for that roll.
Hot Weather Outfit	200 UC: Resistant to High Heat and is lightweight. When making periodic checks double your stat bonus for that roll.
Fire Suit	2000 UC: Resistant to Fire based damage. When making periodic checks double your stat bonus for that roll.
Reflector Suit	6000 UC: Resistance to various types of radiation, these are useful during microwave storms and grant a +3 bonus to resist damage caused by this or similar events.
Cleats	50 UC: While in slippery conditions you have a +3 to avoid slipping and falling, this includes while climbing sheer surfaces such as rock faces and buildings.
Swamp Boots	50 UC: While in a chemically dangerous area, any damage to your feet that is toxic/poisonous, you have a +2 to your checks to avoid the damage, this includes navigating dangerous area such as swamps, you may move at your full movement speed in rough terrain such as swamps or chemical field areas.

TECHNOLOGY

No items in this category can be used in the Gloom due to them being electronic in some way. They might sort of work while in the perimeter but definitely not while Inland. See Creatures, Factions, and Locations for information on The Gloom.

Night Vision Goggles	1,000 UC: Sight up to 40 Meters in total Darkness , the battery lasts for 4 hours and can be replaced with one Electric Component, the light cannot not be seen unless the person looking for it has goggles or some other means of seeing infrared light.
Deep Sight Goggles	8,000 UC: Sight up to 40 Meters in total Darkness , the battery lasts for 4 hours and can be replenished with 3 Electric components. These goggles are good chemical detectors. +3 to detect toxins and harmful chemicals. They show up as differently colored clouds that signify different hazards. They also signify artifacts and other objects which can be detected with a Device Interaction check at +3
Liquid Armor	1,500 UC: A single use pod full of liquified living metal, a button press will activate it and coat the wearer and their belongings in a thin layer that deflects damage from many sources except for electrical attacks. +3 Damage Resistance for 30 minutes.
Particle Shield	100,000 UC: An advanced shielding technology used by special forces during the war, these are extremely rare and hard to find. It needs 5 chemical and 5 electrical components to run for 1 day. You can turn it off to conserve energy. +4 damage resistance while the device is on. The particle shield dissipates for 1D4 rounds of combat upon receiving a critical hit.
Solar Cloth	600 UC: A 1 meter by 1 meter piece of fabric, wrap around an electrical object and place it in direct sunlight, this will only work if the object only needs to be replenished using electrical components. It will charge an object in 1D4 hours.
Det Cord	100 UC-Per Meter of Det Cord: A length of det cord can be spread out to pass through up to ten meters. When you use your action to plant det cord, you can continue to plant it as you move. When it is activated, any creature within the det cord's area must make a DC16 Dexterity check, taking 2d6 EX damage on a failed check, or half as much damage on a successful one. It can also be doubled up; for each additional 5 feet of cord within a single combat square, increase the damage by 1d6 (to a maximum of 6d6). Can be activated using a Free Action using a handy detonator.
Snake Wire	150 UC for 5 meters of Snake Wire: A multi-function cable that can actively seek out a charging port or short-range destination, (5 Meters), it can do this itself or be directly controlled. It can be used with multiple attachments for many applications such as, a camera on the end which can be run underneath a door and through pipes, as a way of connecting power sources in hard-to-reach areas, a third hand that can open doors from the opposite side. This requires a Data Tablet to be used for direct control, without one it only seeks out power sources or outlets.

SNAKE WIRE UPGRADES: Must be connected to a data tablet or cybernetically installed.

Helping Hand	1,500 UC: The snake wire can act as a third hand, giving a +1 to any crafting check.
Camera	3,000 UC: Allows you to see behind objects and other areas that a snake wire can worm their way into. Night Vision up to 3 meters.
Flexible Polymer Tips	4,000 UC: +2 to Lock Picking checks.
High Tensile Strength: Cybernetic	2,000 UC: You may use this as a rope with a length equal to 2 + your Awareness Modifier with a +2 to your Climb Skill while using the snake wire. This also acts as a whip, dealing 1D4 Cutting damage, you may attempt to trip your target as a half action.

Data Tablet	400 UC: A touch screen device that acts as a satellite phone and a tool used to interact with the various electronics of the wastes. Its charge lasts for 12 hours of continuous use. This is needed for interacting with some advanced technology. These devices are commonplace and most everyone has one. The network is spotty at best and works the best in IRA territories because the lines are maintenance and extended as IRA extends their reach further into the haunted wastes.
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DATA TABLET UPGRADES:

Heartbeat Sensor	600 UC: Range: 4 Meters: Gives +1 Initiative during the first round of combat if the attacker engages in combat within this range. You can see the heartbeat of nearby living things on the screen of your data tablet, this requires one free hand.
Scanner Suite	400 UC: This allows the user to scan various electronic devices to get more detail about their construction and functionality. +1 to interacting with electronic devices and systems.
COC Comms Adapter	500 UC: Allows you to hear COC transmissions if you are within 5 miles of COC territory or a gloom zone that has a COC base of operation there.
IRA Police Scanner	700 UC: Allows you to hear police chatter while inside an IRA city.

CYBERNETICS

Often needing a surgeon, implanting cybernetic parts is easier thanks to highly advanced technology recovered after the blackout period. There are two primary types of cybernetic components:

- **Technology** based, in which it is affected by electrical pulses and the gloom regions and electrical damage.
- **Semi Organic** are unaffected by the gloom regions and electrical damage has no effect.

Prosthetics are commonly available and distributed at a low cost to the buyer, they have no other function than serving as a replacement unless they are upgraded.

Hand	Prosthetic: 1,000 UC
Technology	Haptic Sensors: 1000 UC +1 to Device Interaction and Crafting based checks.
Technology	Integrated Snake Wire: 2,000 UC: Installed snake wire cannot be stolen or otherwise removed from you without inflicting a Severity 3 wound, you may control 2 + Awareness modifier meters of snake wire. It cannot be used as a weapon due to its lightweight, utilitarian nature.
Arm	Prosthetic: 3,500 UC
Technology	Integrated Weapon Mount: 1,200 UC: You may mount a weapon and integrate it into one of your arms, this can be a melee or a ranged weapon, so long as they have a weight of no more than one, you may spend on free action to deploy the weapon while in combat and may not be disarmed without inflicting a Severity 2 Wound.
Technology	Defensive Spines: 250 UC: When you make a Block Action, your opponent must roll a DC10+(Your Fighting Bonus), if they are in hand-to-hand combat, they take 1D4 Piercing Damage.
Technology	Weapon Stabilizer: 700 UC: When firing a weapon with High Recoil, count the first -1 on the third shot instead of the second.
Foot	Prosthetic: 1,000 UC
Technology	Thrust Module: 2,500 UC: You may activate this as a half action, when you do so your speed increases by 5 so long as you are traveling in a straight line during its activation. When making a Dodge check you may shift up to 2 spaces in any direction
Technology	Impact Buffers: 300 UC: When falling from a great height, no higher the 20 meters, you may make a DC14 Acrobatics check, if successful you negate the damage from the fall.
Leg	Prosthetic: 4,500 UC:
Semi Organic	High Tensile Muscle: 600 UC: You may jump double your height and climbing objects up to 3 meters high does not cost movement speed.
Semi Organic	Artificial Fast Twitch Muscle: 500 UC: +1 to your maximum speed.
Head	See List for Augments
Technology	Blackbox Chip: 2,000 UC: A chip that fits into a port for recording neural data. It makes a copy of you. If you die and the chip is retrieved one can place it inside another cybernetic blank, also known as a synthetic. Copies like this aren't all that common and they are used for getting old data from before and during the war.
Technology	Cochlear Communicator: 700 UC: A small implant that fits within your ear, it vibrates the small bones, making for very discreet calls between comrades. It has a maximum range of 2 miles unless it is connected to a COC or IRA communication network.
Torso	See List for Augments
Semi Organic	Respiration Filter: 350 UC You gain a +4 bonus to Stamina checks to continue holding your breath and may hold your breath twice as long.
Semi Organic	Spinal Struts: 500 UC +2 to your carry weight.
Semi Organic	Woven Organ Membrane: 600 UC If you receive a wound, lower it by one level, if it is a Severity 1 wound, you ignore it entirely and do not need to heal it. If you take lethal damage to your torso, instead roll a DC16 Stamina check,
Technology	Cardiac Accelerator: This implant plugs directly into your heart and can be triggered to overclock your heart and circulatory system. When you move or Sprint, you can spend 1 Stamina Point to increase your speed (in the relevant mode of movement) by 4 meters for that action.
Technology	Arterial Injector: 2500 UC: Choose a chemical or drug, you may have one dose that can be used as a free action during combat.
Semi Organic	Metallurgic Bone Graft: 1500 UC: When you fall from a high place that would damage you, lower the damage by 25%
Semi Organic	Armored Rib Cage: 2,500 UC: +1 Damage Resistance to your torso area unless your attacker is aiming with a called shot to somewhere else on your body.
Synthetic Body Replacement: 30,000 UC: A replacement body, they aren't common, but you may find one or otherwise see if a merchant has one. You can install another dead player's Blackbox Chip into it to sort of revive them. <i>Its up to the Game Masters discretion, in my experience things like wish spells in other games are kind of an analogue for this. The only difference is a bit more work to save your character after a catastrophic injury or death. Meaning finding a synth</i>	
Semi Organic	Hardened Skin: 2,100 UC: +1 to damage resistance against Blunt, Piercing, and Cutting damage.

KITS

Tool Kit	150 UC: Gives a +2 to Craft.
Medical Kit	200 UC: Gives a +2 to Heal. This has 3 uses. Make a Heal check to use one charge to heal one level of an injury. DC 14 for Severity 1, DC 17 for Severity 2, and DC 22 for Severity 3. Each use takes 10 to 15 minutes.
Surgical Kit	400 UC: Gives a +3 to Heal. This has 4 uses. Make a Heal check to use one charge to heal one level of an injury. DC 12 for Severity 1, DC 15 for Severity 2, and DC 18 for Severity 3. Each use takes 30 to 45 minutes.
Lock Pick Set	400 UC: Gives a +2 to Lockpicking, does not work for electronic locks.

MEDICAL

A note on advanced rules for drugs and substances, overdosing generally leads to the stat being affected taking a penalty instead of a bonus for a reasonable amount of time, see diseases and sicknesses for references and notes on being sick, staying sick, and dying from sickness/disease/infections.

Nano Salve	80 UC: A bandage coated with nano machines that help form clots, they are very good at stopping bleeding in large wounds. +2 to Heal any severity of wound by one level. These salves halve the time it takes to heal a wound in each Severity Level.
Adrenal Stim	100 UC: An auto-injector filled with nano machines and a low dose of adrenaline for quick and dirty combat medicine. This temporarily gives +1D10+Constitution Modifier hit points for 1 hour. You may use this 2 times a day, if used more than this, make a Stamina check (DC 15). If you succeed you get the hit points, if failed you take -1 to Strength and are not Stabilized . It takes one Half Action to administer
Painkillers	30 UC-per dose: A pill that reduces the symptoms of minor injuries. During a short rest, you can use a dose of medicine to restore 1D4 + Wits Modifier hit points and lower the severity of an injury by 1, if used on a Severity 1 injury the injury is healed. You cannot benefit from this effect again until you take another Short Rest . Does not work on Severity 3 or higher injuries or the same injury if it has already been lowered by a severity level.
Splint	50 UC: Used for mending broken bones, this lowers the time needed to heal by half. If improvised, the time lowers by one third.
Nanite Blocker	100 UC: Used for resisting and stopping Nova 6 from spreading, it's a catch all anti nano machine chemical that stops the production of specific types of nanites during medical procedures and operations. Without it, doing the procedures would be difficult due to the nanites within the body stemming wounds and bleeding faster than the surgeon can work during long medical procedures. This chemical is most used during cybernetic procedures.
Surge Spike	500 UC: An unstable and very potent form of Adrenal Stim. This temporarily gives +2D10+(Constitution Modifier times 2) hit points for 1 hour. You may use this once a day, if used more than this, make a Stamina check (DC 20). If you succeed you get the hit points, if failed you take -3 to Strength and Agility and count as Staggered for the remainder of combat and are not Stabilized . It takes one Half Action to administer.
Rainbow	50 UC: A cure all drug with intense side effects, you gain +4 to resist a sickness, disease, or [REDACTED]. You must pass a Stamina test every hour, DC12 or pass out, becoming unconscious. If critically failed you have -1 to all stats for 1D8 hours and suffer internal damage, this counts as a slow bleed of 1 hit point per 2 hours, you will need to make periodic Heal tests passing a DC12 Heal check every 2 hours until the side effects wear off.
Medicated Poultice	30 UC: This is primarily used to treat infections and diseases. See Sickness, Infection, Disease for details on how many uses are needed.

SICKNESS, INFECTION, DISEASE

Repeated Exposure progresses you to later stages of infection or the infection itself must be resisted in some way.

Static: Happens only once and can only infect you once so long as you are already infected, though repeated exposure may worsen the effects of the disease. (GM discretion)

Unable to resist or Terminal: This has a short window to start treatment, if this is not met, the sickness is permanent/terminal, and the character will die with that sickness.

Resist: Worsening effects overtime and must be, at some point, resisted with the appropriate checks, see the details tab in the sickness itself.

Repeated: The effects worsen with more exposure, the time of this is up to the GM's discretion.

Withering Rot (Static)	When you explore swampy or wet landscapes, there is a risk of contracting this disease if you are wounded to badly while in the toxic miasma. Withering Rot festers in the wound, spreading outward over time and will decrease all stats by 1 point per day on a failed DC15 Stamina check, if any stat reaches zero, you die. The disease lasts until it is cured using either 6 doses of nanite blocker or 3 using a medicated poultice on the wound.	3 Doses of Medicated Poultice Or 6 of Nanite Blocker
Nova 6 (Terminal)	If you get bitten to many times by novites you contract Nova 6. If you fail to treat the symptoms within 1 week you are doomed to become a novite. Nanite Blockers are the most commonly available treatment. Stage 1: Stage 2: Stage 3:	3 Doses of Nanite Blocker
Echo Syndrome (Resist)	Temporary psychosis for those that absorb to much Echofluent and/or artifacts in a certain span of time, the afflicted will begin quietly whispering to themselves, sometimes sounding like completely different voices. Those who have Echo Syndrome are often distracted and not attentive to their surroundings. -1 Awareness and -2 Initiative for 1D6 days. Make a DC12 Wits check when symptoms fade, if failed the sickness progresses to Stage 2. Stage 2: Whispers of the past, old trauma, and haunted memories that aren't your own, you repeatedly experience these memories. -3 Awareness, -2 Initiative for 2D6 days. Make a DC12 Wits check when symptoms fade, if failed the sickness progresses to Stage 3. Stage 3: The screaming, the bleeding, and howls of the damned haunt your dreams, your daily life is fraught with the whispers and voices of those long past. Failure to pass a DC17 Wits check makes this a permanent illness in which you, intermittently, will whisper to yourself while you believe you are alone. You have horrible nightmares that have a chance of keeping you awake at night, make a DC14 Wits check on every Full Rest, if failed you do not rest and must take another Full Rest to try sleeping again. -1 Wits and Initiative. The other symptoms abate. Terminal Effect: Haunted: For those that have been stage 3 for at least a year may become a gibbering, violent, and psychotic mess. This is usually seen in the parts of the gloom regions that have not been explored, those that survived in the gloom without the COC after the blackout are often insane to the point that conversing with them is impossible and they walk as if possessed. The only thing that they feel is pain and torment, they see all as an enemy. The only thing that helps with this pain is by eating NANITE OF	Time will heal. (DC12) 
Cognito Syndrome (Repeated)	A degenerative plague that targets individuals with cybernetic components in their brains. -2 Wits and any cybernetic component installed in the person counts as damaged and loses their bonuses for the duration of the sickness. This often occurs with those who get their first cybernetic organ. Stage 2: Cyber Rejection: Your components begin to detach overtime. Make a DC15 Wits check, if failed a random cybernetic organ or part fails completely. This is made once per day. Stage 3: Cyber-plegia: Due to the severe effects of Cognito, you are unable to have any cybernetic components, attempts to attach or otherwise install them may kill you instead of helping you. This is a permanent effect.	1 week (DC14) or 4 doses of Nanite Blocker
Vore Illness (Resist)	When bitten by a Whistler (<i>See Creatures, Factions, and Locations</i>), you must pass a DC15 Wits check or become infected with this illness. When you are infected you must pass a Daily DC16 Wits check or consume raw meat instead of a meal for the day, this leaves you feeling sick if you eat the raw meat and you lose 1D4 maximum Hit points. If you reach 0 Hit Point you transform into a Carnivorous Skeleton and your character dies.	6 Doses of Nanite Blocker.

MORE SICKNESSES AND DISEASES THAT ARE UNIQUE TO CERTAIN AREAS.

ARTIFACTS



Artifacts are found in the gloom regions, sometimes they are found on creatures, within dark shadowy places full of ghosts, (Commonly known as Echoes) or just laying on the ground in the center of a terrestrial anomaly. Artifacts grant abilities or other strange properties to the wearer. They can be integrated into the body via {ERROR}, offering a permanent ability, bolstered health, tougher skin, etc. They are highly valued by all who come across them.

Any artifact that says to permanently add a stat must be “consumed”. It’s up to the game master to determine the method, but for nay subsuming or consuming of artifacts the person doing so must roll a DC indicated in the artifact’s information section. If failed the artifact is lost and you suffer from stage 1 Echo Syndrome or, alternately, you may try again at the same DC but with a -2 to your Wits check. If you fail this, you suffer from Stage 2 Echo Syndrome. See recovery times in the descriptions of each artifact that can be consumed.

Depicted Left: Pupil Key: The key to the center of the gloom regions, only some areas there may be entered with this key, any other means would be impossible.

Depicted Right: Wishing Spoon: one of the most rare and valuable, its rumored to grant certain wishes to its holder, the more wishes are made, the more pieces of it fall off.



Vitas Gallbladder	6,000 UC: Permanently increase your hit points by 1D4. DC16, Recovery Time: 1 Week
Ionized Tooth	4,000 UC: Permanently increase your Armor Class by 1. DC16, Recovery Time: 1 Month
Calcified Lung	6,000 UC: Permanently increase your Stamina by 1. DC15, Recovery Time: 1 Month
Crystalized Adrenal Gland	4,000 UC: Permanently increase your Strength by 1. DC15, Recovery Time: 1 Month
Rapid Nerve Cluster	4,000 UC: Permanently increase your Agility by 1. DC15, Recovery Time: 1 Month
Cognition Node	4,000 UC: Permanently increase your Wits by 1. DC16, Recovery Time: 1 Month
Fossilized Tendons	4,000 UC: Permanently increase your Dexterity by 1. DC15, Recovery Time: 1 Month
Metallic Flesh	3,000 UC: Permanently increase your Damage Resistance by 1. DC14, Recovery Time: 3 Weeks
Whistler Skull	6,000 UC: Gives the holder the ability to Frighten opponents once per combat scenario, they must pass a DC10+your Wits Modifier or become Frightened for 1 round of combat.
Hunter Whistler Skull	8,000 UC: Gives the holder the ability to Panic opponents once per combat scenario, they must pass a DC10+your Wits Modifier or become Panicked for 2 rounds of combat.
Corrupted Cyber Brain	1,000 UC: Found on Echo-Droids (<i>See Creatures, Factions, and Locations</i>) Gives its holder +1 to Wits. Holding 2 or more will increase your Wits, but every time a Wits check happens, roll a DC15 Wits check, if failed you Suffer from Echo Syndrome or Cognito Syndrome if you’re a cyborg, it doesn’t matter where the implant is, as all cyborgs must go through a minor brain surgery to make their components work and have brain adapters installed.
Echo Droplet	3,000 UC: A droplet made of many materials with the primary one being Echofluent, is compressed into a hardened droplet shape and is all black. This lowers the Wits requirement for a given ability by 1 so long as this artifact is on your person.
Iron Bead	2,500 UC: Gives the holder +1 Damage resistance against piercing damage such as firearms.
Interwoven Bone Splinters	2,500 UC: Gives the holder +1 Damage resistance against Blunt damage.
Jellied Wood	2,500 UC: Gives the holder a +1 to damage resistance against Cutting damage.
Petrified Claw	1,000 UC: Gives the holder a +2 to grappling.
Crystalized Feather	1,500 UC: If you fall from a height that would harm you, take half damage instead.
Pleated Seed Pod	6,000 UC: Once per day, if you have been injured, roll 1D6, you instantly regain that many hit points.
Gravity Claw	1,000 UC: When climbing or getting a grip on something slippery, you have a +2 to your Climb Skill.
Vitas Essence	250 UC: This item has 1D4 uses on discovering it. Expend one use to instantly heal 1D4+Wits Modifier hit points.

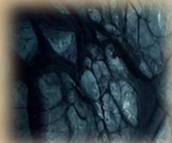
TO DO:
ADD CORRESPONDING ARTIFACTS TO THEIR RESPECTIVE ANOMALIES.

ANOMALOUS ABILITIES

Abilities either learned or granted through artifacts, you may sustain abilities for certain lengths of time/multiple rounds of combat by having the number of stamina points required to pay for its use held for the time the ability is being used. This only works if the ability can be sustained. You may also gain any contextually appropriate ability through sacrificing/absorbing an Artifact.

ECHOFLUENT: A necessary material used for sublimation of artifacts into the human body, Echofluent aids in seamless transition and integration of what are effectively new organs. Without this material many would not have the abilities they do. It is sold at most trading posts that are situated near gloom zones.

ECHO-SALTS: Particulate matter often used to bolster certain abilities that are more complicated to perform. Commonly found on the creatures of the Gloom or within Anomalies. Echo-Salts are a common currency among the COC and others who reside in or close by the gloom regions.



OFFENSIVE ABILITIES

Experience		Stat Required
6	Arc Flash: 1 Stamina: Half Action: 1D6+Wits Modifier Burning Damage, Range equal to Wits Modifier. Upgrade: 10 Echofluent: Add Blinding Light to the attack, the target takes a -2 to any vision-based check for 1 round of combat.	Wits 10
7	Claws: Passive: You gain Lethal Strikes but with Cutting instead of Blunt damage and can cause bleeding on critical strikes. 1D4 Cutting damage + half of your Fighting bonus with each unarmed strike. Upgrade: 10 Echofluent: Use your full Fighting bonus instead of half.	Wits 10
5	Voltaic Strike: 1 Stamina: +1D4 Burning Damage: During your attack roll with a melee weapon if your target fails a Strength vs. DC10+your Wits Modifier they become Stunned for one round of combat. Upgrade: 10 Echofluent: increases the damage bonus to +2D4 Burning Damage.	Wits 12
4	Concussive Strike: 1 Stamina: Half Action: Like Lethal Strikes but add 1D4 Knock Back and Stagger to the attack.	Wits 10
5	Energy Bolt: 1 Stamina: Half Action: You fire a bolt of energy from your hand, fingertip, or otherwise, dealing 1D6+Awareness modifier Piercing damage	Wits 12

DEFENSIVE ABILITIES

Experience		Stat Required
4	Protective Ward: Passive: Any Echo within a radius equal to your Wits modifier is slowed to 1 space per round and cannot take any attacks of opportunity if you move through the space they occupy. Upgrade: 6 Echofluent: The radius increases to double your Wits Modifier.	Wits 10
5	Barrier: 1 Stamina: A field of particles surround you; this gives you +2 damage resistance for rounds equal to your Wits modifier. Upgrade: 15 Echofluent: Increases the damage resistance to 3	Wits 14
3	Purge Sickness: Draining: All Stamina: If you are sick with a disease or infection, you may attempt to Cure yourself by purging bodily fluids and other things from you pores, after passing a DC18 Stamina check. After doing this you become very dehydrated and you smell terrible, anything downwind of you can smell you at +2.	Wits 15
3	Dull Pain: Half Action: You may ignore any severity of wound you receive so long as you reserve 1 Stamina point, the stamina point must be sustained through the day or you instantly fall to your wounds and need them treated.	Wits 13

UTILITY ABILITIES

Experience		Stat Required
9	Capture Echo: You may capture an Echo, meaning that you either bond with it in some way or store it physically in a bottle or some other container. Echofluent is a material that isn't solid, gas, or liquid but somehow behaves like all 3. Gives 1D4 Units of this fluid instead of the typical one unit that is dropped when a shadow is banished by fire.	Wits 13
7	Dash: Passive: 1 Stamina: On a successful Dodge, you may shift one space in any direction, if its behind or to the side of the target, you may make one additional attack at +2. Upgrade: 10 Echofluent: Shift up to 2 spaces instead of 1.	Wits 12
8	Mend: 1 Stamina: Full Action: You may heal a target equal to half of your Awareness modifier rounded down. Upgrade: 15 Echofluent: Heal at your full Awareness Modifier instead of half.	Wits 14

6	<p>Levitate: Sustain: 1 Stamina: Allows you to float above the ground in meters equal to half of your Wits modifier Rounded down but always at least one. When falling from a high place that would normally hurt you, roll a DC16 Awareness check, if successful, you float gently down toward the ground instead but must sustain for at least the length of time it takes to fall.</p> <p>Upgrade: 10 Echofluent: Use you full Wits modifier instead of half. You receive a +2 to your Awareness check when falling.</p>	Wits 14
10	<p>Telekinesis: Sustain: 1 Stamina: You may pick up objects that weigh no more than 100 pounds (+Wits Modifier times 25). When throwing an object, the distance is based on the weight: Damage is determined by object on impact, use your Interact Device bonus when using this as a weapon.</p> <ul style="list-style-type: none"> • 1 to 25: Range 20, 1D8+Wits Modifier Damage. • 25 to 50: Range 18, 1D10+Wits Modifier Damage. • 50 to 100: Range 16, 1D12+Wits Modifier Damage. • 100 – 200: Range 14, 2D8+Wits Modifier Damage. 	Wits 15
3	<p>Anomalous Phenomena: Range 6: Can cast up to 3 times: You may: Cause flames to flicker, brighten, dim, or change color for 1 minute. Create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the howl of a wolf, or ominous whispers. Increase the volume of your voice.</p>	Wits 14
4	<p>Re-enforce: 1 Stamina: Half Action: Range 2+Wits Modifier: You focus and grant an ally, creature or, object and give it an additional 1D4 + half of your Awareness modifier rounded down hit points for the duration of combat. This does not give any healing to wounds.</p>	Wits 12
5	<p>Anoint Space: Echo-Salt: Half Action: You may take an area of 5 by 5 spaces and grant a Buff to you and your allies for up to 1 hour. 1 buff may be active at a time. Choose one of the following: Protect: Any ally in this zone has a +1 to their Damage Resistance. Battle: Any ally in this zone gains a +1 to their Weapon Handling and Fighting Skills. Swift: Any ally in this zone gains a +1 to their Armor Class. Silence: Any ally in this zone gains a +1 to their Sneak Skill. Mending: Any ally in this zone gains a +2 to any Heal check and adds +2 to their Wits modifier. Upgrade: Anoint Creature: 14 Echofluent: You may target a creature such as an ally for one hour.</p>	Wits 14
4	<p>Glitch: Half Action: You may disrupt one electronic device for up to 1 hour and the electronic device counts as broken. For hacking this lowers the DC by2 for a given electronic lock.</p>	Wits 12
5	<p>Jam Weapon: Half Action: 1 Stamina: Range 10+Awareness Modifier: You may target an opponent's firearm and cause their weapon to jam, they must roll a DC15 Weapons Handling check to clear the jam, this takes a half action each time.</p>	Wits 14

TERRESTRIAL ANOMALIES



Strange and dangerous, they are all throughout the gloom regions, bastardizations of nature. While navigating the gloom its important to keep a sharp eye out simply because you cant see them until its too late.

Depicted Left: A Living Liquid Metal orb, AKA: Bouncy Ball

Depicted Right: An activated Flicker Flame anomaly, its heat can literally reduce anyone trapped within to cinders and steam.



Living Metal Orb (Bouncy Ball)	In a 3X3 area there is a small ball made of soft and squishy metal, upon encountering it if you have any metallic object such as armor and weapons the ball will spring forth at the nearest metallic object at high speed, you must make a DC15 Agility check or receive 1D6+2 damage and you count as Prone. With great care, if you place this object inside a container, it will not react to any metallic object so long as it is not opened.	Once
Lightning Rod (Rod of War)	If you get within a range of 10 meters, these rods will arc out, if you fail an Agility check you receive 1D8 Burning damage that can chain to 1 additional target if the target is within 4 meters of the original target.	Once
Sliver Vortex	In a 3X3 area, any who fail a DC15 Agility check take 2D6 Cutting Damage for as long as they are inside the vortex. The vortex lasts 1D8 rounds of combat once something steps into the 3x3 area. The are surrounding these is often pockmarked with small holes and slits, the ground being reduced to a light topsoil, even if it was originally concrete.	Continuous once per day.
Flicker Flame	Hard to see and only indicated by a small shimmer in the air these anomalies can burn at thousands of degrees for a mere moment, scorching the earth and burning any who stand in its path to a crisp. When activated it travels 5 meters in 2 random directions, dealing 3D6 burning damage to any who stand in its path on a failed DC15 Dexterity check. The DC to see it before being burned alive is a DC17 Awareness check.	Once
Force Vortex	A vortex that pulls so powerfully that even trees buildings, and other hard structures warp out of shape and bend towards the center of the vortex. These can be seen easily during the day by dark stains on the ground and the fluttering of leaves or other small objects.	Permanent
Electro Orb	An explosive orb, upon making contact with it it explodes in a 3X3 area, dealing 3D6 Electric Damage. With a DC18 Awareness test you may take the orb and later use it as a grenade with a range of 15+Strength Modifier. When thrown it floats in an almost straight line, dropping to the ground at the end of its flight.	Once
Fissure	A fissure in the ground that emits high levels of heat in a 10 Meter radius, if you are within 5 meters you begin to take 1 Burning Damage per round of combat that ignores armor, if within 3 to 1, the damage increases to 1D8 per round of combat that ignores armor.	Permanent

MORE ANOMALIES, MAYBE SOME INTERACTIONS IF TWO OR MORE DIFFERENT ANOMALIES MEET EACH OTHER.

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HP			Armor			Stamina			Speed			AC	
Dexterity		Craft		Weapon Handling		Piloting/Device Interaction		Carry Weight:				Items	
Agility		Acrobatics		Sneak		Lockpick							
Strength		Fighting		Climb		Stamina							
Wits		Heal		Initiative		Awareness							

Non-Player Character Sheet Blank

HP		AR		STAM		SPD		AC		DEX		AGI		STR		WIT	