

LIBERTY A.F.T.E.R.

A Science Fiction Roleplay Setting



LIBERTY[®]

A.F.T.E.R.

Core Rule Book

Version 1.05.0

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Welcome to Liberty: AFTER!

Atrian-Fringe Tactical Experience Roleplay

It's taken me a few years to get to this point and I'm proud to finally present Liberty: AFTER!

If you enjoy this book, please take a few moments to let me know how your game goes! (thelibertycomic@gmail.com)

Here you have almost everything you'll need to run a campaign set within the Liberty universe, save for your own creativity. I can't legally say that this rule system basically uses the 5th edition rules of the most popular roleplaying game pen and paper system in the world, but if you read the last page it will be clear that many of the primary rules are from a certain game system, thanks to the 'Dungeons and Dragons 5th Edition Open Gaming License'.

Most enemies in Liberty: AFTER are humans, and since HP is low in this system (10-15 hp), death is a very real threat to player characters at almost every step. In order to defeat their enemies players will have to outsmart them! However, not all games are combat-centric, and while this system really lends itself toward high-risk door-kicking action-packed explosion fests, it's also very friendly for non-combative sessions of political intrigue, horror, investigations or any balance between.

Thank you again for playing! I hope you and your friends have a fun adventure!

Sincerely, Travis Vengroff

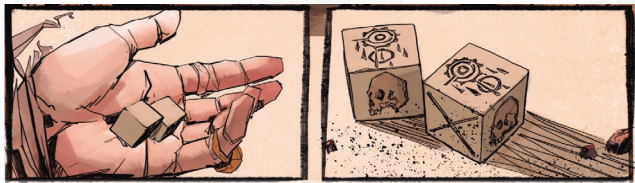
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Prologue: Core d20 Mechanics





Prologue: Core d20 Mechanics

“An ideal set of rules by which to govern your story.”

What’s a d20?

The “d” in d20 simply means die. The number following it indicates how many sides the die has.

For example:

- d4 = *four sided die*
- d6 = *six sided die*
- d8 = *eight sided die*
- d10 = *ten sided die*
- d12 = *twelve sided die*
- d20 = *twenty sided die*

Dice rolls are expressed in the format:

[#] die type [+/- modifiers]

Example: 3d6+2 means: “Roll 3 six sided dice. Add the result of the three dice together. Add 2.”

Percentile Dice

A number between 1 and 100 is generated by rolling two different ten-sided dice. One (designated before rolling) is the ten’s digit. The other is the one’s digit. Rolling two 0’s represent a roll of 100.

Ability Scores

Six abilities provide a quick description of every character’s physical and mental characteristics:

- Strength - measuring physical power
- Dexterity - measuring agility
- Constitution - measuring endurance
- Intelligence - measuring reasoning and memory
- Wisdom - measuring perception and insight
- Charisma - measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a character’s assets as well as weaknesses.

The three main dice rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. This book’s introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

Ability Scores and Modifiers

Each of a character’s abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a character’s training and competence in activities related to that ability.

A score of 10 or 11 is the normal Atrian/Fringer average, but there are some who are a cut above average. A score of 18 is the highest that a person usually reaches. Characters can have scores as high as 20, but there are rare instances where augmented humanoids or robots can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from –5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers Table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers (the small numbers) come up in play more often than their associated scores.

Ability Scores & Modifiers

Score	Modifier
1	–5
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	+0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
28–29	+9
30	+10

Proficiency Bonus

Characters have a proficiency bonus determined by level. NPC's (non-player characters) also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the "expertise" feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the Customs Atrius skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make *Intelligence (Customs: Atrius)* checks.

Ability Checks

An ability check tests a character's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or NPC attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class (DC). The more difficult a task, the higher its DC. The typical Difficulty Classes Table shows the most common DCs.

Typical Difficulty Classes

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the character overcomes the challenge at hand. Otherwise, it's a failure, which means the character makes no progress toward the objective or makes progress combined with a setback determined by the GM.

A "natural 20" on the dice roll (rolling a 20 on a 20 sided die) is an automatic success. A "natural 1" on the die roll is an automatic failure.

Contests

Sometimes one character's or NPC's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a weapon that has fallen on the floor. This situation also applies when one character is trying to prevent another from accomplishing a goal—for example, when a scientist tries to force open a door that another character is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or NPC either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a weapon off the floor, neither character grabs it. In a contest between an NPC trying to open a door and a character trying to keep the door closed, a tie means that the door remains shut.

Advantage and Disadvantage

Sometimes a special ability tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game lets you reroll a d20, you can only reroll one of the dice. You choose which one. For example, if a member of the Lucky 8's gang has advantage or disadvantage on an ability check and rolls a 1 and a 13, the ganger could use the lucky trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or talents. Inspiration can also give a character advantage. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.



Skills

Each ability covers a broad range of capabilities, including skills that a character can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and an NPC's skill proficiencies appear in their stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Balance, Demolitions Use, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly talented at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this section for examples of how to use a skill associated with an ability.

Sometimes, the GM might ask for an ability check using a specific skill—for example, “Make a Wisdom (Perception) check.” At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up a building, the GM might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

Skills: Using Each Ability

Every task that a character or NPC might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

Skills & Abilities

Strength

- Athletics

Dexterity

- Balance
- Demolitions Use
- Sleight of Hand
- Stealth

Intelligence

- Augment Grafting
- Computer Use
- Customs (Atrius)
- Customs (The Fringe)
- History
- Literacy
- Medicine
- Occult
- Use Technology
- Weapons Care

Wisdom

- Insight
- Investigation
- Perception
- Treat Injury

Charisma

- Deception
- Intimidation
- Performance
- Persuasion

Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Strength Checks

A *Strength* check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The *Athletics* skill reflects aptitude in certain kinds of *Strength* checks.

Athletics. Your *Strength (Athletics)* check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt mid jump.
- You struggle to swim or stay afloat in treacherous currents or when something tries to push or pull you underwater or otherwise interfere with your swimming.

Other Strength Checks. The GM might also call for a *Strength* check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a ledge
- Tip over a statue

Attack Rolls and Damage. You add your *Strength* modifier to your attack roll and your damage roll when attacking with a melee weapon such as a club, a sword, or a javelin. You use melee weapons to make melee attacks in hand- to-hand combat, and some of them can be thrown to make a ranged attack.

Lifting and Carrying. Your *Strength* score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your *Strength* score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your *Strength* score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Variant: Encumbrance

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the *Strength* column of the Armor Table.

If you carry weight in excess of 5 times your *Strength* score, you are encumbered, which means your speed drops by 10 feet.

If you carry weight in excess of 10 times your *Strength* score, up to your maximum carrying capacity, you are instead heavily encumbered, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use *Strength*, *Dexterity*, or *Constitution*.

Dexterity

Dexterity measures agility, reflexes, and balance.

Dexterity Checks

A *Dexterity* check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Balance, Demolitions Use, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of *Dexterity* checks.

Balance. Your *Dexterity (Balance)* check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a wet floor, balance on a tightrope, or stay upright on the roof of a train. The GM might also call for a *Dexterity (Balance)* check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Demolitions Use. Your *Dexterity (Demolitions Use)* check covers your knowledge and use of explosives and explosive chemicals.

Sleight of Hand. Whenever you attempt an act of manual trickery, such as planting something on someone else or concealing an object on your person, make a *Dexterity (Sleight of Hand)* check. The GM might also call for a *Dexterity (Sleight of Hand)* check to determine whether you can lift a purse off another person or slip something out of another person's pocket.

Stealth. Make a *Dexterity (Stealth)* check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Dexterity Checks. The GM might call for a *Dexterity* check when you try to accomplish tasks like the following:

- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play an instrument
- Craft a small or detailed object

Attack Rolls and Damage

You add your *Dexterity* modifier to your attack roll and your damage roll when attacking with a non-firearm based ranged weapon, such as a sling or a longbow. You can also add your *Dexterity* modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a rapier.

Armor Class

Depending on the armor you wear, you might add some or all of your *Dexterity* modifier to your armor class.

Initiative

At the beginning of every combat, you roll initiative by making a *Dexterity* check. Initiative determines the order of everyone's turns in combat.

Hiding

The GM decides when circumstances are appropriate for hiding. When you try to hide, make a *Dexterity* (*Stealth*) check. Until you are discovered or you stop hiding, that check's total is contested by the *Wisdom* (*Perception*) check of any character that actively searches for signs of your presence.

You can't hide from a person or machine that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase.

An invisible character can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most characters stay alert for signs of danger all around, so if you come out of hiding and approach a character, it usually sees you. However, under certain circumstances, the GM might allow you to stay hidden as you approach a character that is distracted, allowing you to gain advantage on an attack roll before you are seen.

Passive Perception. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a character notices you, the GM compares your *Dexterity* (*Stealth*) check with that character's passive *Wisdom* (*Perception*) score, which equals 10 + the character's

Wisdom modifier, as well as any other bonuses or penalties. If the character has advantage, add 5. For disadvantage, subtract 5. For example, if a 1st-level character (with a proficiency bonus of +2) has a *Wisdom* of 15 (a +2 modifier) and proficiency in *Perception*, he or she has a passive *Wisdom* (*Perception*) of 14.

What Can You See? One of the main factors in determining whether you can find a hidden character or object is how well you can see in an area, which might be lightly or heavily obscured, as explained in the exploration chapter.

Constitution

Constitution measures health, stamina, and vital force.

Constitution Checks

Constitution checks are uncommon, and no skills apply to *Constitution* checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character. A *Constitution* check can model your attempt to push beyond normal limits, however.

The GM might call for a *Constitution* check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Retaining sobriety after the consumption of alcohol or other substances.

Hit Points

Your *Constitution* modifier contributes to your hit points. Typically, you add your *Constitution* modifier to each hit die you roll for your hit points.

If your *Constitution* modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your *Constitution* score when you reach 4th level and your *Constitution* modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your *Constitution* score so as to reduce your *Constitution* modifier by 1, your hit point maximum is reduced by 7.

Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

Intelligence Checks

An *Intelligence* check comes into play when you need to draw on logic, education, memory, or reasoning. The *Augment Grafting*, *Computer Use*, *Customs (Atrius)*, *Customs (The Fringe)*, *History*, *Literacy*, *Medicine*, *Occult*, *Use Technology*, and *Weapons Care* skills reflect aptitude in certain kinds of *Intelligence* checks.

Augment Grafting. Your *Intelligence (Augment Grafting)* check measures your ability to create and augment mechanical grafts into humanoid flesh. A lost art, this skill can only be utilized with training.

Computer Use. Your *Intelligence (Computer Use)* check allows you to interact with and override computers or digital interfaces throughout Atrius.

Customs (Atrius). Your *Intelligence (Customs: Atrius)* check measures your ability to recall customs, laws, districts, geography, social norms, politics and organizational structure within the walls of Atrius. This also covers current events.

Customs (The Fringe). Your *Intelligence (Customs: The Fringe)* check measures your ability to recall customs, geography, and social norms within the Fringe. More importantly this also measures your knowledge of where to acquire goods, your understanding of how various gangs & factions operate, current events, and gang lore/legends.

History. Your *Intelligence (History)* check measures your ability to recall lore about historical events, legendary people, ancient factions, past disputes, recent wars, and lost knowledge pertaining to technology. While Fringers and Atrians have different perspectives, this represents your memory of what was taught within your respective faction or heard growing up.

Literacy. Your *Intelligence (Literacy)* check measures your ability to read and write. Fringers are naturally illiterate and require training in this skill to have basic literacy. Atrians start off with literacy thanks to formal education.

Medicine. An *Intelligence (Medicine)* check covers your knowledge of a broad range of knowledge, from practical application of “common” drugs to the finer understanding of anesthesia. This also represents your understanding of why illicit and legal drugs do what they do and how to discern a healthy meal from poison.

Occult. Your *Intelligence (Occult)* check measures your ability to recall lore about deities, demons,

rites, prayers, obscure symbols, mutants, monsters, shadow men, and the practices of secret cults. For Atrians this more likely represents your knowledge of anti-Archon propaganda, Fringe cults, theoretical government conspiracies, and the like.

Use Technology. Your *Intelligence (Use Technology)* check measures your ability to recall lore about the technological marvels around the colony. The more you know about technology, the more likely you are to comprehend how future-tech weapons, armor, and equipment work, which is a rare talent.

Weapons Care. Your *Intelligence (Weapons Care)* check is your ability to lessen corrosion & deterioration to your gear, to modify pre-existing weapons, and to reduce the penalty for a critical failure on dangerous weapons. Fringers generally don't think twice before picking up an unspent casing off the dirt and loading it into their firearms. The average Fringe firearm jams on a 1-2 unless it is crafted or modified to a certain level of quality. See the Critical Failure Table under the weapons section for more details.

Other Intelligence Checks. The GM might call for an *Intelligence* check when you try to accomplish tasks like the following:

- Communicate with someone without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

Wisdom

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

Wisdom Checks

A *Wisdom* check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The *Insight*, *Investigation*, *Perception*, and *Treat Injury* skills reflect aptitude in certain kinds of *Wisdom* checks.

Insight. Your *Wisdom (Insight)* check decides whether you can determine the true intentions of a person, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Investigation. When you look around for clues and make deductions based on those clues, you make a *Wisdom (Investigation)* check. You might deduce

the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient texts in search of a hidden fragment of knowledge might also call for a *Wisdom (Investigation)* check.

Perception. Your *Wisdom (Perception)* check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or search a body for goods worth looting. Or you might try to spot things that are obscured or easy to miss, whether they are raiders lying in ambush on a road, snipers hiding in the shadows of an alley, or light under a closed secret door.

Treat Injury A *Wisdom (Treat Injury)* check lets you try to stabilize a dying companion or diagnose an illness. “It won’t look pretty, but you’ll still be able to smell things in a week or two.”

Other Wisdom Checks. The GM might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead body is alive or even trapped.

Firearm Attack Rolls

You add your *Wisdom* modifier to your attack roll when attacking with firearms, such as a Defender pistol or a scrap rifle.

Charisma

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

Charisma Checks

A *Charisma* check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The *Deception*, *Intimidation*, *Performance*, and *Persuasion* skills reflect aptitude in certain kinds of *Charisma* checks.

Deception. Your *Charisma (Deception)* check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn resources

through gambling, pass yourself off in a disguise, dull someone’s suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation. When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a *Charisma* or *Strength (Intimidation)* check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering gang lord to reconsider a decision.

Performance. Your *Charisma (Performance)* check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or altruistic nature, the GM might ask you to make a *Charisma (Persuasion)* check. Typically, you use Persuasion when acting with an altruistic nature, when fostering friendships, making cordial requests, or exhibiting proper etiquette. Examples of persuading others include convincing a secretary to let your party see a director, negotiating peace between warring factions, or inspiring a crowd.

Other Charisma Checks. The GM might call for a *Charisma* check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation



Additional Skill-Based Rules

Variant: Skills with Different Abilities

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in *Athletics*, for example, usually applies to *Strength* checks.

In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a proficiency to a different check.

For example, if you have to swim through a flooded tunnel, your GM might call for a *Constitution* check to see if you have the stamina to hold your breath that far. In this case, your GM might allow you to apply your proficiency in *Athletics* and ask for a *Constitution (Athletics)* check. So if you're proficient in *Athletics*, you apply your proficiency bonus to the *Constitution* check just as you would normally do for a *Strength (Athletics)* check.

Similarly, when your tough warrior uses a display of raw strength to intimidate an enemy, your GM might ask for a *Strength (Intimidation)* check, even though *Intimidation* is normally associated with *Charisma*.

Passive Checks

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden attacker.

Here's how to determine a character's total for a passive check: *10 + all modifiers that normally apply to the check*

If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

For example, if a 1st-level character has a *Wisdom* of 15 and proficiency in *Perception*, he or she has a passive *Wisdom (Perception)* score of 14.

The rules on hiding in the "*Dexterity*" section above rely on passive checks, as do the exploration rules.

Working Together

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the help action.

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

Group Checks

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when characters are navigating a ruined building, the GM might call for a group *Wisdom (Survival)* check to see if the characters can avoid the traps, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

Saving Throws

A saving throw—also called a save—represents an attempt to resist a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your *Dexterity* modifier for a *Dexterity* saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM.

Each *Archetype* gives proficiency in at least two saving throws. The intellectual archetype, for example, is proficient in *Intelligence* saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some creatures have saving throw proficiencies as well.

The difficulty class for a saving throw is determined by the effect that causes it.

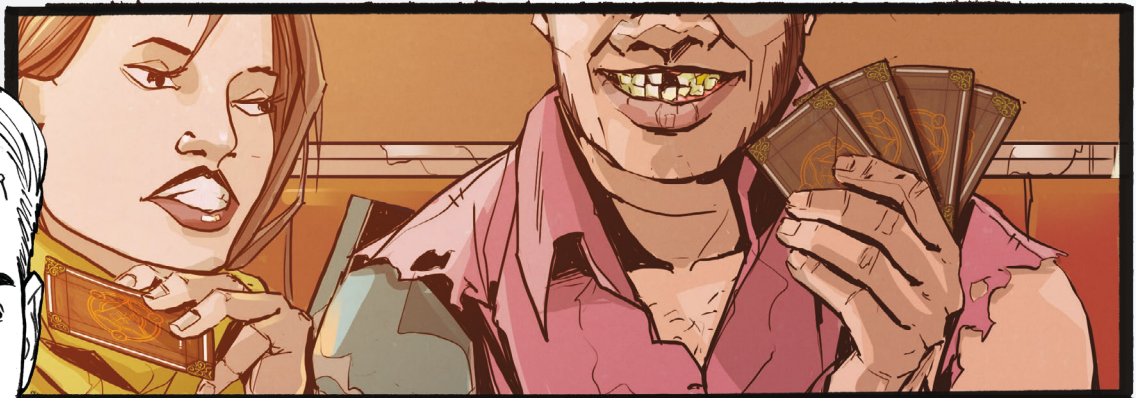
The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a person or object suffers no harm, or reduced harm, from an effect.



Character Creation

Utilizing the character sheet found at the rear of this book, here are the steps for creating a character from scratch:

- 1. Pick a Species (Atrian or Fringer) in Chapter 1**
 - a. Select a name, physical features
 - b. Select Attributes
 - c. Write down character's Species Traits
- 2. Pick an Archetype in Chapter 1**
 - a. Note starting hit points, Defense Bonus, Attribute Bonus, and Saving Throw Proficiencies
 - b. Select Skill Proficiencies
 - c. Select Archetype Special Abilities
- 3. Craft Your Character's Background in Chapter 2**
 - a. Select a Personality Trait, Ideal, and Flaw
 - b. Select a god for your character to worship (or not)
- 4. Pick an Occupation in Chapter 2**
 - a. Note Proficient Skills, Tool & Equipment Proficiencies, Traits, Bonuses, and Equipment
 - b. If a Fringer also select a secondary occupation
- 5. Purchase any last minute Equipment in Chapter 3**
- 6. Fill out last pieces of information**
 - a. Note Armor Class (AC), Initiative, Speed, Passive Perception, and calculate Skill Bonuses



LIBERTY

CHARACTER NAME

ARCHETYPE & LEVEL OCCUPATION

RACE EXPERIENCE POINTS PLAYER NAME



STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

SKILLS

Athletics (Str)

Augment Graft (Int)

Balance (Dex)

Computer Use (Int)

Customs [Atrius] (Int)

Customs [The Fringe] (Int)

Deception (Cha)

Demolitions Use (Dex)

History (Int)

Insight (Wis)

Intimidate(Cha)

Investigation (Wis)

Literacy (Int)

Medicine (Int)

Occult (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Slight of Hand (Dex)

Stealth (Dex)

Treat Injury (Wis)

Use Technology (Int)

Weapons Care (Int)

ARMOR CLASS INITIATIVE SPEED

CURRENT HIT POINTS

HIT POINT MAXIMUM _____

TEMPORARY HIT POINTS

TOTAL _____

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

THE MARK

GENERAL DEGREE

BACHELORS DEGREE

MASTER'S DEGREE

DOCTORATE DEGREE

MEDIC

COMBAT ABILITY:

1ST TIER LETHALITY

2ND TIER LETHALITY

3RD TIER LETHALITY

ADULT

PERSONALITY TRAITS

IDEALS

FLAWS

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE
MISC.	AMMO	RANGE
NAME	ATK BONUS	DAMAGE/TYPE
MISC.	AMMO	RANGE
NAME	ATK BONUS	DAMAGE/TYPE
MISC.	AMMO	RANGE
NAME	ATK BONUS	DAMAGE/TYPE
MISC.	AMMO	RANGE
NAME	ATK BONUS	DAMAGE/TYPE
MISC.	AMMO	RANGE

PASSIVE PERCEPTION [WISDOM]

OCCUPATIONAL INFO | PROFICIENCIES

EQUIPMENT

TIN

SHELLS

MEAL

WATER TOKENS

CREDITS

SPECIAL ABILITIES & TRAITS

Character Advancement

(Beyond 1st Level)

As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level.

When your character gains a level, his or her *archetype* often grants additional features, as detailed in the archetype description.

Every 4 levels (starting at Level 4) you are allowed to increase your ability Scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional hit die. Roll that hit die, add your *Constitution* modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

Constitution Increases

When your *Constitution* modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if your 7th-level tough character has a *Constitution* score of 18, when he reaches 8th level, he increases his *Constitution* score from 17 to 18, thus increasing his *Constitution* modifier from +3 to +4. His hit point maximum then increases by 8.

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4

The **Character Advancement** table summarizes the XP you need to advance in levels from level 1 through level 10, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.

Experience Points

The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement Table. For more advanced players: there is no such thing as "cross classing" as it doesn't make sense in the context of Atrius.

Hit Points and Hit Dice

You gain the hit points from your *archetype* as described for levels after 1st. You gain the 1st-level hit points for an archetype only when you are a 1st-level character.

You add together the hit dice granted by your *archetype* to form your pool of hit dice. For example, a fifth level agile character would have 5 hit dice, and each hit dice would be a d4.

Proficiency Bonus

Your proficiency bonus is always based on your total character level, as shown in the **Character Advancement** Table. For example, if you are a 5th level character, you have the proficiency bonus of a +3.

Archetype Special Abilities

When you gain a new level, you get to choose a new special ability for your selected archetype.

Extra Attack

If you gain the extra attack ability more than once, the features don't add together. You can't make more than two attacks with this feature unless it says you do.



Chapter 1: The DNA



“Anything that an individual cannot control about themselves”

The idea of this chapter is to create a body through which your mind will interact with the world. This body might be frail and ugly or it might be beautiful and powerful but either way this represents the core physical properties of your character. There are a few components to this chapter:

Species - There are only two known species on the planet, Atrian and Fringer.

- **Physical Features** - Defining physical characteristics of your selected species.
- **Traits** - Defining non-physical characteristics of your selected species.

Archetype - An individual's approach to problem solving.

- **Properties** - The physical properties of the selected archetype.
- **Special Abilities** - The special abilities associated with your archetype.



Atrian

Atrians, or Citizens as they prefer to be called, are the brave humans of the future. No real need to explain what a human is. After all, if you're reading this you probably fit this category well enough... As a generality, Citizens are extremely hygienic, wearing transparent gloves, privacy hoods that act as computers, and often pinning long hair.

Names

Citizens generally have a Roman or Greek inspired first name, and a surname from whatever ethnic culture they descended from. Names are most typically Indian, Chinese, Latin American, African, or Eastern European.

Skin Color

Skin comes in a variety of colors ranging from very pale (white) to very dark (black) and anything in-between. Some storytelling settings (feudal Japan,

many fantasy worlds, or the first Death Star from Star Wars) disregard ethnic diversity and only allow for one color of skin, however Atrius is a diverse blend of cultures! Many of them have blended to some degree and it makes for healthier children.

Eye Color

Citizens have many natural eye colors but through advances in technology (or a very unfortunate accident) some Citizens have the means to change the color of their eyes.

Hair Color

Citizens generally have access to means of bleaching or dyeing their hair a distinct color, even though it might have a different natural color. Citizens generally have one or two colors in their hair at most, and many do not deviate from their natural hair color after their adolescence.

Attributes

Citizens start off with 15 points using a purchase system to determine their attributes (below). Note that negative purchase points (such as selecting an Attribute score of an “8”) gives you bonus purchase points you can use toward increasing other attributes!

Point Cost	Attribute Score	Attribute Modifier
-4	7	-2
-2	8	-1
-1	9	-1
0	10	0
1	11	0
2	12	1
4	13	1
5	14	2
6	15	2
10	16	3
13	17	3
17	18	4



Physical Features:

Male

Height is typically between 4'8 and 6'5
Weight is typically between 110-300 lbs

Female

Height is typically between 4'8 and 6'1
Weight is typically between 80-250 lbs

Beyond the Average Height/Weight:

Underweight

A character suffers a permanent -2 to their Constitution attribute for every 10 lbs. that they are below their typical weight.

Overweight

A character suffers a permanent -5 movement speed and -1 AC for every 50 lbs. they are above the typical weights listed, and have a permanent +1 to their Constitution attribute.

Short

A character below the typical height gains a +1 to their armor class, and a +1 to Dexterity (Stealth) checks, but suffers a penalty of -5 to their movement speed, has -1 to their Strength attribute, and a disadvantage on Intimidation checks involving strength.

Tall

A character above the typical height gains +1 to their Strength attribute, +5 to their movement speed, and +1 to Charisma (Intimidation) checks, but suffers a -1 to their armor class and a -2 to Dexterity (Stealth) checks.

Age

As Citizens age, their physical ability scores decrease and their mental ability scores increase, as detailed on the below table. The effects of each aging step are not cumulative.

Table: Aging Effects [Atrian]

Age Category	Ability Adjustments
Young adult (12–16)	-3 to Strength and Constitution, -2 to Intelligence and Charisma, -1 to Dexterity and Wisdom
Adult (17–45)	Original scores
Middle age (46–65)	-1 to Dexterity and Wisdom, +1 to Intelligence
Old (66–85)	-2 to Strength, Dexterity, Wisdom, and Constitution, +2 to Intelligence
Venerable (85+)	-4 to Strength, Dexterity, Wisdom, and Constitution, +3 to Intelligence

Atrian Traits:

Educated: As a Citizen of Atrius who has passed through mandatory basic education, you have an understanding and proficiency of Atrian culture, history, government, language, and customs.

+1 Intelligence

Proficiency: Literacy

Proficiency: Customs (Atrius)

Conditioned: When not working, Citizens are encouraged to watch Broadcasts monitored by the Department of Public Affairs (DPA). As you are used to receiving truthful information from all sources, and having been plainly told what to do since birth you suffer a -2 to *Wisdom (Insight)* checks.



The Mark: As a Citizen you have the clearance needed to walk around checkpoints within Atrius and have all the identification you need thanks to the specialized tech-inks in your right hand. The Mark combines a debit system for financial transactions, your security clearance, your medical & social records, and any accolades you've received. Though visually represented on your hand, the Mark is read by chemical readers, so even if it's not visible, your information can be detected by scanners.

Basic Weapons Familiarity: All Citizens over the age of 17 have been trained in an extremely basic self-defense program as a part of their basic education. As such Citizens are proficient with all simple weapons.

No Access to Firearms: Except in exceptional circumstances Citizens without the 1st tier lethality Mark are forbidden from using any weapon that can fire more than a single shot without the need to be reloaded. Common self-defense weapons include tasers, pepper spray, and hand-weapons.

Income: Called "allocation" in Atrius, all Citizens must work during the week and are compensated for their work. MEAL is the currency of Atrius. Each individual canister of M (Meal) is known as a "Meal" and two Meal per thirty-two hour day is the standard recommended consumption rate for a healthy adult to not lose weight. Various flavors of Meal, the origins of which are unknown by Citizens, influence its value. A Citizen can generally hold 64 physical Meal at once, but generally converts physical Meal into Credits at a local banking station. The transaction rate is one Credit to one Meal.

Apartment: You have a place to call home (an apartment) that is large enough to support yourself and any family you may have... Nicer apartments or habitations are more costly, and are sometimes reserved for those with positions of honor within a given department or division.

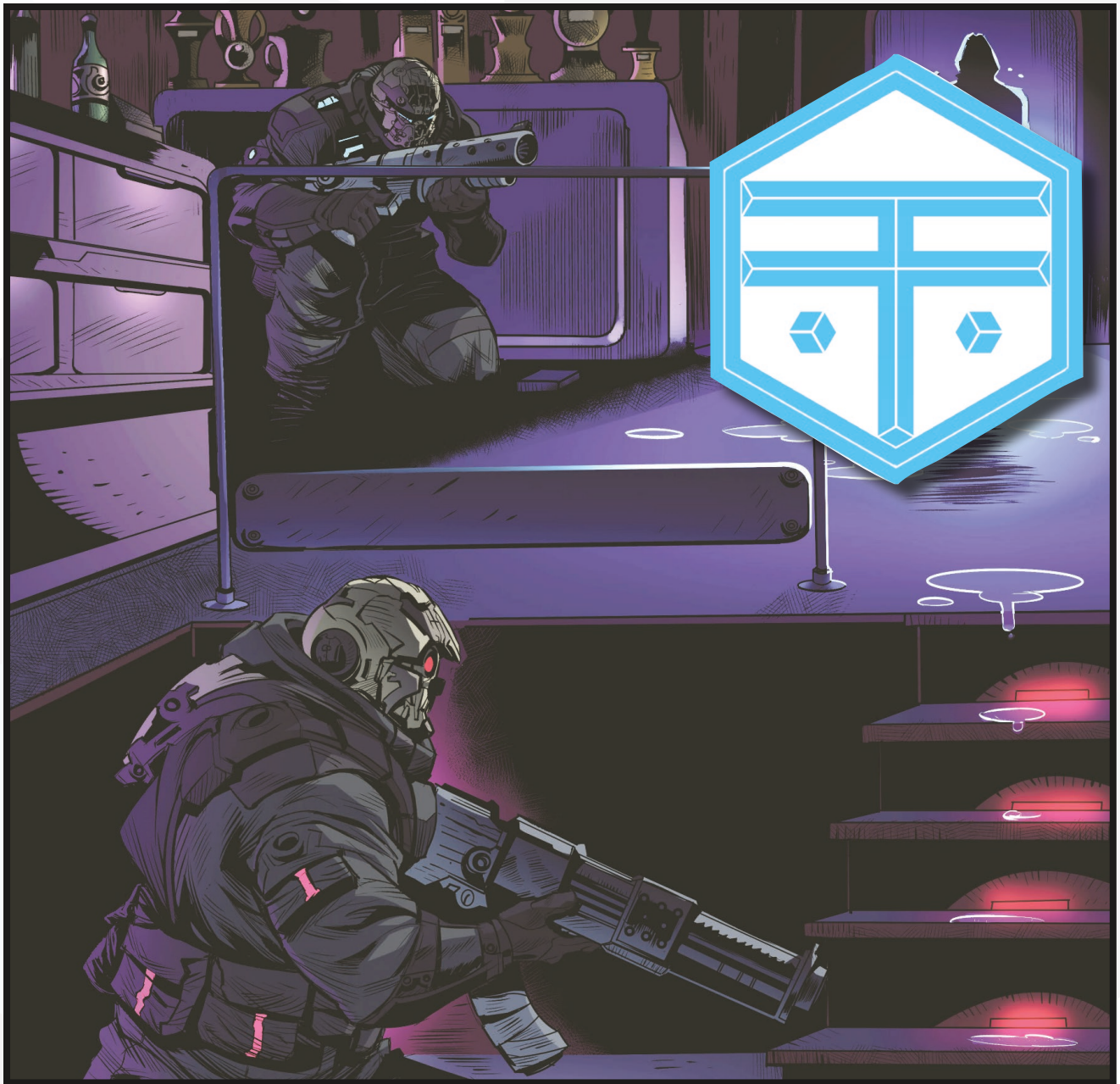
Familial Ties: Most Citizens keep in regular contact with their birth or adoptive parents and their direct sibling. Citizens are generally limited to having one child per Citizen. If they play an important role in your life, you should make a note of your family members, and what their basic personalities are.

Social Stigmas:



The Great Archon

Archon Reeve is the sole person responsible for the continued existence of Atrius. Practically deified because of her many achievements over Atrius' 700+ year history, she has kept the heathen cannibal gangs beyond the walls of Atrius at bay. Without her the world as you know it would simply collapse. While the Archon is reluctant to make public appearances you are familiar with her heroic deeds and appearance thanks to literature, historical media, and artistic depictions of the Archon. The Archon's name is used instead of "God", "Jesus", or "Shiva" in regular speech, and common sayings in Atrius include: "*May the Archon Watch over You*" and "*Reeve Endures.*"



Atrius: The Military State

Atrius was established as a final bastion of hope after mankind became irreversibly corrupt. Hidden away in the stars from the depraved un-men, the first colonists, your ancestors, accidentally brought the disease of Greed with them... Those who were infected with Greed became Fringers, and the government and its laws were established to protect you from them. All within Atrius try to work toward the betterment of the colony, and put Atrius before themselves. Corruption occasionally occurs, but the government has many ways in which to discern this and keep you safe. Atrius is divided into Districts 1-13. Districts with lower numbers are more safe and generally more wealthy than the Outer Districts. District 1 is known as the Central City District.

Fear of Reavers and the Division of Research and Development (DRD)

The Archon employs powerful bogeymen or super-soldiers that you have been told about since birth. Seven feet tall, armed with weapons that can pierce concrete, you may have a vague understanding that the government employs these powerful monstrosities to keep the Fringers at bay. It's also rumored that the DRD sometimes experiments on unlawful Citizens in an effort to better the quality of life in Atrius. That is why Citizens generally strive to avoid the DRD and why its members are sometimes stigmatized. It's never entirely comfortable to be around their kind.



Fear of the Fringe

All vile and detestable things come from the Fringe. It's responsible for a large portion of Citizen fatalities and Fringers, those who inhabit the Fringe, are the creatures that have devolved into anarchy, amorality, and cannibalism after becoming infected with Greed. Experiencing violence and resource scarcity on a daily basis has taken its toll, and it's widely known that Fringers are incapable of altruism or working together in any meaningful way beyond their fear-based gangs. It's partly due to their inability to work together that the countless Fringers have not unified and overwhelmed Atrius. That's also why Atrius has built a twenty story tall wall between itself and the Fringe.

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Language

Citizens speak "Atrian", which is a dialect of extremely proper and literal US-based English. Having no knowledge of Earth they avoid references to animals, plants, pre-colony human history, or modern idioms. Citizens are generally formal and polite when speaking and make use of larger words where applicable. They are a society with a 100% educated population, where every Citizen holds a meaningful role, which explains the need for formality in daily interactions.

Citizens don't "Shoot fish in a barrel", say things are "bull crap", or "make sense". They also avoid the words "good," instead opting for "nice" or "great." The Atrian language is phonetic and does not use English characters.

Common Atrian Sayings:

"That adds to eight" = That makes sense

"By the Archon" = Holy crap

"This is baseless" = This is bullcrap

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Fringer

Fringers are malnourished humans of the future who have endured the most difficult living situations imaginable for centuries and survived. Born in conflict, raised in conflict, and fighting every day just to survive, Fringers take no amenity for granted.

Names

Fringers are not often given a name at birth, but rather grow into one over time. Names, which can be a trait, visual descriptor, made up word, or Earth-based name, will sometimes evolve or change over time to suit the needs of the individual. Fringers typically lack surnames but will sometimes take a title or faction name in place of a surname like “Bridget the Ruffian or Sabina Kon.”

Skin Color

Skin comes in a variety of colors ranging from very pale (white) to very dark (black) and anything in-between. Some storytelling settings (feudal Japan, many fantasy worlds, or the first Death Star from Star Wars) disregard ethnic diversity and only allow for one color of skin, however Atrius is a diverse blend of cultures! Many of them have blended to some degree and it makes for healthier children.

Eye Color

Fringers have many natural eye colors but through advances in technology (or a very unfortunate accident) some Fringers also have the means to change the color of their eyes.

Hair Color

Fringers generally have access to means of bleaching or dyeing their hair a distinct color, even though it might have a different natural color. There is no common color of hair for Fringers, but long hair is generally a display of power within the Fringe.

Attributes

Fringers start off with 15 points using a purchase system to determine their attributes (below). Note that negative purchase points (such as selecting an Attribute score of an “8”) give you bonus purchase points you can use toward increasing other attributes!

Point Cost	Attribute Score	Attribute Modifier
-4	7	-2
-2	8	-1
-1	9	-1
0	10	0
1	11	0
2	12	1
4	13	1
5	14	2
6	15	2
10	16	3
13	17	3
17	18	4

Table: Aging Effects [Fringer]

Age Category	Ability Adjustments
Young adult (10–14)	-3 to Strength and Constitution, -2 to Intelligence and Charisma, -1 to Dexterity and Wisdom
Adult (15–39)	Original scores
Middle age (40–50)	-1 to Dexterity and Wisdom, +1 to Intelligence
Old (51–60)	-2 to Strength , Dexterity, Wisdom, and Constitution, +2 to Intelligence
Venerable (61+)	-4 to Strength , Dexterity, Wisdom, and Constitution, +3 to Intelligence

Physical Features:

Male

Height is typically between 4'8 and 6'5
Weight is typically between 100-300 lbs

Female

Height is typically between 4'8 and 6'1
Weight is typically between 75-250 lbs

Beyond the Average Height/Weight:

Underweight

A character suffers a permanent -2 to their *Constitution* attribute for every 10 lbs. that they are below their typical weight.

Overweight

A character suffers a permanent -5 movement speed and -1 AC for every 50 lbs. they are above the typical weights listed, and have a permanent +1 to their *Constitution* attribute. However, it should be noted that overweight characters are seen as very powerful individuals within the Fringe, as food is hard to come by, and the heavier someone is, the more attractive they are.

Short

A character below the typical height gains a +1 to their armor class, and a +1 to *Dexterity (Stealth)* checks, but suffers a penalty of -5 to their movement speed, has -1 to their *Strength* attribute, and a disadvantage on *Intimidation* checks involving strength.

Tall

A character above the typical height gains +1 to their *Strength* attribute, +5 to their movement speed, and +1 to *Charisma (Intimidation)* checks, but suffers a -1 to their armor class and a -2 to *Dexterity (Stealth)* checks.

Age

As Fringers age, their physical ability scores decrease and their mental ability scores increase, as detailed on the above table. The effects of each aging step are not cumulative. Fringers typically don't age as well due to a lack of nutrition.

Fringer Traits:

Survivor: As one who's fought to survive past adolescence you've learned what to look out for and survived consuming a number of things you probably shouldn't have eaten. One of your ability scores increases by 1.

Proficiency: Customs (The Fringe)

Proficiency: Low-light Vision

Fringers are nocturnal and thus you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hard to Kill: Fringers are naturally resilient and can add their proficiency bonus when rolling a death saving throw.

Apartment: Your home (if one exists) is entirely determined by your occupation.

Familial Ties: With the exception of tribal factions, most Fringers lack true familial ties, instead insisting that members of their faction are their family. If they play an important role in your life, you should make a note of your family members, and what their basic personalities are.



Fringer Social Stigmas:

The Archon

Archon Reeve is the big shadow lady that no one crosses and lives. That creepy vampiric scab is thousands of years old, and she's widely accepted as being the immortal god of the Inner City. You've probably seen a few depictions of her and its common knowledge to adolescents that she kidnaps and tortures children who misbehave.

The Inner City

The mindless slaves of the Archon known as "Innies" don't cross into the Fringe because they are too busy enslaving their own people, fighting each other for the Archon's favor, and being generally brainwashed to follow meaningless rules.



Language

Fringers speak a unique living-language variant of the "Atrian" language which is technically still the same language. Where Atrian is proper, the Fringe variant of the spoken language is full of slang, unique idioms, colorful insults, and euphemisms.

Having no knowledge of Earth, Fringers generally avoid references to animals, plants, human history, or modern idioms. Occasional mythological references to certain animals or plants might occur in the same manner modern humans might refer to a basilisk, dragon, or unicorn. There are literally thousands of localized Fringer dialects that may loosely resemble anything from Cockney, Ebonics, Ulster English, various Eastern New England accents, or something complete different.

Fringers typically lack the word "good," instead opting for "nice" or "great," and have a wide variety of slang which they use to refer to objects, places, and people. The Fringer written language is identical to Atrian, though most Fringers are illiterate. That being said books (digital and in extremely rare instances, physical) exist that are written in the older methuzalean languages from Earth. Those who can translate these books are even more rare. Most Fringers also have difficulty conveying duration due to a lack of watches and a nocturnal lifestyle.

Common Fringer Sayings:

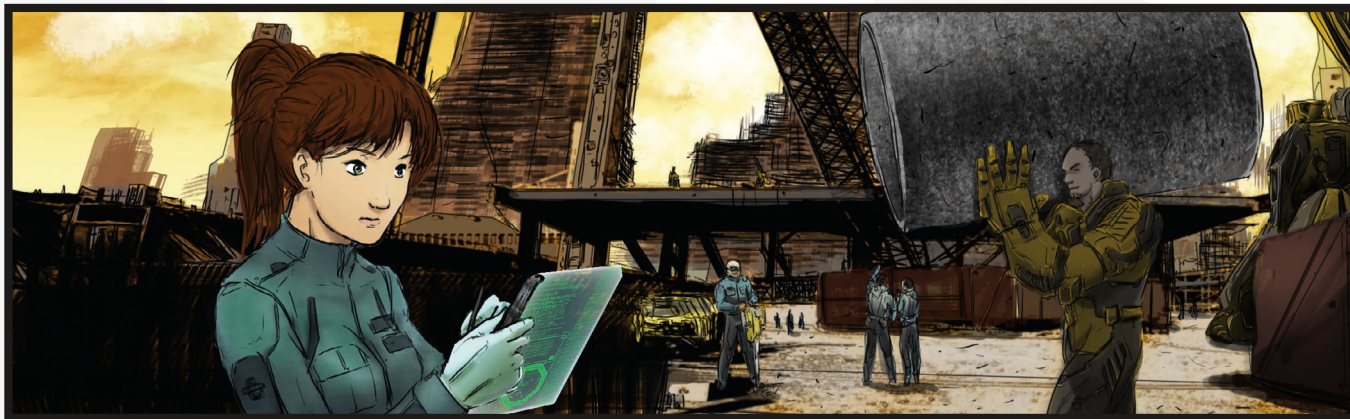
"Pulses" = Goons

"Starvin'" = Bloody or Effing (an expletive)

"Shut it" = Shut up

𐄂𐄃𐄄 𐄅𐄆𐄇𐄈 𐄉𐄊 𐄋𐄌𐄍𐄎𐄏𐄐
𐄑𐄒𐄓𐄔𐄕 𐄖𐄗𐄘 𐄙𐄚𐄛𐄜𐄝





Archetypes

"Your natural demeanor toward problem solving."

Archetype Descriptions

Hit Die

The number of hit points gained per level.

Starting Hit Points

The number of hit points gained at character creation.

Defense Bonus

Each archetype offers a natural bonus to your defense that is combined with a character's Dexterity modifier and armor bonus.

Attribute Bonus

When your character gains a level, his or her archetype often grants additional features, as detailed in the archetype description.

Saving Throw Proficiencies

Saving throws you gain proficiency in, based on your archetype.

Skill Proficiencies

This section provides a list of skills you can choose to be proficient in, based on your archetype.

Archetype Specific Abilities

The abilities gained at character creation and at subsequent levels. You may select two special abilities at character creation, and you gain one additional special ability for each level thereafter.

**Table: Archetype
Special Features by Level**

Level	Features	Proficiency Bonus
1st	Special Ability, Special Ability	+2
2nd	Special Ability	+2
3rd	Special Ability	+2
4th	Special Ability	+2
5th	Special Ability	+3
6th	Special Ability	+3
7th	Special Ability	+3
8th	Special Ability	+3
9th	Special Ability	+4
10th	Special Ability	+4



TOUGH ARCHETYPE

Hit Die: 1d6 + Constitution Modifier

Starting Hit Points: 11 + Constitution Modifier

Defense Bonus: +1 AC

Attribute Bonus: +2 to Strength or Constitution

Saving Throw Proficiencies: Strength, Constitution

Skill Proficiencies: (Choose two)

Athletics, Intimidation, Investigation, Perception, Weapons Care

Archetype Special Abilities

The following are special abilities exclusive to characters with the tough archetype.

Armor Proficiency: Light (Passive)

You have proficiency in light armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

Armor Proficiency: Medium (Passive)

You have proficiency in medium armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

Prerequisite: Armor Proficiency (light).

Armor Proficiency: Heavy (Passive)

You have proficiency in heavy armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

Prerequisites: Armor Proficiency (medium).

Cleave (Once Per Round)

If you deal an opponent enough damage to make the opponent drop (by reducing the opponent's hit points to 0), you get an immediate extra melee attack against another adjacent opponent. You cannot take a 5-foot step before making this extra attack. The extra attack uses the same weapon and the same bonus as the attack that dropped the previous opponent. This ability may only be used once per round.

Damage Reduction 1 (Passive)

You ignore 1 point of damage from melee and ranged weapons each time you take damage.

Damage Reduction 2 (Passive)

You ignore an additional 1 point of damage from melee and ranged weapons (DR 2 total).

Prerequisite: Damage Reduction 1.

Damage Reduction 3 (Passive)

You ignore an additional 1 point of damage from melee and ranged weapons (DR 3 total).

Prerequisite: Damage Reduction 2.

Extreme Effort (Twice per Day)

You can push yourself past your regular limits with a small burst of adrenaline. The effort must relate either to a Strength/Constitution check or a Strength/Constitution-based skill check. You must decide to use this ability before making the check.

The effort requires a full-round action and provides you with advantage on the check. This can also be used to stabilize yourself or retain consciousness. If used twice in a single day you suffer one level of exhaustion.

Full Swing: (Once per Encounter)

Full Swing represents putting all of your force into a single melee attack and causing the maximum amount of damage at the risk of exposing yourself. You must designate use of the Full Swing ability prior to making a single melee attack roll. If the attack hits you do not need to roll dice for damage, simply take the maximum result. This also applies to critical hits. If your attack roll misses while using the Full Swing ability, your target gets a free attack of opportunity to capitalize on your mistake as you stumble off balance.

Reckless Attack (Once per Round)

You throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn. Note: Cannot be combined with Full Swing. If used twice in a single combat you suffer one level of exhaustion.

Ignore Hardness (Once per Encounter)

You have an innate talent for finding weaknesses in objects. This allows you to ignore 2 points of an object's hardness when making a melee attack or Strength check to break it.

Improved Ignore Hardness (Once per Encounter)

You ignore 2 additional points of an object's hardness (for a total of 4), and have an advantage on your attack roll or strength check.

Prerequisite: Ignore Hardness.

Improved Melee Damage (Passive)

You have an innate talent for hurting people that increases your melee damage. You deal +1 damage on all melee attacks.

Great Melee Damage (Passive)

You deal an additional +1 damage on all melee attacks. (+2 total).

Prerequisite: Improved Melee Damage.

Advanced Melee Damage (Passive)

You deal an additional +1 damage on all melee attacks. (+3 total).

Prerequisite: Great Melee Damage.

Rage (Once per Encounter)

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While **raging**, you gain the following benefits:

Your Strength temporarily increases by +4.

Your Constitution temporarily increases by +6.

You have resistance to bludgeoning, piercing, and slashing damage.

You are unable to read, use technology, treat injuries, or concentrate on a non-physical task while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile character since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

When your rage ends, you suffer one additional level of exhaustion. You must finish a long rest before you can rage again.

Frenzied Rage (Once per Day)

You can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one additional level of exhaustion.

Prerequisite: Rage

Remain Conscious (Once per Day)

You gain the ability to continue to perform actions when you would otherwise be considered unconscious and dying. When your hit points reach 0, you can perform as though you were disabled, making either an attack action or a move action every round until you either die or your hit points return to 1 or higher. You can choose to succumb to unconsciousness if you think that doing so might prevent you from taking more damage.

Second Wind (Once per Day)

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d6 + your level. Once you use this feature, you must finish a short or long rest before you can use it again.

Tough

You're used to taking a beating and have a natural +1 to your armor class, representing your ability to get back up after being hit.

Unique Hobby (Passive)

After years of practice you have become proficient with a single type of tool. Select a tool you are not proficient in and gain proficiency in that tool.

AGILE ARCHETYPE

Hit Points: 1d4 + Constitution Modifier

Starting Hit Points: 9 + Constitution Modifier

Defense Bonus: +2 AC

Saving Throw Proficiencies: Dexterity, Wisdom

Attribute Bonus: +2 to Dexterity or Wisdom

Statistic Bonus: +5 Movement Speed

Skill Proficiencies: (Choose two)

Balance, Insight, Investigation, Perception, Sleight of Hand, Stealth



Archetype Special Abilities

The following are special abilities exclusive to characters with the agile archetype.

Armor Proficiency: Light (Passive)

You have proficiency in light armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

Armor Proficiency: Medium (Passive)

You have proficiency in medium armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

Prerequisite: Armor Proficiency (light).

Celerity (Once per Encounter)

You unleash a quick burst of speed. On your turn, you can use Celerity as a bonus action.

While **Celerity** is active, you gain the following benefits:

Your Dexterity temporarily increases by +4.

Your Wisdom temporarily increases by +2.

On your turn, you can take one additional action on top of your regular action and bonus action.

Your base speed increases by 5 feet.

You are unable to read, treat injuries, or concentrate on a non-physical task while using Celerity.

Celerity lasts for 3 rounds. It ends early if you are knocked unconscious. You can also end Celerity on your turn as a bonus action.

When Celerity ends, you suffer one level of exhaustion.



Cleave (Once per Round)

If you deal an opponent enough damage to make the opponent drop (by reducing the opponent's hit points to 0), you get an immediate extra melee attack against another adjacent opponent. The extra attack uses the same weapon and at the same bonus as the attack that dropped the previous opponent. This ability may only be used once per round.

Cunning (Passive)

Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion (Passive)

If you are exposed to any effect that normally allows a Dexterity-based saving throw for half damage (traps, explosions), you suffer no damage if you make a successful saving throw. Evasion can only be used when wearing light armor or no armor.

Finesse Fighting (Passive)

When making an attack with a slashing or piercing weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Improved Footwork (Passive)

You can no longer be flanked; as you can react to opponents on opposite sides of yourself as easily as you can react to a single attacker.

Improved Initiative (Passive)

You get a +4 bonus on Initiative rolls.

Increased Speed (Passive)

Your base speed increases by 5 feet.

Improved Increased Speed (Passive)

Your base speed increases by 5 feet. This special ability stacks with Increased Speed (10 feet total). *Prerequisite: Increased Speed.*

Opportunist (Once per Round)

You can make a melee attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the your attack of opportunity for that round.

Quick Draw (Passive)

You can draw or put away an extra weapon or item as a free action.

Quick Reload (Passive)

Reloading a firearm with a pre-loaded magazine or speed loader is a free action, without provoking an attack of opportunity. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine (typically a single shot weapon), is a move action.

Roll with the Damage (Once per Combat)

You have learned to lessen the damage from a potentially lethal attack. When you would normally be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), you can attempt to reduce the damage.

Makes a Dexterity saving throw (DC = damage dealt). If the save succeeds, you only take half damage. Note: Since this effect would not normally allow you to make a Reflex save for half damage, the Evasion special ability doesn't apply to this defensive roll.

Second-Story Work (Passive)

You climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier times five.

Unique Hobby (Passive)

After years of practice you have become proficient with a single type of tool. Select a tool you are not proficient in and gain proficiency in that tool.

INTELLECTUAL ARCHETYPE

Hit Die: 1d4+ Constitution Modifier

Starting Hit Points: 8 + Constitution Modifier

Defense Bonus: +0 AC

Saving Throw Proficiencies:

Intelligence, Wisdom

Attribute Bonus: +2 to Intelligence or Wisdom

Skill Proficiencies: (Choose three)

Balance, Computer Use, Customs (Atrius), Customs (The Fringe), Demolitions, History, Insight, Investigation, Medicine, Occult, Perception, Treat Injury, Use Technology, Weapons Care

Exceptional Focused Aptitude: You have the ability to truly become a specialist in a given field and every time you have the option to gain a new skill proficiency and one of the options includes a skill in which you are already proficient, you may instead substitute that proficiency for an additional +2 bonus in a skill in which you are already proficient (to a maximum of +4).

Archetype Special Abilities

The following are special abilities exclusive to characters with the intellectual archetype.

Calculated Risk (Passive)

For you, fighting is like a game of chess. Opportunity attacks against you are made with disadvantage.

Collateral Damage (Once per Combat)

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Prerequisite: Calculated Risk.

Diversion (Once per Encounter)

You have the ability to temporarily confuse a target through the use of ploy and deception. However, there must be a suitable reason or setup for such a diversion. The target must be within 30 feet of you, and must be able to hear and understand you, or your diversion.

To create a diversion, you must use a full-round action and make an Intelligence check (DC 15), and adding your level. If the Intelligence check succeeds, the target can attempt to resist on subsequent rounds.

The target resists the trick by making a Wisdom saving throw (DC 10 + your level + your Intelligence modifier). If the saving throw fails, the target remains dazed (unable to act, but can defend normally) for 1 round.

Note: This trick will not daze an opponent already in combat, but will still prevent them from attacking you directly.

A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys. This is a mind-affecting ability, not some sort of magic, so there must be a suitable reason to divert their attention.

Doctorate Mark (Passive) – Atrian Only

Truly exceptional in a given field, a Doctorate Mark earns you a +4 bonus to a single skill.

Choose your life's field of study:

Augment Grafting, Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care

Note: Cannot combine with any other education Mark earned through intellectual special abilities.

Prerequisite: An occupation within the DRD or RAD.

Master's Mark (Passive) – Atrian Only

With great expertise in a given field, a Master's Mark earns you a +3 bonus to a single skill.

Choose your life's focus:

Augment Grafting, Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care

Note: Cannot combine with any other education Mark earned through intellectual special abilities.

Prerequisite: Non-military, Non-Vigilant Occupation.

Bachelor's Mark (Passive) – Atrian Only

With much experience in a given field, a Bachelor's Mark earns you a +2 bonus to a single skill.

Choose your focused field of study:

Augment Grafting, Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care

Note: Cannot combine with any other education Mark earned through intellectual special abilities.

Exceptionally Skilled (Passive)

With a natural talent for a given skill, you choose a single skill and receives a +1 bonus on all checks with that skill. You may take this special ability multiple times; each time it applies to a different skill.

Note: Cannot be combined with any other education Mark or the skilled trade special ability.

Exploit Weakness (Once per Encounter)

You can designate one opponent and try to find ways to gain an advantage by using brains over brawn. Use your standard action to make an Intelligence check (DC 13) with a bonus equal to your level. If the check succeeds, for the rest of the combat you may use your Intelligence modifier instead of either Strength, Dexterity, or Wisdom on attack rolls as you notice weaknesses in your opponent's fighting style.

Note: While you can roll for this any round of combat, it only affects attacks made after the first round of combat.

Explorer (Passive)

You are particularly familiar with one type of environment and are adept at traveling through such regions. Choose one type of favored terrain: Inner City, Tunnels, Wastelands, or a limited segment of the Fringe (i.e. the South Eastern Fringe). When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

Difficult terrain doesn't slow your group's travel.

Your group can't become lost.

Even when you are engaged in another activity while traveling (such as scavenging, navigating, or tracking), you remain alert to danger.

If you are traveling alone, you can move stealthily at a normal pace.

Quick to Learn (Once per Encounter)

When someone hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that person so long as they attack with the same weapon type (slashing/bludgeoning/piercing).

Medical Training (Passive)

You are trained in the healing arts and receive advantage on Wisdom (Treat Injury) rolls used to stabilize an injured individual. Additionally, your ability to heal long term damage by using an advanced medical kit or when performing a complex surgery, further increases its healing abilities by +3 hit points per use.

Situational Awareness (Passive)

You are intuitively aware of your surroundings and add +2 to your passive perception to avoid surprise.

Extreme Situational Awareness (Passive)

Your social awareness are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, so long as you can see the attacker.

Prerequisite: Situational Awareness

Skilled Trade (Passive) – Fringer Only

You possess much experience in a given field, and have proficiency with a single skill. If you are already proficient with the selected skill it confers +2 bonus instead.

Choose the trade that you are proficient:

Augment Grafting, Computer Use, Customs (The Fringe), Demolitions, History, Investigation, Medicine, Occult, Sleight of Hand, Treat Injury, Use Technology, Weapons Care

Unique Hobby (Passive)

After years of practice you have become proficient with a single type of tool. Select a tool you are not proficient in and gain proficiency in that tool.



CHARISMATIC ARCHETYPE

Hit Die: 1d4 + Constitution Modifier

Starting Hit Points: 8 + Constitution Modifier

Defense Bonus: +1 AC

Saving Throw Proficiencies: Charisma, Wisdom

Attribute Bonus: +2 to Charisma or Wisdom

Skill Proficiencies: (Choose three)

Balance, Customs (Atrius), Customs (The Fringe), Deception, History, Insight, Intimidation, Investigation, Occult, Perception, Performance, Persuasion

Archetype Special Abilities

The following are special abilities exclusive to characters with the charismatic archetype.

Accomplished Liar (Passive)

You have a way with words when attempting to con and deceive. With this special ability you get a +2 bonus on any Deception or Persuasion checks you make while attempting to lie, cheat, or otherwise bend the truth.

Armor Proficiency: Light (Passive)

You have proficiency in light armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

Charm (Once per Encounter)

You get a +2 bonus on all Charisma-based skill checks made to influence members of a chosen gender who might be attracted to you. Note: Charm can't be used against characters who are unfriendly or hostile.

Coordinate (Twice per Day)

You have a knack for getting people to work together. To use this skill you spend a full round directing your allies to follow the plan. Make a Charisma check (DC 10), you provide any of your allies within 30 feet a +1 bonus on their skill checks, and within 15 feet a +1 bonus to their attack rolls so long as they are accomplishing the goal that was discussed. The bonus starts the first time you use this ability and lasts for a number of rounds equal to your Charisma modifier.

Note: You can only coordinate six allies at a time.

Cutting Words (Once per Encounter)

You learn how to use your wit to sap the confidence of others. When a target that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to roll 1d6 and subtract the number rolled from the target's roll. You can choose to use this feature after the target makes its roll. The target is immune if it can't hear you or if it's immune to verbal goading (I.E. computers, gun turrets).



Magnetic Personality (Once per Encounter)

You get advantage on all Charisma-based skill checks made to influence members of a chosen gender who might be attracted to you. Note: This still can't be used against characters who are unfriendly or hostile.

Prerequisite: Charm

Empathy (Once Per Encounter)

You have a knack for being sensitive to the feelings and thoughts of others just by glancing at them. This ability provides you with a +2 bonus on Deception, Persuasion, Intimidation, & Insight skill checks with a single target, provided you spend at least 1 minute observing your target prior to making the skill check.

Faith (One per Day)

You have a great deal of faith in either yourself, in the Archon, Atrius, your gang, a god, belief, or some combination. This unshakable belief allows you to add your Wisdom modifier to an attack roll, skill check, saving throw, or ability check.

Note: You need to declare that you're using your faith before making the roll. It takes a little faith...

Inspiration (Twice Per Day)

You can inspire others through an inspirational speech or by your very presence. To do so, you use a bonus action on your turn to choose one person other than yourself within 60 feet of you who can hear you. That person gains one Inspiration die, 1d6.

Once within the next 10 minutes, that character can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The character can wait until after he or she rolls the d20 before deciding to use the inspiration die. Once the inspiration die is rolled, it is lost. A character can have only one inspiration die at a time.

You regain any expended uses when you finish a long rest.

Medical Training (Passive)

You are trained in the healing arts and receive advantage on Wisdom (Treat Injury) rolls used to stabilize an injured individual. Additionally, your ability to heal long term damage by using an advanced medical kit or when performing a complex surgery, further increases its healing abilities by +3 hit points per use.

Situational Awareness (Passive)

You are intuitively aware of your surroundings and add +2 to your passive perception to avoid surprise.

Extreme Situational Awareness (Passive)

Your social awareness are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, so long as you can see the attacker.

Prerequisite: Situational Awareness

Storyteller (Passive)

You are an accomplished storyteller and gain advantage to a single area of expertise when conveying information in the form of a story for entertainment purposes.

Choose One:

Customs (Atrius), Customs (The Fringe), History, Occult, Performance

Taunt (Once per Encounter)

You have the ability to temporarily rattle a target through the use of insults and goading. The target must be within 30 feet of you, and must be able to hear and understand you.

To taunt a target, you must use a standard action and make a Charisma check (DC 15), adding your level as a bonus. If the Charisma check succeeds, the target will immediately attack the source of the taunting. The target can try to stop attacking you by making a Wisdom saving throw (DC 10 + Your level + Your Charisma modifier) on subsequent round. If the save fails, they continue to attack you until you fall unconscious, they fall unconscious, or they resist the taunt.

Unique Hobby (Passive)

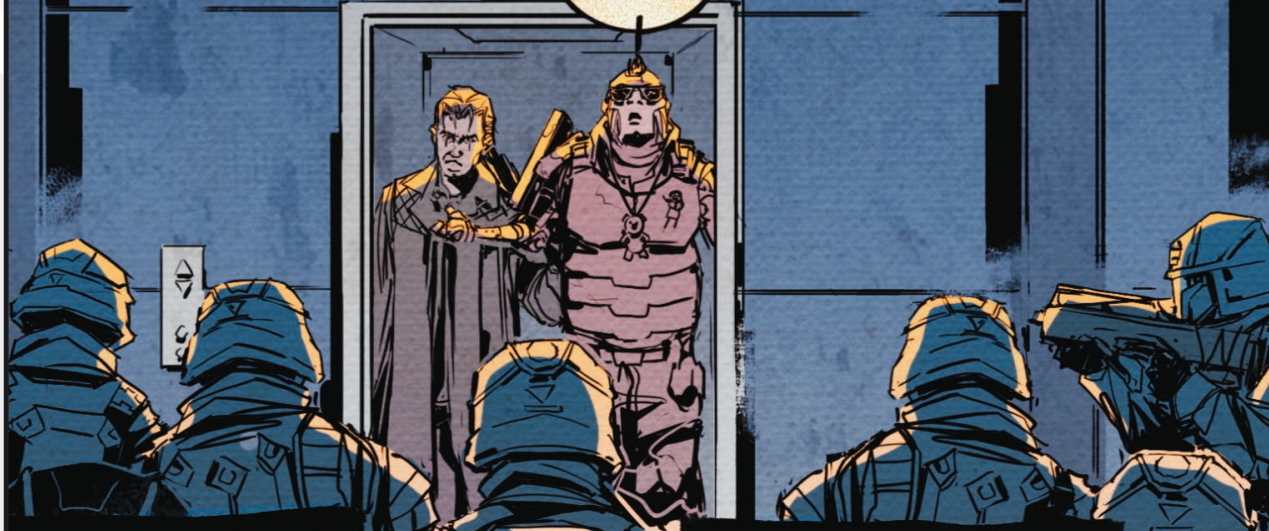
After years of practice you have become proficient with a single type of tool. Select a tool you are not proficient in and gain proficiency in that tool.

Works Well With Others (Passive)

When you attempt to aid an ally in a skill check, in addition to giving them advantage on the roll you also give them a +1 bonus to their check. This feat can be selected multiple times, each time increasing the bonus by +1.

Chapter 2: The Psyche





Decisions that have built up your character.

This chapter helps you discover how you interact within the world. There are a few components to this chapter:

Background – Crafting a history for your character and selecting personality traits, ideals, and flaws that you should strive toward when playing the role of your character.

Occupation - The defining career path and history of your character.

- **Requirements** – Prerequisites for an occupation.
- **Proficient Skills** – Skills you've gained through with your occupation.
- **Traits** – Proficiencies and special abilities associated with your occupation.
- **Equipment** - The starting equipment associated with your occupation.

For simplicity sake, backgrounds are located at the front of the chapter, though you will probably wish to craft your character's background once you have established their current occupation.

Background

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your ganger might have been a scavenger or a grizzled bounty hunter. Your accountant could be an artist or a retired military officer. Your Street Doctor might have gotten by as a weaver or commanded audiences as a talesman.

Crafting a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes and start your journey? Where did you get the resources to purchase your starting gear, or if you come from a wealthy background, why don't you have more resources? How did you become proficient in your skills? What sets you apart from ordinary people who share your occupation?

Inspiration

Inspiration is a rule the game master can use to reward you for playing your character in a way that's true to his or her personality traits, ideals, and flaws. By using inspiration, you can draw on your personality trait of compassion for the downtrodden to give you an edge in negotiating with the Beggar Prince.

Gaining Inspiration

Your GM can choose to give you inspiration for a variety of reasons. Typically, GMs award it when you play out your personality traits, give in to the drawbacks presented by a flaw or ideal, and otherwise portray your character in a compelling way. Your GM will tell you how you can earn inspiration in the game.

Note: *You either have inspiration or you don't—you can't stockpile multiple "inspirations" for later use.*

Using Inspiration

If you have inspiration, you can expend it when you make an Attack roll, saving throw, or ability check. Spending your inspiration gives you advantage on that roll.

Additionally, if you have inspiration, you can reward another player for great roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to that character.



Personality Trait – This is a single character quirk that you can outwardly present.

Ideal – This is a single defining characteristic that your character can actively strive toward.

Flaw – A character flaw is not intended to be wholly detrimental or self-destructive, rather a humanizing trait that gives your character dimension.

The following examples are not an exhaustive list, and you are encouraged to come up with your own traits.

Example Personality Traits:

Cooperative - “I like to work with others rather than work alone.”

Empathic - “I generally feel the pain and joy of others around me.”

Friendly - “I’d rather make an ally than offend a stranger.”

Gregarious - “I’m really friendly but dislike any form of authority”

Manipulative - “I always like to know more about others than they know about me!”

Morbid - “I find death and decay more interesting than gross.”

Outspoken - “I speak my opinion on things with little restraint.”

Obedient - “I eagerly follow orders I’m given, assuming I trust the one giving said orders.”

Superficial - “I enter each situation with a smile, but that rarely reflects my true self or intentions.”

Tactical - “I favor well thought out plans and will often over-think any situation or scenario.”

Uninhibited - “I find it’s more fun to go with the flow, unworried about previous experiences or old ties.”

Vain - “My hair must be perfect.”

Example Ideals:

Benevolent - “I work to assist others before taking care of my own needs.”

Domineering - “People waste too much time being diplomatic. I like to take charge of the situation.”

Dutiful - “I actively work to better my family and my family name.”

Idealistic - “I believe the world can be perfect and work to bring my vision into reality.”

Mighty - “The strongest are meant to rule and I will prove it.”

Patriotic - “The Archon gives life and no Fringer will convince me to give up my city.”

Professor - “I cannot silently endure ignorant people and I seek to educate those around me.”

Protector - “If I’m strong enough, I can keep those around me safe.”

Responsible - “It is my duty to respect the consequences of my actions and words.”

Sincere - “I speak the truth as there’s no use in pretending to be something I’m not.”

Technophile - “I seek a detailed understanding of all technology I encounter.”

Example Flaws:

Abrasive - “I don’t put much emphasis on using kind words.”

Ambitious - “I intend to get ahead in life, usually by knocking others out of my way.”

Deceitful - “I prefer to keep others in the dark in any scenario I control.”

Fanatical - “What I believe is my truth and I will fight those that oppose it.”

Flirt - “I can’t resist a pretty face.”

Greedy - “When I see the bottom line, I tend to ignore the risks involved.”

Gullible - “I’m too trusting, especial for those supposedly in need.”

Indulgent - “I can’t resist a drink.”

Materialistic - “I spend far too much on things.”

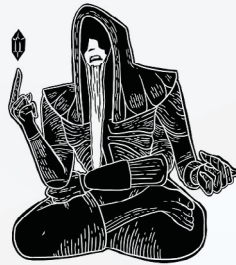
Paranoid - “I know there are people after me.”

Scornful - “Those that wrong me will find that error coming back to haunt them.”

Treacherous - “My word is only my bond until a better deal comes along.”

Religion

While Atrius is largely atheistic (as ordered by law) there are countless religious beliefs and pantheons of deities within the Fringe. This list represents a small list of some of the more well-known deities within the southern and eastern Fringe.



The Darkness Parthenon

The gods of darkness are a part of everyday life for those who believe in them and follow their ways, such as the Dark Kin. These noble gods demand blood sacrifices to strengthen themselves and save the world from being burned by the fierce light of Braes. While many regional variances exist regarding the overall stories, the roles each god plays within the stories generally remains the same throughout the Fringe. There are also sub-sects that only worship a specific deity within the Darkness pantheon, such as the Bone Clan's worship of Hegaros, the god of fear.

Generally worshipped by warrior clans or raiders, these gods are as often served by those who seek either power or to prevent the total annihilation of the world.

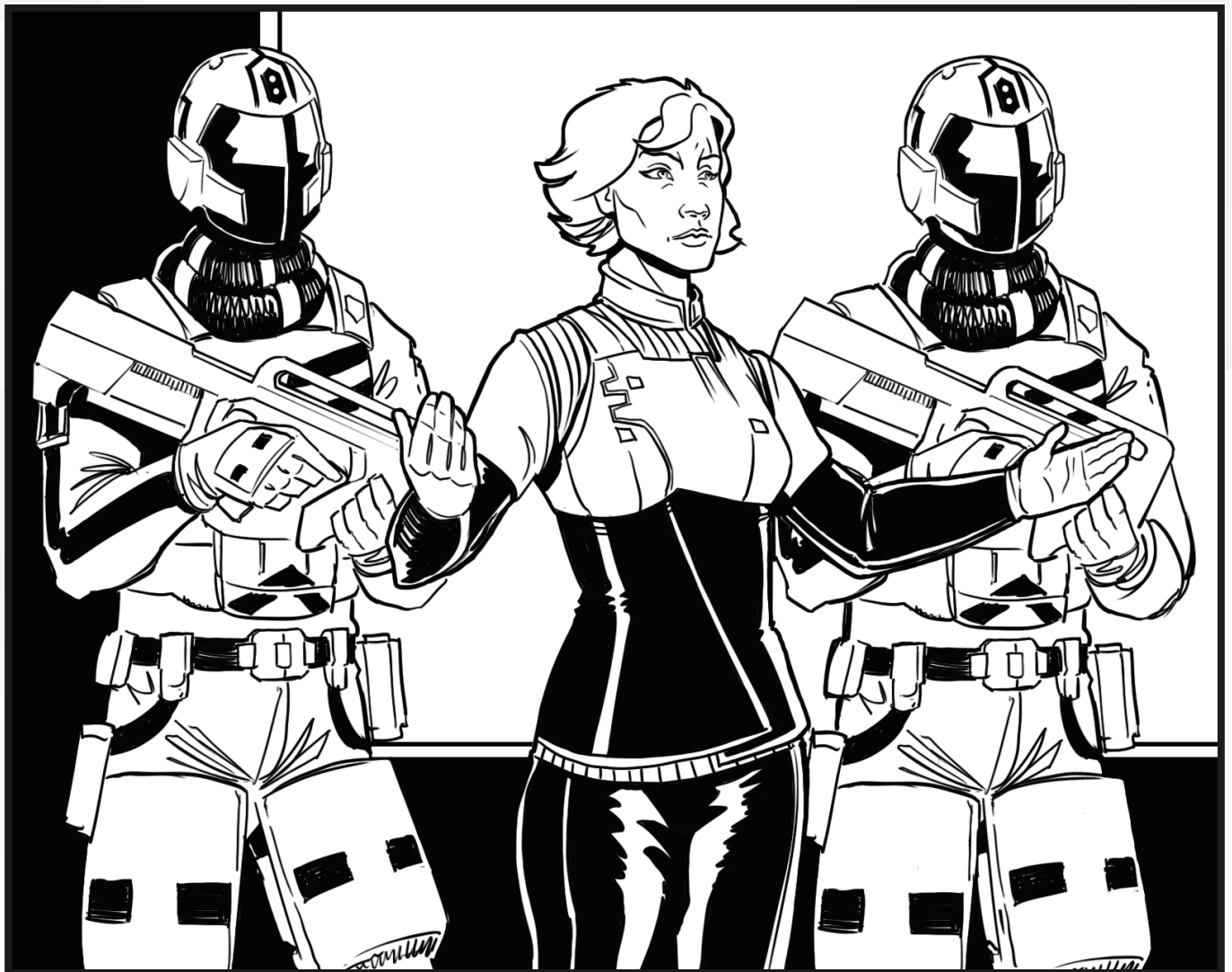
Darkness Pantheon Deities

Deity	Alignment	Domains	Symbol
Rhae Goddess of life, darkness, & blood	Lawful Neutral	Life, Death	A bound, four-armed woman holding a cup of blood
Prabius God of war, justice	Lawful Neutral	War	A two headed axe
Chienoe God of the hunt	Chaotic Neutral	War	A great beast wielding the two headed axe
Hegaros God of fear & bones	Chaotic Evil	Death, Trickery	A long, inhuman monster
Brython God of betrayal, cowardice, & secrets	Chaotic Evil	Knowledge	An eviscerated man
Liarcus God of knowledge	True Neutral	Knowledge	An old bearded man with a gem
Braes Goddess of lies, light, & death	Chaotic Evil	Light, Death	Three depictions of the same woman

Cult of the Archon Pantheon

Within the very walls of Atrius is an unpopular cult that deifies the great Archon and sees her closest advisors as saints. While the cult is illegal, members of the CDF and DEP often allow it to exist as they see no harm in a group that means well. Though extremely secretive and small in number, members of the cult can be found within almost every government division, and they meet irregularly to avoid suspicion.

Cult of the Archon Deities			
Deity	Alignment	Domains	Symbol
The Archon Goddess of protection & life	Lawful Good	Life, War	An old woman with a scar over one eye
Donovan The Prophet	Neutral Evil	Death	A black star over a crescent horizon
Lord West God of War	Neutral Good	War, Light	Both moons over a sunrise
The Order The lesser devils of sickness & war	Chaotic Evil	Famine, Death	A trigger emblem over an upside down pentagon
The Many God of balance	True Neutral	Order	A segmented circle





The Third Celestial Pantheon

Followers of this pantheon believe in a complex tableau of gods, divine heroes, and practically omnipotent monsters that vie for control of immortal souls. Complicating this divine tapestry is the fragmentation of the gods; each sect recognizes a different set of ancestral beings, one tribe's monster is another's god. There are 21 entities that come up in each tribe's mythology, while the specific play might cast them in a different light, the actors are the same. However, all within this order believe this is the 3rd reincarnation of the universe.

Third Celestial Pantheon Deities

Deity	Alignment	Domains	Symbol
Rhegea Goddess of the dead & the Earth	Chaotic Evil	Death, Nature	A bound, malformed woman
Hakai God of judgement, rebirth, & the sky	Lawful Good	Fortune, Life	A crescent and circle in front of an arrow headed staff
Niraj Goddess of passion, greed, & fire	Chaotic Neutral	Trickery, Wealth	A beautiful but stern woman with a burning hand
Racoi God of fortune, fate, & water	Chaotic Neutral	Fortune	Two dice rolling an "8"
Kolvus God of dreams, visions, & ambition	Chaotic Evil	Trickery, Fortune	A gaunt, bearded man, with a gem in his right hand
Serago God of destruction, battle, & rage	Chaotic Evil	Death, War	A bloody sword
Ezor God of misery, hunger, & disease	True Neutral	Nature	A vast drooling maw
Iratea Goddess of shadows & death	True Neutral	Death	A woman in shadow
Ristiga The Pack Beasts	True Neutral	Nature	A group of 3 beasts with 6 legs and 3 tails
Sarieth The Sleeping Beast	Lawful Evil	Death	An armless, legless beast inside a circle
Ferati The weaver of Dreams	Chaotic Evil	Knowledge	A black body with many legs
Isabella Kon The Mother	Lawful Good	War	A figure with axe heads for lungs
Herold Franks The Protector	Neutral Good	Knowledge	A shield and short sword
Noriko Iwata The Huntress	Chaotic Good	Life	Twin spears

Atrian Occupations



**Every Citizen within the walls of Atrius has a role...
What function do you provide, Citizen?**

Please note that the department heads, directors, and supervisors mentioned in each occupation assume the year to be 705.

Available Atrian Occupations

Dept. of Research and Development (DRD)

Vital Functions - Scientist
Vital Functions - Lab Assistant
Vital Functions - Maintenance Worker
Engineering Division - Engineer
Engineering Division - Maintenance Worker
Advanced Technology - Scientist
Division of Medicine - Medical Doctor
Vigilant Agent

Resource Allocation and Defense (RAD)

Security Officer
Allocations Manager

Department of Special Services

Division of Fringer Relations - Agent

Department of Internal Affairs

Division of Education & Prosecution - Educator
Division of Education & Prosecution - Arbitrator

Department of Public Affairs

Division of Community Order- Enforcer
Government Sanctioned Private Investigator
Broadcaster
Interactive Media - Artist

Department of Civil Defense

Civil Defense Officer-Soldier
Special Defense Officer-Soldier



Department of Research and Development [DRD]

Otherwise known as the DRD, the Department of Research and Development is responsible for maintaining all of the vital functions and technology that sustain Atrius. This department is led by Director Yale.

DRD: Division of Vital Functions [The V-F]

This is the scientific division responsible for the production and maintenance of all vital functions. Its security needs are generally provided by the RAD (Resource Allocation and Defense).

Subdivisions within The V-F:

- **GOPTMM** (Gravity, Oxygen, Pressure, Temperature, & Moisture Management)
- **Meal Production**
- **Radiation Shielding**

V-F Scientist

A leading researcher in a specific field of study that is vital to the survival of Atrius. For instance, those working within the GOPTMM subdivision specialize in one specific branch of GOPTMM, like Gravity Management, but work closely with scientists and maintenance workers of other branches as they're so closely tied together.

Requirements:

Age: 24+
Intelligence score of 13 or higher
A lifetime of dedication for science!

Proficient Skills:

Advanced Technology, Computer Use, Use Technology

Tool Proficiency:

Lab Tools

Traits: Master's Mark (Passive)

With great expertise in a given field, a Master's Mark earns you a +3 bonus to a single skill.

Choose your life's focus:

Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care
Note: Cannot combine with any other education Mark earned through intellectual special abilities.

Equipment:

V-F Scientist garb, V-F Badge, a Datapad, a 1.5e Privacy Hood, 8 Meal, 250 Credits, an Apartment in District 4, Lab Tools.

V-F Lab Assistant

A young researcher in a specific field of study that is vital to the survival of Atrius. Those in the GOPTMM subdivision specialize in one specific branch of GOPTMM, like Moisture Management, work under scientists and maintenance workers of the other branches as they're so closely tied together, while determining their future career and field of focus.

Requirements:

Age: 18+
Intelligence score of 11 or higher

Proficient Skills:

Advanced Technology, Computer Use, Use Technology

Tool Proficiency:

Lab Tools

Traits: Bachelor's Mark (Passive)

With much experience in a given field, a Bachelor's Mark earns you a +2 bonus to a single skill.

Choose your field of study:

Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care
Note: Cannot combine with any other education Mark earned through intellectual special abilities.

Equipment:

V-F Scientist garb, V-F Badge, a Datapad, a 1.5e Privacy Hood, 12 Meal, 150 Credits, an Apartment in District 7, Lab Tools.

V-F Maintenance Worker

A worker dedicated to the betterment and operational efficiency of Atrius. You work with all Sub-Divisions within the V-F and help assist in the more manual job functions like water reclamation.

Requirements:

Secrecy about on-site activities.

Proficient Skills:

Advanced Technology, Computer Use, Use Technology

Traits: Bachelor's Mark (Passive)

A Bachelor's Mark earns you a +2 bonus to a single field of study.

Choose your field of study:

Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care
Note: Cannot combine with any other education Mark earned through intellectual special abilities.

High Mental Constitution

When you see shocking things like dead bodies your first thoughts go to how they would best be cleaned up. You don't scare easily and few things unnerve you. You have advantage on any psychological checks you have to make.

Untrusting

Used to being lied to, you have +2 to discerning lies (negating the -2 for being Atrian!), as few clearly admit how the gear you maintain came to be broken or damaged.

Equipment:

V-F Worker garb, V-F Badge, a Datapad, a 1.2e Privacy Hood, 12 Meal, 94 Credits, an Apartment in District 12, a Maintenance Kit.

DRD: Engineering Division

The less vital and less classified functions of the colony fall within the Engineering Division. This division is protected by the RAD.

Subdivisions within the Engineering Division:

- Energy Maintenance
- Public Works
- Computer Systems
- Development & Sustainability
- Weapons Production
- Engineering & Tech-Ink
- Transportation

DRD Engineer

An engineering specialist within a specific field of study that is important to the survival of Atrius. This could cover any job function from a mining foreman, or an energy collection specialist, to a firearm tech.

Requirements:

Age: 24+

Intelligence score of 11 or higher

Proficient Skills:

Computer Use, Use Technology, and (choose one) Knowledge: Production OR Knowledge: Architecture OR Weapons Care OR Knowledge: Mining Tunnels

Tool Proficiency: Maintenance Kit

Traits: Master's Mark (Passive)

With great expertise in a given field, a Master's Mark earns you a +3 bonus to a single skill.

DRD Maintenance Worker

A worker dedicated to the betterment and operational efficiency of Atrius. This covers the more manual, labor intensive jobs of the DRD's Engineering Division. Jobs might include maintenance of broken technology, interdepartmental currier, or an underground miner.

Requirements:

None.

Proficient Skills:

Computer Use, Use Technology, and (choose one) Knowledge: Production OR Knowledge: Architecture OR Weapons Care OR Knowledge: Mining Tunnels

Tool Proficiency: Maintenance Kit

Traits: Bachelor's Mark (Passive)

With much experience in a given field, a Bachelor's Mark earns you a +2 bonus to a single skill.

Choose your field of study:

Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care

Note: Cannot combine with any other education Mark earned through intellectual special abilities.

Choose your life's focus:

Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care

Note: Cannot combine with any other education Mark earned through intellectual special abilities.

Equipment:

DRD Engineering Garb, DRD Badge, Datapad, 1.5e Privacy Hood, 32 Meal, 200 Credits, Apartment in District 6, Maintenance Kit.

Untrusting

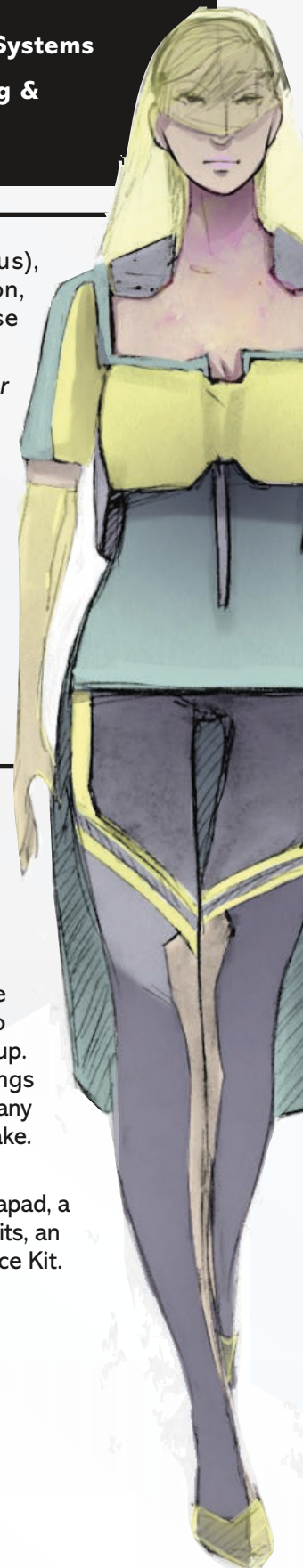
Used to being lied to, you have +2 to discerning lies (negating the -2 for being Atrian!), as few clearly admit how the gear you maintain came to be broken or damaged.

High Mental Constitution

When you see shocking things like dead bodies your first thoughts go to how they would best be cleaned up. You don't scare easily and few things unnerve you. You have advantage on any psychological checks you have to make.

Equipment:

DRD Worker garb, DRD Badge, a Datapad, a 1.0e Privacy Hood, 12 Meal, 80 Credits, an Apartment in District 11, Maintenance Kit.



ORD: Division of Advanced Technology [The A-T]

The A-T designs things that the Engineering and Vital Functions divisions manufacture. This is a catch-all division for Atrius' best minds, where specialists in the fields of Cybernetics, Computer Sciences, Military Technology, Security, and others are able to freely communicate and improve the quality of life for all Citizens. The largest setback is that a number of the great minds occasionally bicker and conceal information from their colleagues in an attempt to earn promotions and notoriety. As a result, there are dozens of secret and remote labs within Atrius and the Fringe that belong to elements of the A-T. This division is led by Dr. Shi and is solely protected by the Vigilant.



Advanced Technology Scientist

A leading researcher in a specific field of study that is vital to the future of Atrius. Perhaps you are working on a new privacy hood, firearm, or new holographic communication device. Your imagination is only limited by the monthly resources your lab is allocated.

Requirements:

Age: 30+

Intelligence score of 13 or higher

A lifetime of dedication for science and total secrecy about one's work.

Proficient Skills:

Advanced Technology, Computer Use, Use Technology

Tool Proficiency: Lab Tools

Traits: Master's Mark (Passive)

With great expertise in a given field, a Master's Mark earns you a +3 bonus to a single skill.

Choose your life's focus:

Augment Grafting, Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care

Note: Cannot combine with any other education Mark earned through intellectual special abilities.

Equipment:

A-T Scientist garb, A-T Badge, a Datapad, a 1.5e Privacy Hood, 4 Meal, 380 Credits, an Apartment in District 3, Lab Tools.

ORD: Division of Medicine

This division handles all breakthroughs in health improvement and maintenance apart from the A-T Division. Because the Archon is against something called "cloning," most of the breakthroughs within the Division of Medicine reflect the ability to keep a Citizen alive. Not strictly a research division, all doctors, psychologists and drug manufacturers also fall within the Medicine Division. Unknown to most it also oversees the production of military and non-military drugs, though in a secure and secretive environment. This division is led by Dr. Fernandez and is protected by a mix of Vigilant and RAD forces.

Medical Doctor

A leading healthcare specialist of Atrius.

Requirements:

Age: 24+

Intelligence score of 12 or higher

A lifetime of dedication for science, and often total secrecy about one's research.

Proficient Skills: Augment Grafting, Computer Use, Medicine, Treat Injury

Tool Proficiency: Medical Kit, Medical Kit (Advanced), Spider Surgical Glove

Traits: Master's Mark (Passive)

With great expertise in a given field, a Master's Mark earns you a +3 bonus to a single skill.

Choose your life's focus:

Augment Grafting, Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care

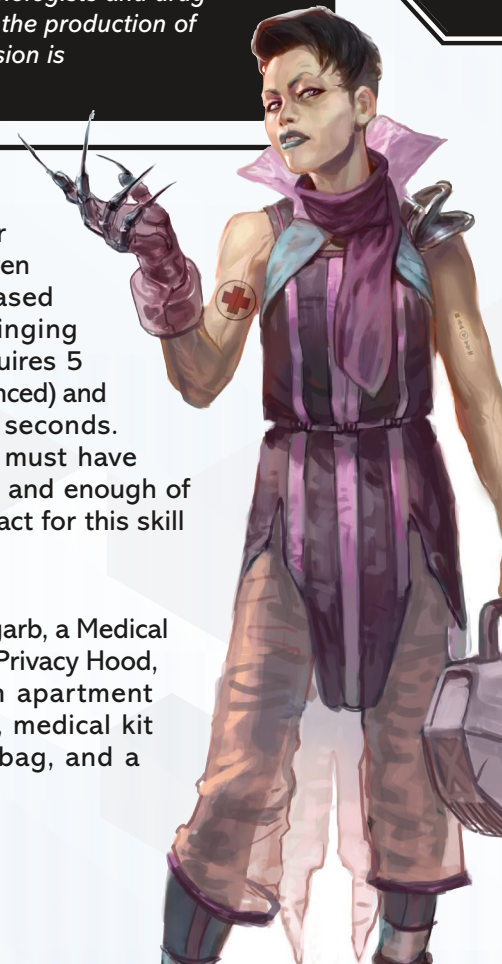
Note: Cannot combine with any other education Mark earned through intellectual special abilities.

Medical Mark: (Passive)

Doctors know how to use all medical devices to their fullest abilities and can even bring the recently deceased back from the dead! Bringing the dead back to life requires 5 uses of a medical kit (advanced) and takes approximately 60 seconds. The deceased character must have died within the past hour and enough of the character must be intact for this skill to work.

Equipment:

Doctor's garb, Operating garb, a Medical Badge, a Datapad, a 1.4e Privacy Hood, 6 Meal, 280 Credits, an apartment in District 5, medical kit, medical kit (Advanced), a portable bag, and a spider surgical glove.



DRD: The Vigilant

The vigilant are a secret division dedicated to protecting the scientific divisions and understanding scientific anomalies often attributed to being "occult" in nature. Originally created by the DRD to protect themselves from inter-departmental sabotage and fighting within the scientific community during the mismanagement of Doctor-Director Sabinus, the division has somewhat shifted from its duties as a sort of undercover scientific policing unit to a more external philosophy of preventing and eliminating unseen threats to Atrius. If there are rumors of monsters or fantastic technology within the Fringe, it is up to the Vigilant to find, study, and either recover or eliminate it. Like the supposed "Bureau of Investigations", Vigilant Agents have no rules and are so incredibly top-secret that the average Citizen has no idea that they exist. This can sometimes cause more damage than help so often times agents of the Vigilant insist that they're simply senior scientists within the A-T, which they often times are.

Vigilant Agent

A secret protector of Atrius.

Requirements:

Total secrecy about one's work. A false position within the DRD. Months or years of isolated training.

Proficient Skills:

Computer Use, Investigation, Use Technology

Tool Proficiency: Lab Tools

Firearm Proficiency

Traits: Third Tier Lethality Mark (Passive)

Generally restricted to military personnel, Third Tier Lethality represents the proficiency and certification of a Citizen to use and carry fully-automatic firearms, shotguns, and all forms of grenades or sprays.

Equipment:

DRD Uniform (complete with concealable breather-mask), DRD Badge, a Datapad, 8 Meal, 60 Credits, and an apartment in District 13, Lab Tools, Tillian Tzou Prototype 1.7a Privacy Hood, Experimental Safety Suit, Orca Pistol, Experimental

Unique Equipment

As a division created by DRD, Vigilant agents often have access to better weapons, armor, and encryption technology than any other division, however as some of it is still in the prototype phases there are admittedly still a few bugs in the system. The below items are among the secrets kept by the Vigilant.

Tillian Tzou Prototype 1.7a Privacy Hood

A new prototype hood that allows the user to:

- Scan the environment for anomalies or data (advantage to see a specific object or character you're looking for).
- Pull data on registered Citizens & targets to cross reference in the Vigilant database. Information typically includes medical history, criminal records, familial and occupational information.
- Link to the Vigilant Intranet that is interacted with using the user's hands (or one hand at half the speed).
- Improve Targeting with a linked Orca Pistol
- Improved Targeting: +1 to hit anything you set as a target using the Privacy Hood (movement action). You can only designate one target at a time.
- Additionally the hood allows anything targeted and hiding behind cover to be hit more easily as the hood actually bends Vigilant issued bullets, allowing shots to pass through any cover an enemy might be hiding behind after it's been targeted. This negates any defensive bonuses a target receives from being behind cover (or darkness), including disadvantage.

Experimental Safety Suit

The suit can fit under most types of light armor but provides no protection in and of itself, and is meant to look like most traditional DRD garb. The suit itself is fireproof, freeze-proof, and is fairly cut-resistant (2DR vs slashing attacks).

Built into the suit is an energy reduction shielding system that extends over the entire body of the user. This force field is effective at stopping anything moving towards a Vigilant's body at over a certain FPS. This does not generally affect any form of close combat or low-velocity ammunition rounds but works great against normal bullets. When being shot by a regular bullet the suit's energy field has an 80% chance to stop the bullet, HOWEVER after being successfully used 3 times within 8 hours or failing once, it requires a 12 hour cool-down time before it can be used again. Should this built-in safety be overridden (DC: 12 Intelligence (Use Technology)), the user will risk causing damage to the force-generation unit or themselves.

Orca Pistol, Experimental

1d10 damage Semi-Automatic, 13 round clip – with two full clips of ammunition

Vigilant Hierarchy:

The Vigilant have a hierarchy system that operates outside of traditional departmental protocols.

Level 1 - Director

The unknown leader(s) of the Vigilant. This position is said to actually belong to a single entity who leads, perhaps the Archon herself. A mysterious Director is also rumored to share this "level" of leadership, as opposed to it being a single individual. This director is rumored to possess abAtrian abilities and is said to have modified his/her body based on the research of the entire organization.

Level 2 - Senior

The 6 visible leaders of Vigilant are said to possess the aforementioned abAtrian abilities yet still appear entirely normal. They direct physical research stations from time to time and oversee all Vigilant actions. This is the highest level of leadership that most Vigilant agents will ever interact with.

Level 3 - Superior

Very unique specialists who help communicate and enforce the often-vague orders of Senior Agents. Superiors are the directors and planners who give specific orders to individual agents and who directly monitor and report on the division. This covers mission management, recruitment, training, and resource allocation. While Superiors try to work with one another occasionally their agents and missions will be at odds with one another.

Level 4 - Independent Agent

Although they might work in a small team, these agents make up the majority of the organization and are the Citizens all traitors and enemies of the Archon would fear... If they knew the organization existed.

Level 5 - Cells

Groups of 2-4 agents who do not yet possess the full skillsets necessary to operate individually. Some agents never develop the full set of skills required of an independent agent. As the Vigilant often recruits from within the DRD, a Cell group will represent a series of Vigilant agents posing as scientists within a science lab. Sometimes their coworkers are aware that they are being guarded by Vigilant agents, other times coworkers are the very individuals the Vigilant agents are investigating. Cells are generally crafted from groups that complement each other's skills and they are encouraged to learn all they can from one another.

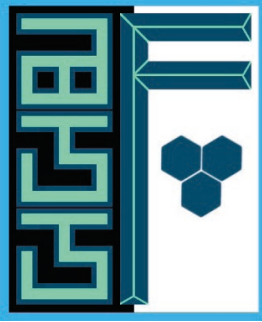
Level 6 - Neophyte

An agent-in-training who is still being indoctrinated and trained. Generally recruited at the age of 16, they rarely have opportunities to leave the training complex until after they are full agents.

Educator Level

A sub-group of independent agents dedicated to the training of new agents. Educators have generally been active Vigilant agents for a number of years. The education post is a retirement, of sorts, from active duty.





Department of Special Services [DSS]: Division of Fringer Relations [DFR]

Otherwise known as the DSS, the Department of Special Services is responsible for maintaining the Atrius Tower and providing reconnaissance on the events taking place within the Fringe.

While the Division of Fringer Relations was originally a diplomatic department aimed at maintaining basic communications with the Separatists, it's long since evolved into a subterfuge and reconnaissance-based division within the DSS. This division is run by Director Preston.

DFR Agent

A spy dedicated to protecting Atrius from the Fringe. You might be an assassin, an informant, or an Atrius-supported gang dedicated to weakening the more powerful gangs of the Fringe.

Requirements:

Total secrecy about one's work.
Years of training.

Proficient Skills:

Customs (The Fringe), Deception, and either (choose one) Demolitions or Occult or Stealth

Traits: Dual Citizen Mark *(Passive)*

You have the legal ability to pass freely beyond the Outer Wall.

Third Tier Lethality Mark *(Passive)*

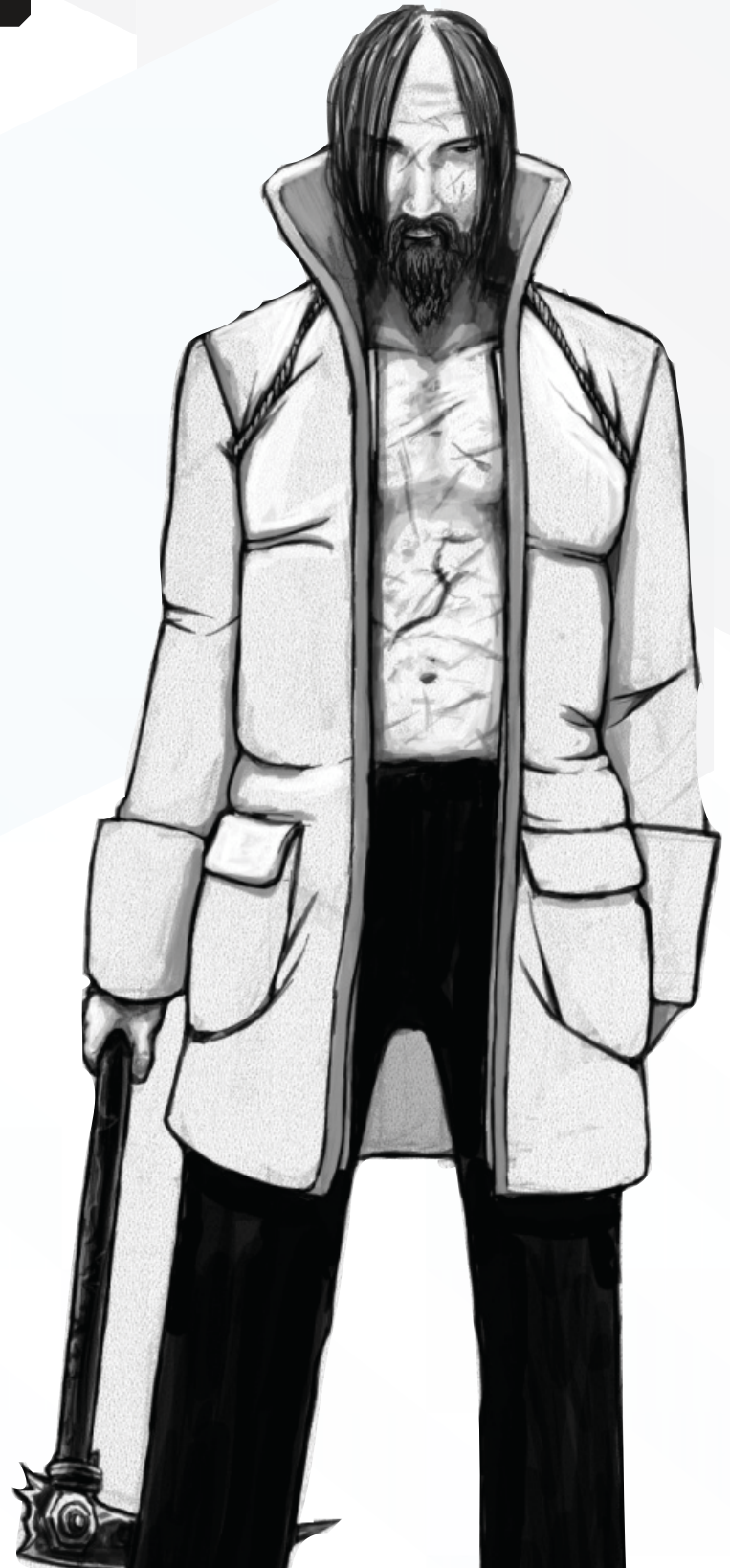
Generally restricted to military personnel, Third Tier Lethality represents the proficiency and certification of a Citizen to use and carry fully-automatic firearms, shotguns, and all forms of grenades or sprays.

Choose Two Proficiencies:

- **Firearm Proficiency**
- **Martial Weapon Proficiency**
- **Unarmed Proficiency**

Equipment:

Fringe garb, Plastic Armor, Atrian traveler's clothes, GSPI or DCO Badge, a false ID and documents, an old Datapad, 32 Meal, 60 Credits, An Apartment in District 12, one Atrian firearm of choice with two full clips of ammunition, and one close combat weapon of choice.





Department of Resource Allocation and Defense (RAD): Security

Otherwise known as the RAD, the Department of Resource Allocation and Defense is responsible for defending all permanent Atrian resources, structures, and Resource Manufacturing Facilities. In the interest of dividing its power, while the RAD both monitors and allocates resources they are prohibited from actually distributing them. This department is led by the venerable Chief Officer, Warden, and Director Sigmund Ringeck. The Security division guards all permanent installations, RMF's, prisons, and walls. While the CDF is a mobile military force with a specialty in clearing rooms, the RAD is proficient in defending their positions for days, weeks, and years at a time with minimal loss of resources. This division is personally commanded by Chief Officer Ringeck.

RAD Security Officer

A defender of Atrius and its resources.

Requirements:

Total secrecy about one's work.

Proficient Skills:

Insight, Perception, Weapons Care

Traits: Second Tier Lethality Mark (Passive)

Second Tier Lethality represents the proficiency and certification of a Citizen to use and carry semi-automatic firearms, non-lethal grenades or sprays, and all forms of close combat weapons.

Choose Two Proficiencies:

- Firearm Proficiency
- Martial Weapon Proficiency
- Unarmed Proficiency

Armor Proficiency: Medium Armor

Equipment:

RAD Uniform, RAD Badge, 4 Meal, 80 Credits, and an Apartment in District 9.

Choose one: A Datapad with Chest-Clip and Mid-Grade Tactical Gear, or Adv. Dense Plastic Armor and a Privacy Hood .8e (no Intranet connection off-site).

Choose One Firearm: Defender Pistol, Hammer Head Pistol, Semi-Automatic Squid Rifle, Tiger Shark Mk. V Hammer Head Pistol Variant, Trident Type A. Sniper Rifle

Firearm comes with two full clips of ammunition.

Choose One Personal Weapon:

Stun Baton, Shield, Utility Knife

Department of Resource Allocation and Defense (RAD): Management

The Management division of the RAD is an accounting wing that controls the allocation of Meal, energy, and other resources, though the IA actually distributes them. This division is headed by an accountant, Citizen Radovan Jalloh.

RAD Allocations Manager

An accounting specialist who holds the delicate balance of resource allocation in their hands.

Requirements:

INT 11 or higher.

Proficient Skills:

Investigation, Knowledge: Accounting/Math, Perception, Persuasion

Traits: Bachelor's Mark (Passive)

With much experience in a given field, a Bachelor's Mark earns you a +2 bonus to a single skill.

Choose your focused field of study:

Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care

Note: Cannot combine with any other education Mark earned through intellectual special abilities.

Equipment:

RAD Manager garb, RAD Badge, a Datapad, 1.3e Privacy Hood, 8 Meal, 780 Credits, an Apartment in District 1, a Handheld Gaming System or Traditional Deck of Old Fashioned cards.



Department of Internal Affairs [IA]

The Department of Internal Affairs is responsible for arbitration, resource distribution, threat detection, and the basic education of all Citizens. This department is led by Director Romulus West.

Division of Education & Prosecution [DEP]

The DEP handles arbitration matters as well as primary education for all Citizens. This division is regularly consulted to look into non-petty civil matters, inter-departmental disputes, and times when Citizen loyalty is called into question. The DEP works closely with the Division of Community Order, the CDF, Medical, and the

RAD in cases involving potentially dangerous Citizens. When these issues arise, the DEP forms a small committee to arbitrate and issue appropriate justice. All required general education is the DEP's responsibility, though the division relevant to a Citizen career is ultimately responsible for their intermediate and higher-level education. This division is led by Lumen Fredrick, who reports to Director West.

Educator

A teacher who will guide the future generations of Atrius.

Requirements: None.

Proficient Skills: Athletics, History, and either (choose one) Insight or Investigation

Traits: Master's Mark (Passive)

With great expertise in a given field, a Master's Mark earns you a +3 bonus to a single skill.

Choose your life's focus:

Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care

Note: Cannot combine with any other education Mark earned through intellectual special abilities.

Choose One Proficiency:

**Firearm Proficiency, Martial Weapon Proficiency
Unarmed Proficiency**

Arbitrator

An arbitrator of the laws of Atrius. You generally handle non-petty civil matters, inter-departmental disputes, and areas where the loyalty of a Citizen would be called into question.

Requirements: General secrecy about one's work.

Proficient Skills: History, Investigation, Insight

Traits: Bachelor's Mark (Passive)

With much experience in a given field, a Bachelor's Mark earns you a +2 bonus to a single skill.

Choose your focused field of study:

Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care

Note: Cannot combine with any other education Mark earned through intellectual special abilities.

First Tier Lethality Mark (Passive)

As weapons are prohibited for Citizens to carry without certification, First Tier Lethality represents the proficiency and certification to own and use a semi-automatic pistol, a bladed weapon up to 8-inches in length, a blunt weapon, and/or stunning weapon.

First Tier Lethality Mark (Passive)

Educators are prepared to protect their students from harm. As weapons are prohibited for Citizens to carry without proper certification and registration, First Tier Lethality represents the proficiency and certification of a Citizen to own and use a semi-automatic pistol, a bladed weapon up to 8-inches in length, a blunt weapon, and/or a stunning weapon.

Equipment:

IA Educator garb, IA Badge, a Datapad, 1.1e Privacy Hood, 6 Meal, 480 Credits, an Apartment in District 6, 2 portable games that can be played by groups of 2-15, and a Collapsible Stun Baton.

Choose One Weapon:

GNK-16 Pistol (2 rounds) with a wrist concealment kit OR Mini Pistol B (9 rounds) OR Stun Spray

Choose One Proficiency:

- **Firearm Proficiency**
- **Martial Weapon Proficiency**
- **Unarmed Proficiency**

Military Rank:

As you are the embodiment of justice, Citizens from most divisions, even military ones, will defer to your leadership unless they are of significantly higher rank. You can invoke your rank to exert influence over other soldiers and Citizens alike to requisition simple equipment for temporary use or call for their assistance. You can also usually gain access to restricted installations and facilities by the mere threat of a corruption investigation... Use this power wisely as you might find yourself under the scrutiny of an arbitration committee for misconduct.

Equipment:

IA Commissar garb, IA Badge, a Datapad, 1.3e Privacy Hood, 6 Meal, 340 Credits, an Apartment in District 7

Choose One Weapon:

GNK-16 Pistol with wrist concealment kit OR Mini Pistol B OR Stun Spray OR Collapsible Stun Baton



Department of Public Affairs [DPA]

The Department of Public Affairs is responsible for the distribution of information, the regulation of art, maintaining morale, and upholding basic law. This department is led by Director Tiberius Kane.

Division of Community Order [DCO]

The Division of Community Order handles nonviolent (or domestic/petty) law and its enforcement within Atrius. The division with the lowest education requirement and the lowest mortality risk, the DCO is generally only authorized to carry nonlethal weapons and is the preferred secondary (or part-time) job for most Citizens. With less required training, minimal firepower, and less authority than the CDF, the DCO are limited in scope to local investigations and searches, domestic conflicts, day and night patrols, missing persons investigations (which can include those who fail to report for duty), and dispute resolution.

Despite the division's reputation as having the lowest collective education amongst its employ, it takes a fair amount of training and the right mindset to become a successful community enforcer. All must serve Atrius in the way they're best suited, and as such members of the DCO range from extremely enthusiastic and effective to borderline apathetic. Unlike the strict regulations and paperwork associated with the CDF, the DCO is very free form, and except for scheduled patrols there is a great degree of diversity in workload, and a certain freedom in how enforcers can allocate their time against an unending stream of tasks. The DCO also accepts part time volunteers. This division is headed by First-Captain Weyland.

Full Time Enforcer

An enforcer of the laws of Atrius.

Requirements: General secrecy about one's work.

Proficient Skills: Investigation, Insight, Perception

Traits: **First Tier Lethality Mark** (Passive)

As weapons are prohibited for Citizens to carry without proper certification and registration, First Tier Lethality represents the proficiency and certification of a Citizen to own and use a semi-automatic pistol, bladed weapon up to 8-inches in length, blunt weapon, and/or stunning weapon.

Choose Two Proficiencies:

- **Firearm Proficiency**
- **Martial Weapon Proficiency**
- **Unarmed Proficiency**

Investigative Clearance:

You are the enforcement of the laws of Atrius. Though you strictly handle non-violent offenses, you can invoke your rank to exert influence over soldiers and Citizens alike when they are suspect to such an investigation. You can also usually gain access to personal residences when required. No one is above the law, though it is advised that you use your power with respect, lest you find yourself under the scrutiny of an arbitration committee for misconduct.

Equipment:

DCO garb, DCO Badge, a Datapad, a 1.1e Privacy Hood, 8 Meal, 200 Credits, an Apartment in District 10.

Choose Two Weapons:

GNK-16 Pistol (4 rounds, 2 clips) with wrist concealment kit OR Mini Pistol B (18 rounds, 2 clips) OR Stun Spray OR Collapsible Stun Baton



DPA: Government Sanctioned Private Investigations [GSPI]

As the name implies, this division handles the sanctioning and regulation of all Government Sanctioned Private Investigators. They can be simple investigators, mercenaries, and bodyguards, although some of them are rumored to be hitmen. However, the most common function of a GSPI is the investigation into personal matters which would otherwise not warrant the attention of the DCO or the DEP.

A mix of lawyer and spy, it falls upon the GSPI to help citizens who have been wronged prove their innocence, or prove the guilt of the party being accused. Investigators have access to an assortment of legal and "grey" tools that allow them to infiltrate the personal lives of those in question. The pay of a GSPI is uncertain, as they are paid by the job, and while a fair number of government jobs open up regularly, the most romanticized and popular jobs are of freelance nature. Individual Citizens will pay for a GSPI to investigate an issue with resources out of their own pockets, which are fully reimbursed (at government sanctioned rates) if the investigation proves the crime in question. The GSPI works closely with the DCO, and many GSPI's also work part time with the DCO. Not intended to be hired thugs, GSPIs are strongly regulated by strict rules and are only allowed to own second tier lethality weaponry. This division is headed by Citizen Iulia Midus.



Private Investigator

An investigator of hidden threats within Atrius. Traditional areas in which GSPIs work include poor arbitration decisions, marital infidelity, overpayments, intentional clerical errors, and reports of Citizens engaging in unlawful activities.

Requirements:

General secrecy about one's work.

Proficient Skills:

Investigation, Insight, Perception

Tool Proficiency: Hacker's Tools

Traits: Second Tier Lethality Mark (Passive)

Second Tier Lethality represents the proficiency and certification of a Citizen to use and carry semi-automatic firearms, non-lethal grenades or sprays, and all forms of close combat weapons.

Untrusting

Used to being lied to, you have +2 to discerning lies (negating the -2 for being Atrian!). Some Citizens will say just about anything to avoid suspicion.

Skilled:

As one who was not formally trained in a specific field, you learned to excel through firsthand experience and get a +1 bonus to a select skill set.

Choose Two: Computer Use, Deception, Insight, Intimidation, Investigation, Occult, Perception, Persuasion, Stealth, Weapons Care

Investigative Clearance:

You are the enforcement of the laws of Atrius. Though you are generally more comfortable working when NOT being seen, you can invoke your rank to exert influence over soldiers and Citizens alike when they are suspect to such an investigation, though the respect given to Private Investigators only works half of the time at best. You can also usually gain access to personal residences when required by using an over the counter hacking tool. No one is above the law, though it is advised that you use your power with respect, lest you find yourself under the scrutiny of an arbitration committee for misconduct.

Choose Two Proficiencies:

Firearm Proficiency
Martial Weapon Proficiency
Unarmed Proficiency

Equipment:

GSPI garb, a Concealed Vest, Clothes for any branch of government, GSPI Badge, a 0.8e Privacy Hood (no Intranet), a Hacking Tool, 16 Meal, 80 Credits, and an Apartment in District 13.

Choose Two Weapons:

Collapsible Stun Baton, Defender Pistol, GNK-16 Pistol (4 rounds, 2 full clips) with wrist concealment kit, Hammer Head Pistol (2 full clips), Mini Pistol B (18 rounds, 2 full clips), Stun Spray, Tiger Shark Mk. V Hammer Head Pistol Variant (2 full clips), Utility Knife



DPA: Broadcast Division

The Broadcast division controls the creation and regulation of all communications to Citizens. Functions include the generation of up to date news, departmental broadcasts or updates, and general broadcasts (visual and audio). This division is headed by Citizen Paulos Abury.

Broadcaster

A bright personality who helps spread knowledge and current events throughout Atrius.

Requirements:

Secrecy about one's work.

Proficient Skills:

Investigation, Persuasion, Performance

Naturally Trusted

+1 to your Charisma attribute. Those within the Broadcast Division have a Knack for being trustworthy.

Traits: Bachelor's Mark (Passive)

With much experience in a given field, a Bachelor's Mark earns you a +2 bonus to a single skill.

Choose your focused field of study:

Computer Use, Customs (Atrius), Demolitions, History, Investigation, Medicine, Occult, Treat Injury, Use Technology, Weapons Care

Note: Cannot combine with any other education Mark earned through intellectual special abilities.

Equipment:

Broadcaster's garb, DPA Badge, a Datapad, a 1.4e Privacy Hood, 6 Meal, 340 Credits, and an Apartment in District 4.

DPA: Interactive Media

The only subdivision within Broadcast is Interactive Media, which handles the regulation and distribution of all forms of art. Art is defined as anything beyond that which is vital and includes fictional broadcasts, all forms of music, aesthetic food (non-Meal), barbers, fashion products and design, clothing, gaming devices & games, artistic furnishings, recreational software, and some toiletry products.

Artist

A talented Citizen who brings joy to Atrians with their unique trade.

Requirements:

A specific trade (see below).

Proficient Skills:

Insight, Persuasion, and (choose one) Computer Use or Performance or Sleight of Hand

Equipment:

Artist's garb, Artist's Badge, a Datapad OR a 1.3e Privacy Hood, Tools associated with your trade, 3 Meal, 440 Credits, and an Apartment in District 3.

Traits: Trade (Passive)

With a true talent for creating a physical good, or working in a unique service industry, you get +4 to any skill check that involves your trade. You must specify your trade. Examples include visual art, interactive media design, aesthetically designed food, music, or writing. If your trade requires tools you gain proficiency in using those tools.





Department of Civil Defense [DCD]: Civil Defense Force [CDF]

The Department of Civil Defense is responsible for protecting Atrius and all its Citizens.

The only division within the DCD is the Civil Defense Force, but there are separate echelons that define the role of a soldier within the department. Each echelon works within the same chain of command and has the same objective of keeping Atrius and its strategic resources safe from threats.

The CDF is a sort of brotherhood to itself, sorting through the requests from the various departments and organizing them by what the CDF views as more or less urgent. One common bond shared between all members of the CDF that they must all pass through a ritualistic period of isolated training and education.

This bond is said to sometimes outweigh the bonds Soldiers have with other Divisions or Atrius itself, and it is also whispered that corruption and bribes within the CDF are more common than in any other Division.

The CDF allows a degree of freedom in the hairstyles, hair-colors, makeup, tattoos, and piercings of its Officers. For instance, black lipstick is said to be worn only by those who have made a kill or survived a harrowing ordeal. In times of war this department controls all other branches of military and this department is led by Director and Chief of Defense Nevina Javan.

CDF Officer-Soldier

A protector of Atrius and its Citizens. Job functions include day to day law enforcement and patrols, raids on Atrian points of interest within the Fringe, first-response work, installation defense, investigations, threat assessment and threat elimination.

Requirements:

None.

Proficient Skills:

Athletics, Demolitions, Weapons Care

Traits: Third Tier Lethality Mark *(Passive)*

Generally restricted to military personnel, Third Tier Lethality represents the proficiency and certification of a Citizen to use and carry fully-automatic firearms, shotguns, and all forms of grenades or sprays.

Choose Three Proficiencies:

- **Firearm Proficiency**
- **Martial Weapon Proficiency**
- **Unarmed Proficiency**
- **Armor Proficiency: Medium Armor**

Equipment:

CDF Uniform, CDF Badge, 6 Meal, 40 Credits, 2 Fragmentation Grenades, 1 Flashbang, and an Apartment in District 11.

Choose One Armor Set:

Full Tactical Armor, OR Tactical Armor and a Privacy Hood .8e, OR Adv. Dense Plastic Armor and a Privacy Hood .8e.

Choose One Firearm:

Firearm comes with two full clips of ammunition.

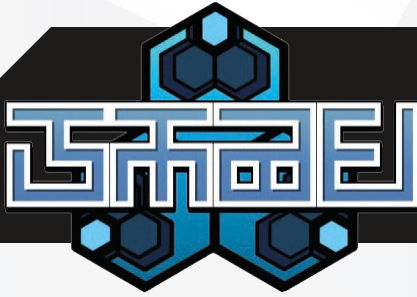
Piranha Combat Shotgun, Squid Automatic Rifle, Tiger Shark Mk. VI

Choose One Weapon:

Stun Baton or Utility Knife

Bond: The Brotherhood

Officers of the CDF are not typically under the scope of other government divisions because they are largely self-governing, and officers of the CDF share a close bond. This bond allows them to engage in bribes, drug use, and illicit activity without attracting too much unwanted attention because most officers of the CDF feel a responsibility to protect their metaphorical brothers and sisters. This causes them to generally ignore such activities, however, clear acts of treason against the Archon will not be tolerated under any circumstances.



DCO: Special Defense Force [SpDF]

While the CDF handles the bulk of the fighting and enforcement of law, the SpDF consists of elite tactical units designed to accomplish a specific objective. Very unit driven, the SpDF is made up of small, two to twelve man teams.



SpDF Officer-Soldier

*A protector of Atrius and its Citizens.
A specialist within a larger team.*

Requirements:

STR 11, DEX 12

Proficient Skills:

Athletics, Stealth, Weapons Care

Specialization:

Choose your specialization, which determines your proficiencies and equipment selection. All Firearms come with two full clips of ammunition.

Specialization: (Choose One)

Skill – Armor – Primary Weapon – Extra Gear

Sharp Shot: Perception

–Full Tactical Armor – Squid Auto AR -1 door breaching charge – 2 flashbangs

Point Specialist: Perception

– Adv. Dense Plastic Armor OR Tactical Armor - Angler Rifle (turns corners, tags targets [Move Action, +1 to hit])

Combat Medic: Treat Injury –

Tactical Armor – Hammer Head Pistol OR Tiger Shark Mk. VI Variant – a medical kit & 2 medical kits (Advanced)

Tool Proficiency: Medical Kit,

Medical Kit (Advanced)

Interface Specialist: Computer

Use –Adv. Dense Plastic Armor – Hammer Head Pistol OR Squid Auto AR – Privacy Hood 1.0e, Datapad

Close Quarters: Demolitions – Heavy Tactical Armor – Squid Auto/Shotgun under OR Hydra Shotgun – 1 Flashbang, 4 extra clips of ammo, and either (choose one) a Door Breaching Charge OR Non-lethal ammunition (2 clips)

Suppression Specialist: Demolitions – Heavy Tactical Armor – Squid Grenadier (4 lethal, 2 CS grenades), and either (choose one) 4 extra clips of ammo OR 2 extra clips of high velocity rounds

Traits: Third Tier Lethality Mark (Passive)

Generally restricted to military personnel, Third Tier Lethality represents the proficiency and certification of a Citizen to use and carry fully-automatic firearms, shotguns, and all forms of grenades or sprays.

Armor Proficiency: Heavy Armor

All Citizens within the SpDF are trained to wear armor.

Choose Two Proficiencies:

Firearm Proficiency
Martial Weapon Proficiency
Unarmed Proficiency

Equipment:

SpDF Uniform, SpDF Badge, 8 Meal, 32 Credits, 1 Incendiary Grenade, 2 Fragmentation Grenades, 1 Flashbang, and an Apartment in District 11.

Choose One Weapon:

Stun Baton or Utility Knife

Fringer Occupations



Every Fringer needs to fight for a living.
What's your trade?

Available Fringer Occupations

Freeman

Fixer

Salesman

Techie

Ganger

Conman

Mercenary

Scavenger

Tradesman

Entertainer

Pit Fighter

Street Doc

Worker

Raider

[Indebted] Freeman

Someone with a home, a job, and an unhealthy debt or two.

Debt: You owe someone (probably a faction) a lot of favors in exchange for your continued existence. You start off with (1200 M) 4d6 x 100 M worth of debt, payable monthly in installments of 1%. This could represent the food and shelter provided to you during childhood, the acquisition of training or equipment, or perhaps it could be the result of an emergency surgery you underwent. Horrible things will probably happen to you if you miss a payment.

Life Savings: This varies based on your individual profession, but it represents what little meal you have to your name. This is included in your starting equipment.

Home: While varied heavily based on your faction affiliation and occupation, it represents the place you sleep at night.

Conman

One who has perfected the art of misleading others to acquire their goods. Typically a conman works with a larger group or gang to ensure their personal safety.

Proficient Skills:

Deception, Persuasion, and (choose one) Athletics or Customs (The Fringe) or Intimidation or Occult or Performance or Sleight of Hand or Stealth

Tool Proficiency: Disguise Kit

Tool Proficiency: A single Game Set (choose one)

Traits:

Choose One Proficiency:

- **Firearm Proficiency**
- **Martial Weapon Proficiency**
- **Unarmed Proficiency**
- **Armor Proficiency: Light Armor**

Attribute Bonus: +1 Charisma

Protected: A local gang “protects” you and your property. It’s your job to help them by paying them a percentage of each con job you succeed in (typically between 10%-60% at the GM’s discretion, depending on how predatory your protectors are). If you don’t pay for their protection it’s extremely likely that someone you’ve cheated over the years will find and try to hurt you. You might be friends with your protectors, they might be in on your con, or they might be your least favorite people to see each month.

Extra Debt: Conmen are notorious for acquiring unhealthy debts and have an extra (350 M) d6 x 100 Meal of starting debt to pay off.

Equipment:

Disguise Kit, Game Set, Utility Knife, Clothes – Travel, Clothes - Common, Backpack, Satchel, Face Mask or Bandanna or Hood, Lighter, Canteen, 8 pieces of Jerky, 30 Meal, a run-down single room apartment with no roommates, no air conditioning, and water/electric for 3 weeks.

If you are proficient with armor:

Choose One Armor Set: Basic Padding or Dense Plastic Armor or Scrap Armor or Improvised Heavy Armor

If you are proficient with firearms:

Choose One Firearm: Single Shot Scrap Pistol (crude) or Improvised Scrap Pistol or Single Shot Scrap Rifle (shoddy) or Improvised Scrap Rifle or Improvised Scrap Shotgun.

This firearm also comes with 8 low quality bullets and 2 sets of trapped rounds.

If you are proficient with martial weapons:

Choose any single martial weapon with a value of 16 Meal or less to be your trusted weapon.



Entertainer

A musician, an actor, a salesman, or a sex worker, one who brings a small bit of happiness to others in exchange for basic needs. Typically an entertainer works with a larger group or gang to ensure their personal safety.

Requirements:

A specific trade (see below).

Proficient Skills:

Customs (The Fringe), Performance, Persuasion, and (Choose 1) Balance or History or Sleight of Hand

Traits:

Attribute Bonus: +1 Charisma

Trade (Passive)

You must specify your trade and how you entertain the masses and earn an income. Examples include acting, bardic services, storytelling, being a historian or educator, a sex worker, an artist or a musician.

Choose One Proficiency:

Firearm Proficiency

Martial Weapon Proficiency

Unarmed Proficiency

Armor Proficiency: Light Armor

Tool Proficiency: A Single Game Set (choose one)

Extra Debt: Professional entertainers are typically attracted toward nice things like high quality goods while entertainers who are not in the trade by choice typically fall into unhealthy substance addictions. Either way entertainers have an extra (200 M) d4 x 100 Meal of starting debt to pay off.

Optional Trait - Proficiency: Musical Instrument

If a musical instrument is a part of your trade you may have proficiency with that instrument and any instrument within the same family: I.E. wind instruments, stringed instruments, keyboards, etc. Note that you start with an extra d4 x 100 Meal of starting debt in exchange for your musical instrument if you choose this option.

Optional Trait - Protected: A local gang “protects” you and your property. It’s your job to help them by paying them in either Meal or resources each month at a rate of roughly 4M, 8M, or 16 M each month in exchange for protection. 4M represents an individual who protects you part time, 8M represents a small time gang that you are affiliated with, and 16M represents either a single dedicated bodyguard or a powerful gang that offers you regular protection when you’re working.

If you don’t pay for protection it’s likely that someone will try to kidnap or harm you when you’re working.

Difficult Lifestyle: It’s dangerous work being an entertainer in the Fringe. As a result you can also add your Constitution modifier to your death saving throw.

Steady Income: There are always opportunities for an entertainer to earn Meal. As a skilled trade, you can typically expect to earn d4 Meal a night if you do nothing but work.

Equipment:

Clothes - Travel, Clothes – Fine, Clothes - Costume, Satchel, Canteen, Utility Knife, Perfume, Makeup Kit, 3 Condoms, Datapad (old, busted), 4 Flavor Packets, Mint Tin, Lighter, 8 pieces of Jerky, 30 Meal, a run-down single room apartment with d4-1 roommates, no air conditioning, and water/electric for 6 weeks.

If you are proficient with armor:

Choose One Armor Set: Basic Padding or Dense Plastic Armor or Scrap Armor or Improvised Heavy Armor

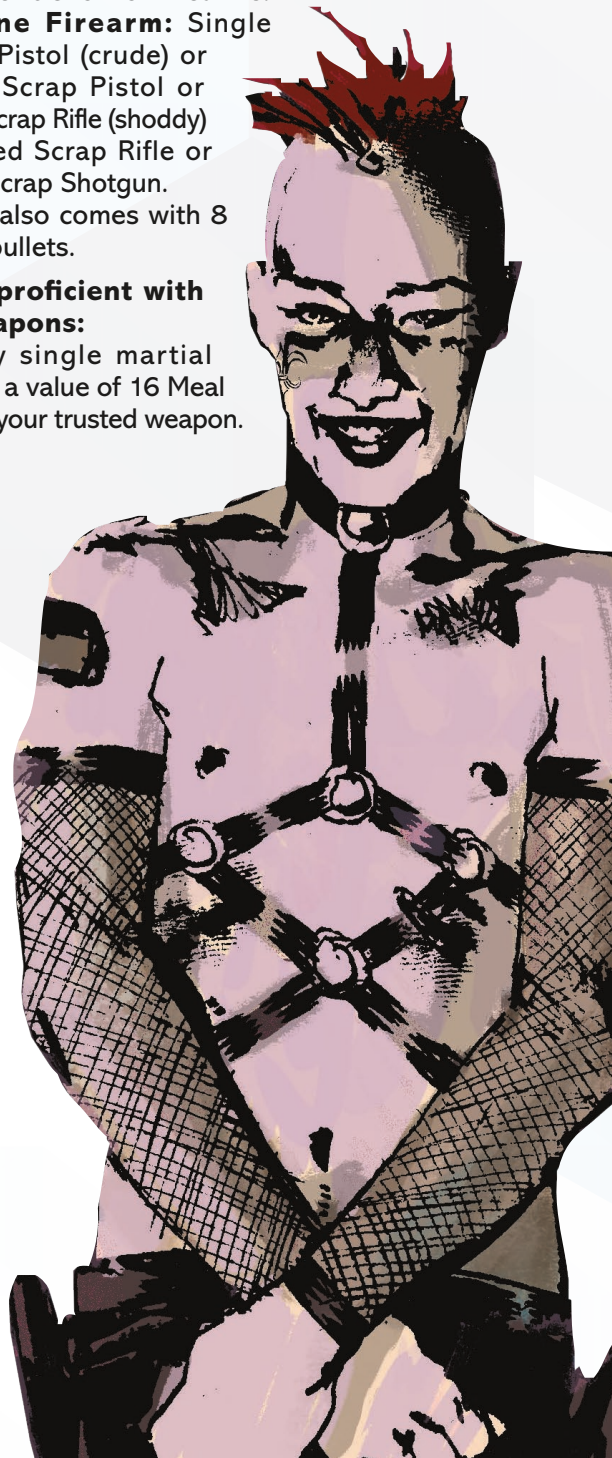
If you are proficient with firearms:

Choose One Firearm: Single Shot Scrap Pistol (crude) or Improvised Scrap Pistol or Single Shot Scrap Rifle (shoddy) or Improvised Scrap Rifle or Improvised Scrap Shotgun.

This firearm also comes with 8 low quality bullets.

If you are proficient with martial weapons:

Choose any single martial weapon with a value of 16 Meal or less to be your trusted weapon.



Fixer

A specialist of repairing the numerous things that break within the Fringe. Fixers typically know how to weld, clean, take apart, reverse engineer, salvage, and improvise to repair the things that they'll see on any given night.

Proficient Skills:

Investigation, Use Technology, Weapons Care

Tool Proficiency: Artisan's tools (choose three) EXCEPT Disguise Kit, Spider Surgical Glove, or Thieves' Tools

Traits:

Choose One Proficiency:

Firearm Proficiency

Martial Weapon Proficiency

Unarmed Proficiency

Armor Proficiency: Light Armor

Attribute Bonus: +1 Intelligence

Steady Income: There are always opportunities for a fixer, repairman, or ammunition reloader to earn Meal. As a skilled trade, you can typically expect to earn 4 Meal a night if you do nothing but work.

Specialty: Choose one crafting ability to gain proficiency with – Ammunition, Chemical, Electronic, Mechanical, Medical, Structural.

Mercenary

A bounty hunter, a hired hand, a yes-man, a pulse, or a merc. These are only some of the words used to describe those whose trade and combat prowess are tied together.

Proficient Skills:

Athletics, Balance, Intimidation

Traits:

Choose Three Proficiencies:

Firearm Proficiency

Martial Weapon Proficiency

Unarmed Proficiency

Armor Proficiency: Medium Armor

Attribute Bonus: +1 to either Strength, Dexterity, or Wisdom

Equipment:

Fragmentation Grenade, Clothes - Travel, Clothes – Common, Backpack, Bandoleer, Canteen, Utility Knife, Lighter, 8 pieces of Jerky, 20 Meal, a run-down single room apartment with no roommates, no air conditioning, and water/electric for 3 weeks.

Equipment:

Artisan's Tools (Choose two from the ones you're proficient with), Clothes - Travel, Clothes – Common, Backpack or Satchel, Canteen, Utility Knife, Welding Mask or Breather or Privacy Hood (Diagnostic), Lighter, 3 cigarettes, 8 pieces of Jerky, 40 Meal, a run-down single room apartment with no roommates, air conditioning, and water/electric for 6 weeks.

If you are proficient with armor:

Choose One Armor Set: Basic Padding or Dense Plastic Armor or Scrap Armor or Improvised Heavy Armor

If you are proficient with firearms:

Choose One Firearm: Single Shot Scrap Pistol (crude) or Improvised Scrap Pistol or Single Shot Scrap Rifle (shoddy) or Improvised Scrap Rifle or Improvised Scrap Shotgun. This firearm also comes with 8 bullets.

If you are proficient with martial weapons:

Choose any single martial weapon with a value of 16 Meal or less to be your trusted weapon.

If you are proficient with armor:

Choose One Armor Set: Basic Padding or Dense Plastic Armor or Concealed Vest or Scrap Armor or Bullet Resistant Vest or Improvised Heavy Armor

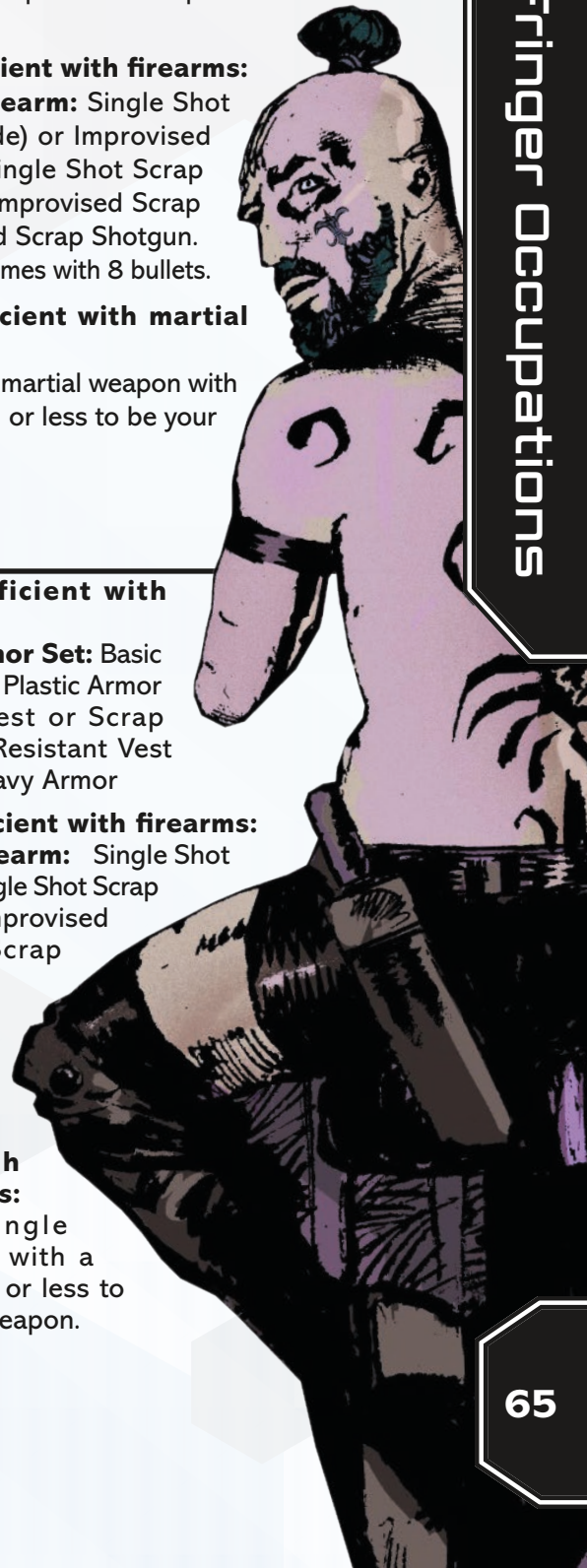
If you are proficient with firearms:

Choose One Firearm: Single Shot Scrap Pistol or Single Shot Scrap Rifle (crude) or Improvised Scrap Rifle or Scrap Shotgun (crude).

This firearm also comes with 16 bullets.

If you are proficient with martial weapons:

Choose any single martial weapon with a value of 36 Meal or less to be your trusted weapon.



Pit Fighter

One who was raised from birth for the sole purpose of fighting. Pit fighters are sometimes employed as bodyguards but more typically kill for the amusement of others in various arenas throughout the colony.

Proficient Skills:

Athletics, Balance, Intimidation, Weapons Care

Traits:

Extra Attack: This allows you to take an extra attack action every round of combat.

Martial Weapon Proficiency

Unarmed Proficiency

Armor Proficiency: Heavy Armor

Attribute Bonus: -1 to Charisma

Due to the rigorous training undergone, your social skills have never fully developed.

Extra Debt: The investment required to train a pit fighter is substantial. As a result, they begin with an additional (650 M) 2d6 x 100 Meal of starting debt to pay off.

Salesman

A pimp, vendor, gun-seeker, middleman, or someone on either side of a middleman who has no real talent beyond pushing a product. There is a grey area between salesman and conman that true salesmen will typically work within because at the end of the night, all they have is a reputation. Often times Salesmen will also double their own bodyguards.

Proficient Skills:

Deception, Persuasion, and (Choose One) Customs (The Fringe) or Intimidation or Performance or Sleight of Hand or Weapons Care

Traits:

Choose One Proficiency:

Firearm Proficiency

Martial Weapon Proficiency

Unarmed Proficiency

Armor Proficiency: Medium Armor

Attribute Bonus: +1 Charisma

Experienced Hagglor: You have a way with words and have advantage on all Charisma based roles involving haggling when selling or purchasing goods or services. On average this earns you a 10-20% discount or profit, depending on the degree of success.

Property: Though you might have the freedom to adventure and travel throughout the colony you are a piece of physical property until you have paid off your debt. Your master can ask almost anything of you, and you're extremely likely to obey their direct orders. The most common way for a pit fighter character to join an adventure is to be hired or loaned to the party by an entrepreneurial Fringer.

Equipment:

Explosive Collar (dud or active, GM decides), Clothes - Travel, Clothes - Common, Satchel, Canteen, Utility Knife, 8 pieces of Jerky, 10 Meal, a run-down single room apartment with d4-1 roommates, no air conditioning, and water/electric for 3 weeks.

Choose One Armor Set: Dense Plastic Armor or Chain Shirt or Gladiatorial Half Plate or Improvised Heavy Armor or Ring Mail

Choose Three Martial Melee Weapons:

Choose up to three martial melee weapons with a total value of 60 Meal or less to be your trusted weapons. Additionally you can also use this money to also purchase a shield.

Optional Trait - Protected: A local gang "protects" you and your property. It's your job to help them by paying them in either Meal or resources each month at a rate of roughly 4M, 8M, or 16M each month in exchange for protection. 4M represents an individual who protects you part time, 8M represents a small time gang that you are affiliated with, and 16M represents either a single dedicated bodyguard or a powerful gang that offers you regular protection when you're working. Someone will inevitably try to steal your goods. Hiring protection will simply help delay that from happening.

Equipment:

Clothes - Travel, Clothes - Fine, Backpack, Canteen, Utility Knife, Perfume, Datapad (old, busted), 4 Flavor Packets, Mint Tin, Lighter, 8 pieces of Jerky, 30 Meal, 20 Meal worth of miscellaneous goods to sell, a run-down single room apartment with d4-1 roommates, no air conditioning, and water/electric for 4 weeks.

If you are proficient with armor:

Choose One Armor Set: Basic Padding or Dense Plastic Armor or Scrap Armor or Improvised Heavy Armor

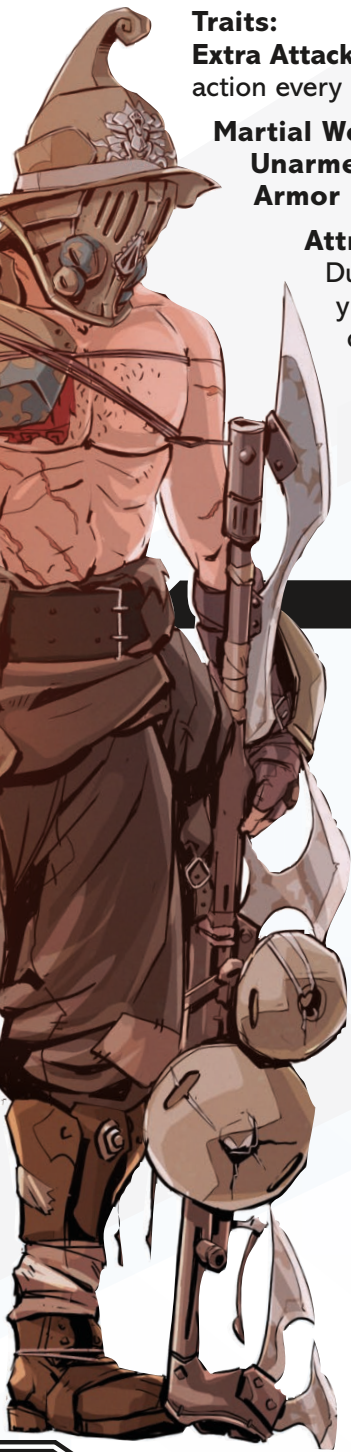
If you are proficient with firearms:

Choose One Firearm: Single Shot Scrap Pistol (crude) or Improvised Scrap Pistol or Single Shot Scrap Rifle (shoddy) or Improvised Scrap Rifle or Improvised Scrap Shotgun.

This firearm also comes with 8 low quality bullets.

If you are proficient with martial weapons:

Choose any single martial weapon with a value of 16 Meal or less to be your trusted weapon.



Scavenger

One who seeks out scrap and discarded waste, either selling it for a quick Meal or using the goods themselves.

Proficient Skills:

Perception, Investigation, Sleight of Hand, and Stealth

Tool Proficiency: Thieves' tools

Tool Proficiency: A single set of Artisan's tools

Traits:

Choose One Proficiency:

Firearm Proficiency

Martial Weapon Proficiency

Unarmed Proficiency

Armor Proficiency: Light Armor

The Scavenger Special: You always have advantage when looting a dead body.

Optional Trait - Territory: Instead of freely roaming the Fringe looking for scrap, you can work with a specific faction, collecting (generally) exclusively within their territory, and selling your scrap to a representative of that group. If you do not select this trait you instead begin the game with no starting debt.

Faction Comradery (Scavenger): Scavengers and former scavengers know how difficult life can be and will generally try to work to help one another. As a result, when dealing with a fellow scavenger or a former scavenger you get advantage on *Charisma (Persuasion)* rolls when speaking with one another. Note that this does not affect some former scavengers who are trying to distance themselves from their past.

Scavenger's Code: Scavengers also have a secret written language of symbols that allows them to find hiding places and avoid danger. You can attempt to discern these symbols from common graffiti by rolling *Customs (The Fringe)*.

Hungry: You start the adventure 8 hours away from gaining 1 level of exhaustion, due to lack of food.

Disliked: Any Fringer who is not a scavenger or former scavenger will generally act unfriendly towards a scavenger in the same way a fancy hotel might treat a vagrant in its lobby.

Equipment:

Clothes - Travel, Backpack, Canteen, Utility Knife, 2 Meal, thieves tools, a single "Lucky Item" (no special rules, it's just an item that is special to you) worth no more than 3M, no home but you typically sleep on the floor of a nearby Scavenger's Den

Optional: Explosive Collar (dud)

If you are proficient with armor:

Choose One Armor Set: Basic Padding or Dense Plastic Armor or Scrap Armor or Improvised Heavy Armor

If you are proficient with firearms:

Choose One Firearm: Single Shot Scrap Pistol (crude) or Improvised Scrap Pistol or Single Shot Scrap Rifle (shoddy) or Improvised Scrap Rifle or Improvised Scrap Shotgun.

This firearm also comes with 4 low quality bullets.

If you are proficient with martial weapons:

Choose any single martial weapon with a value of 16 Meal or less to be your trusted weapon.



Street Doc

An individual who has some formal training pertaining to keeping other people alive.

Proficient Skills:

Insight, Medicine, Treat Injury

Tool Proficiency: Medical Kit, Medical Kit (Advanced)

Traits:

Choose One Proficiency:

Firearm Proficiency

Martial Weapon Proficiency

Unarmed Proficiency

Armor Proficiency: Light Armor

Medical Experience: In theory, Street Doctors know how to use all medical devices to their fullest abilities.

Optional Trait - Protected: A local gang “protects” you and your property. It’s your job to help them by paying them in either Meal or resources each month at a rate of roughly 4M, 8M, or 16M each month in exchange for protection. 4M represents an individual who protects you part time, 8M represents a small time gang that you are affiliated with, and 16M represents either a single dedicated bodyguard or a powerful gang that offers you regular protection when you’re working. If you don’t pay for protection it’s likely that someone will try to kidnap or harm you when you’re working.

Extra Debt: Conmen are notorious for acquiring unhealthy habits, or for investing large sums of resources to learn their trade. As a result Street Docs have an extra (650 M) 2d6 + 100 Meal of starting debt to pay off.

Sought After: Your services are often required during the most dire circumstances and as a result many individuals you see will do whatever it takes to employ you.

Equipment:

Clothes - Travel, Clothes – Common, Backpack or Satchel, Canteen, Utility Knife, Surgical Mask, Medical Kit, Medical Kit (Advanced), Lighter, 8 pieces of Jerky, 60 Meal, a run-down two room apartment with d4-1 roommates, air conditioning, and water/electric for 4 weeks.

If you are proficient with armor:

Choose One Armor Set: Basic Padding or Dense Plastic Armor or Scrap Armor or Improvised Heavy Armor

If you are proficient with firearms:

Choose One Firearm: Single Shot Scrap Pistol (crude) or Improvised Scrap Pistol or Single Shot Scrap Rifle (shoddy) or Improvised Scrap Rifle or Improvised Scrap Shotgun.

This firearm also comes with 8 low quality bullets.

If you are proficient with martial weapons:

Choose any single martial weapon with a value of 16 Meal or less to be your trusted weapon.

Techie

A hacker, a technical specialist. Someone who knows how to operate the advanced technologies in the Fringe. This can be anything from a simple air conditioning tech to a cybernetics augments looking to craft a robotic army. Typically though, the skillset of a techie is a digital one.

Proficient Skills:

Computer Use, Investigation, Literacy, Use Technology

Tool Proficiency: Hacker’s Tools

Tool Proficiency: Any Artisan’s Tools (Choose Two) EXCEPT Disguise Kit, Spider Surgical Glove, or Thieves’ Tools

Traits:

Choose One Proficiency:

Firearm Proficiency

Martial Weapon Proficiency

Unarmed Proficiency

Armor Proficiency: Light Armor

Optional Trait: Steady Income: There are always opportunities for a techie to earn Meal working for someone else. As a skilled trade, you can typically expect to earn 6 Meal a night if you do nothing but work for a faction.

Extra Debt: The investment required to train a Techie is substantial. As a result, they begin with an additional (500 M) 1d10 x 100 Meal of starting debt to pay off.

Equipment:

Artisan’s Tools (the ones you’re proficient with), Hacker’s Tools, Clothes - Travel, Clothes – Common, Backpack or Satchel, Canteen, Utility Knife, Privacy Hood (Diagnostic) or Datapad (old, busted), Lighter, 8 pieces of Jerky, 20 Meal, a run-down single room apartment with d4-1 roommates, air conditioning, and water/electric for 4 weeks.

If you are proficient with armor:

Choose One Armor Set: Basic Padding or Dense Plastic Armor or Scrap Armor or Improvised Heavy Armor

If you are proficient with firearms:

Choose One Firearm: Single Shot Scrap Pistol (crude) or Improvised Scrap Pistol or Single Shot Scrap Rifle (shoddy) or Improvised Scrap Rifle or Improvised Scrap Shotgun.

This firearm also comes with 8 low quality bullets.

If you are proficient with martial weapons:

Choose any single martial weapon with a value of 16 Meal or less to be your trusted weapon.



Tradesman

Tradesman includes a cook, a crafter, a weaver, a poison or drug maker, etc.

Proficient Skills:

Sleight of Hand and (Choose 2) Demolitions Use or Medicine or Use Technology or Weapons Care

Tool Proficiency: Any Kit or Tools (Choose 3) EXCEPT Disguise Kit, Spider Surgical Glove, or Thieves' Tools

Traits:

Choose One Proficiency:

Firearm Proficiency

Martial Weapon Proficiency

Unarmed Proficiency

Armor Proficiency: Light Armor

Optional Trait - Protected: A local gang “protects” you and your property. It’s your job to help them by paying them in either Meal or resources each month at a rate of roughly 4M, 8M, or 16M each month in exchange for protection. 4M represents an individual who protects you part time, 8M represents a small time gang that you are affiliated with, and 16M represents either a single dedicated bodyguard or a powerful gang that offers you regular protection when you’re working. Someone will inevitably try to steal your goods. Hiring protection will simply help delay that from happening.

Optional Trait: Steady Income:

There are always opportunities for a tradesman to earn Meal working for someone else. As a skilled trade, you can typically expect to earn 4 Meal a night if you do nothing but work for a faction. Typically the faction provides the materials and protection.

Well Paid: Tradesmen begins the game with a reduction of (200 M) 1d4 x 100 Meal with of starting debt.

Equipment:

Artisan’s Tools (Choose 2 from the ones you’re proficient with), Clothes - Travel, Clothes – Common, Backpack or Satchel, Canteen, Utility Knife, Lighter, 8 pieces of Jerky, 30 Meal, a run-down single room apartment with d4-1 roommates, air conditioning, and water/electric for 4 weeks.

If you are proficient with armor:

Choose One Armor Set: Basic Padding, Dense Plastic Armor, Scrap Armor or Improvised Heavy Armor

If you are proficient with firearms:

Choose One Firearm: Single Shot Scrap Pistol (crude) or Improvised Scrap Pistol or Single Shot Scrap Rifle (shoddy) or Improvised Scrap Rifle or Improvised Scrap Shotgun.

This firearm also comes with 8 low quality bullets.

If you are proficient with martial weapons:

Choose any single martial weapon with a value of 16 Meal or less to be your trusted weapon.

Worker

A messenger, a runner, an unskilled laborer, a former slave, a warrior in training, a recruit. One who has perfected the art of misleading others to acquire their goods. Typically a conman works with a larger group or gang to ensure their personal safety.

Proficient Skills:

Choose any 3: Athletics, Balance, Customs (The Fringe), Deception, Insight, Intimidation, Investigation, Occult, Perception, Persuasion, Sleight of Hand, Stealth, Weapons Care

Traits:

Choose One Proficiency:

Firearm Proficiency

Martial Weapon Proficiency

Unarmed Proficiency

Armor Proficiency: Medium Armor

Property: Though you might have the freedom to adventure and travel throughout the colony you are a piece of physical property until you have paid off your debt. Your master can ask almost anything of you, and you're extremely likely to obey their direct orders. The most common way for a worker character to join an adventure is to be hired or loaned to the party by an entrepreneurial Fringer.

Equipment:

Clothes - Travel, Clothes – Common, Backpack or Satchel, Canteen, Utility Knife, Lighter, 8 pieces of Jerky, 20 Meal, a run-down single room apartment with d4-1 roommates, no air conditioning, and water/electric for 3 weeks.

If you are proficient with armor:

Choose One Armor Set: Basic Padding or Dense Plastic Armor or Scrap Armor or Improvised Heavy Armor

If you are proficient with firearms:

Choose One Firearm: Single Shot Scrap Pistol (crude) or Improvised Scrap Pistol or Single Shot Scrap Rifle (shoddy) or Improvised Scrap Rifle or Improvised Scrap Shotgun.

This firearm also comes with 8 low quality bullets.

If you are proficient with martial weapons:

Choose any single martial weapon with a value of 16 Meal or less to be your trusted weapon.



Ganger - Raider*

A ganger who specializes in taking goods from others, or kidnapping anyone weak enough for their group to capture. Raiders are basically members of a small time gang.

Proficient Skills:

Deception, Intimidation, Stealth, Treat Injury

Traits:

Choose Two Proficiencies:

Firearm Proficiency

Martial Weapon Proficiency

Unarmed Proficiency

Armor Proficiency: Medium Armor

Faction (Gang): You belong to a small gang of 2-6 individuals. You can work with your GM to create a name for the gang, your role within the gang, and who the other members might be. It's entirely possible that you're currently working alone either because your gang was destroyed or because you were exiled from it.

Untrustworthy: Any Fringer who is not a member of your gang will likely not trust you until you prove that you are trustworthy. You will likely not be trusted to watch over sleeping companions alone, guard important resources or persons, or be allowed inside of certain establishments without an added degree of caution.

Hungry: You start the adventure 8 hours away from gaining 1 level of exhaustion, due to lack of food.

Faction Special Rules: If part of a larger named faction (see Chapter 5 - Enemies) you may benefit from their Faction Special Rules.

**Does not receive benefits of the Indebted Freeman traits.*

Faction Comradery (Gang): You belong to a specific gang that members will generally work toward the betterment of. As a result, when dealing with members of your gang, you get advantage on Charisma (Persuasion) rolls when speaking with one another.

Never Surrender: If you own a gun you must always carry one bullet for it. You know the horrors of slavery intimately and would never allow yourself to be captured alive.

Equipment:

Clothes - Travel, Clothes – Common, Backpack or Satchel, Bandoleer, Canteen, Utility Knife, Lighter, 4 pieces of Jerky, 2 Meal you probably stole, a run-down two room apartment you share with your gang, no air conditioning, and water/electric for 3 weeks.

If you are proficient with armor:

Choose One Armor Set: Basic Padding or Dense Plastic Armor or Concealed Vest or Scrap Armor or Chain Shirt or Bullet Resistant Vest or Improvised Heavy Armor

If you are proficient with firearms:

Choose One Firearm: Single Shot Scrap Pistol (crude) or Improvised Scrap Pistol or Single Shot Scrap Rifle (shoddy) or Improvised Scrap Rifle or Improvised Scrap Shotgun.

This firearm also comes with 16 low quality bullets.

If you are proficient with martial weapons:

Choose any single martial weapon with a value of 36 Meal or less to be your trusted weapon.



Chapter 3: Equipment



Armor

Atrius is a vast tapestry made up of many different cultures, each with its own technology level. For this reason, characters have access to a variety of armor types, ranging from dense plastic to bullet resistant vests to costly tactical gear, with several other kinds of armor in between. The Armor Table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

The Armor Table shows the typical cost, weight, and other properties of the common types of armor worn in Atrius.

Armor Proficiency: Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your archetype or occupation gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

Armor Class (AC): Armor protects its wearer from attacks. The armor (and shield) you wear determines your base armor class.

Heavy Armor: Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor Table has an entry in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth: If the Armor Table shows "disadvantage" in the stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Shields: A shield is typically made from plastic or metal and is carried in one hand. Wielding a shield increases your armor class by 2. You can benefit from only one shield at a time.

Light Armor

Made from thin or lightweight materials, light armor favors agile characters since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your armor class.

Basic Padding: Padded armor consists of quilted layers of cloth and batting.

Dense Plastic: The breastplate, shins, and shoulder protectors of this armor are made of a dense, lightweight plastic. The rest of the armor is made of softer and more flexible materials.

Concealed Vest: A lightweight piece of armor that covers the chest area. The dense padding helps diffuse impacts without limiting mobility.

Advanced Dense Plastic: A type of dense plastic armor that features a soft padding underneath that absorbs kinetic damage.

Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +3, to the base number from your armor type to determine your armor class.

Scrap Armor: This crude armor consists of thick plastics and fabrics with metal woven into it. It is commonly worn by Fringe raiders who lack access to the tools and materials needed to create better armor.

Bullet Resistant Vest: A sleeveless piece of tactical armor general made of Kevlar or a similar substance that was made to reduce damage from stab wounds and small caliber bullets.

Chain Shirt: Made of interlocking metal rings, a Chain Shirt is worn between layers of clothing or wraps. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

Scale Mail: This armor consists of a coat and leggings (and perhaps a separate skirt) of heavy cloth or plastic covered with overlapping pieces of metal. The suit sometimes includes gauntlets.

Breastplate: This armor consists of a fitted metal or heavy Kevlar chest piece worn with cut resistant cloth. Although it leaves the legs and arms relatively unprotected, this armor provides great protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Gladiatorial Half Plate: Half Plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with heavy straps.

Mid-Grade Tactical Gear: Generally worn by the RAD, this armor consists of a fitted chest piece worn with dense plastic leg armor. Although it leaves the arms relatively unprotected, this armor provides great protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Tactical Armor: Generally worn by the CDF or DSS, this armor consists of a fitted chest piece worn with cut resistant cloth and dense plastic leg armor. This armor provides great protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Full Tactical Armor: Generally worn by the CDF or DSS, this armor consists of a fitted chest piece worn with cut resistant cloth, a helmet, and dense plastic leg armor. All of the armor is lightweight and designed to resist small caliber bullets.

Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Improvised Heavy Armor: A hodgepodge of metal strips, dense plastic, and heavy materials poorly strapped, stitched, and woven together to provide basic protection for the wearer.

Ring Mail: This armor is plastic armor with heavy rings sewn into it. The rings help reinforce the armor against blows from swords and axes. Ring Mail is inferior to Chain Mail, and it's usually worn only by those who can't afford better armor.

Chain Mail: Made of interlocking metal rings, Chain Mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Splint: This armor is made of narrow vertical strips of metal riveted to a backing of plastic that is worn over cloth padding. Flexible chain mail protects the joints.

Gladiator Plate: Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Heavy Tactical Armor: Generally worn by the CDF or SpDF, this armor consists of a fitted chest piece worn with cut resistant cloth, a helmet, and dense plastic leg armor. This armor is durable, bulky, and designed to resist mid caliber bullets.

Super Heavy Tactical Armor: Generally reserved for RAD soldiers defending the outer wall, this armor consists of a thick chest piece worn with cut resistant cloth, bracers, padded gloves, a helmet, and dense plastic leg armor. This armor is durable, bulky, and designed to resist explosions.



Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Basic Padding	8 M	11 + Dex modifier	—	Disadvantage	8 lb.
Dense Plastic	12 M	11 + Dex modifier	—	—	10 lb.
Adv. Dense Plastic	24 M	12 + Dex modifier (<i>Max 3</i>)	—	—	13 lb.
Concealed Vest	48 M	12 + Dex modifier	—	—	8 lb.
Medium Armor					
Scrap Armor	12 M	13 + Dex modifier (<i>Max 2</i>)	—	Disadvantage	22 lb.
Bullet Resistant Vest	64 M	13 + Dex modifier (<i>Max 3</i>)	—	—	15 lb.
Chain Shirt	48 M	13 + Dex modifier (<i>Max 2</i>)	—	—	24 lb.
Scale Mail	64 M	14 + Dex modifier (<i>Max 2</i>)	—	Disadvantage	45 lb.
Breastplate	80 M	14 + Dex modifier (<i>Max 2</i>)	—	—	20 lb.
Gladiatorial Half Plate	164 M	15 + Dex modifier (<i>Max 2</i>)	—	Disadvantage	40 lb.
Mid-Grade Tactical Armor	200 M	13 + Dex modifier (<i>Max 2</i>)	—	—	23 lb.
Tactical Armor	364 M	14 + Dex modifier (<i>Max 2</i>)	—	—	33 lb.
Full Tactical Armor	400 M	16 + Dex modifier (<i>Max 2</i>)	—	—	38 lb.
Heavy Armor					
Improvised Heavy Armor	32 M	14	—	Disadvantage	40 lb.
Ring Mail	64 M	15	—	Disadvantage	40 lb.
Chain Mail	64 M	16	Str 13	Disadvantage	55 lb.
Splint	240 M	17	Str 15	Disadvantage	60 lb.
Gladiatorial Plate	300 M	18	Str 15	Disadvantage	65 lb.
Heavy Tactical Armor	800 M	17	Str 14	—	43 lb.
Super-Heavy Tactical Armor	864 M	18	Str 15	Disadvantage	52 lb.
Shield					
Shield	16 M	+2	—	—	6 lb.

Getting Into and Out of Armor

Sleeping in medium or heavy armor prevents you from getting the benefits of a long rest. The time it takes to don or doff armor depends on the armor's category.

Don: This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor. If you have help, reduce this time by half.

Doff: This is the time it takes to take off armor. If you have help, reduce this time by half.

Donning and Doffing Armor

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

Weapons

Your occupation grants proficiency in certain weapons, reflecting both your focus and the tools you are most likely to use. Whether you favor a scrap sword or a rifle, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons Table shows the most common weapons used in Atrius and the Fringe, their prices and weights, the damage they deal when they hit, and any special properties they possess.

Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon (which includes all firearms) is used to attack a target at a distance. It should be noted that while many firearms are listed here, firearms from before the colony was established also exist on the planet though they are not directly listed here as they are fairly uncommon. It's also worth noting that most Fringers who rely on their weapons will give their favorite weapon a name.

Reloading a Firearm

Reloading a firearm with a pre-loaded magazine or speed loader is a movement action that provides enemies with an attack of opportunity. Reloading a revolver without a speed loader, or reloading a single shot firearm uses an action to accomplish.

Weapon Proficiency

Your species, archetype, and occupation can grant you proficiency with certain weapons or categories of weapons. The two categories are simple and martial. Most people can use simple weapons with proficiency. These weapons include clubs, sturdy clubs, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized Training to use effectively. Most Fringe warriors use martial weapons because these weapons put their fighting style and Training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons Table.

Auto

An automatic weapon is capable of making the Burst Shot special attack, described under the Combat: Actions In Combat section.

Ammunition

You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you

attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon), though changing a clip or loading a single-shot firearm uses your movement or action for a single turn. At the end of the battle, you can recover half your expended bullet casings (shells) by taking a minute to search the battlefield. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "improvised weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

Concealable

Some weapons are easier to conceal on one's person than others. Concealable weapons give the holder advantage when trying to hide them on one's person, so long as there's someplace where it could reasonably be hidden. Some concealable weapons also give an addition bonus to checks pertaining to concealing the weapon, as noted by a number such as "Concealable (+2)" or "Concealable (+4)".

Crude

Crude weapons are poorly crafted weapons made from low grade materials. They are knock-off imitations of higher quality weapons. They confer a -1 to hit when used. Crude weapons are typically half the price of a normal weapon of the same name.

Custom

Custom weapons are finely crafted instruments of death made from quality materials by a master craftsman. They only critically fail on the roll of a natural 1, they confer a +1 to hit and +1 damage when used and use the Quality Fringe Firearm Misfire Table. Custom weapons are typically four times price of a normal weapon of the same name.

Finesse

When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy

Small individuals have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a small individual to use effectively.

Light

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading

Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Martial Melee Weapons

Martial melee weapons are intended to be used for fighting and assist the person wielding the weapon with defending themselves. As a result they provide +1 AC against melee attacks. Note: This does not stack if you're using more than one Martial Melee Weapon.

Quality

Quality weapons are finely crafted instruments of death made from quality materials by a skilled craftsman. They only critically fail on the roll of a natural 1 confer a +1 to hit when used and use the Quality Fringe Firearm Misfire Table. Quality weapons are typically double price of a normal weapon of the same name.

Range

A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach

This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Shoddy

Shoddy weapons are poorly crafted from low quality materials and are likely to break within a few weeks or months of use. They confer a -1 to hit and -1 damage when used. Shoddy weapons are typically one fourth the price of a normal weapon of the same name.

Special

A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "special weapons" later in this section).

Thrown

If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed

This weapon requires two hands when you attack with it.

Unbalanced

Unbalanced weapons are poorly crafted weapons made from quality materials by an unskilled craftsman. They confer a -1 to hit when used but do +2 damage on critical attacks. Unbalanced weapons are typically one and a half times the price of a normal weapon of the same name. Unbalanced can only apply to melee weapons and cannot be applied to ranged weapons or firearms.

Versatile

This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

Vigilant

The Vigilant Orca Pistol has a set of unique rules when wielded by a Vigilant Agent, giving them improved targeting when synced with a Tillian Tzou Prototype 1.7a Privacy Hood. Please see the Vigilant occupation for more details.

Improvised Weapons

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, an instrument, or a severed leg.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the GM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

Special Weapons

Weapons with special rules are described here.

Long Spear: Long spears provide a +1 to hit bonus. You have disadvantage when you use a long spear to attack a target within 5 feet of you. Also, a long spear requires two hands to wield.

Net: An individual hit by a net is restrained until it is freed. A net has no effect on objects that are formless or of the large size category. A person can use its action to make a DC 10 Strength check, freeing itself or another person within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the person without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Pistol: This weapon normally requires two hands when you attack with it, but it's possible to use with only one hand. Making an attack with this weapon with only one hand gives you a disadvantage.

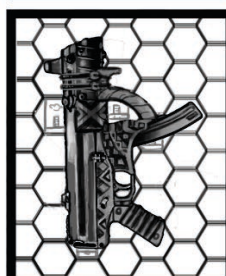
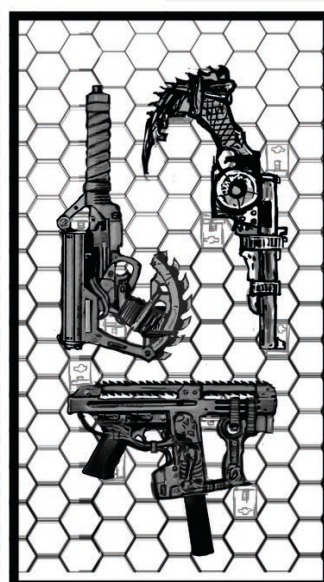
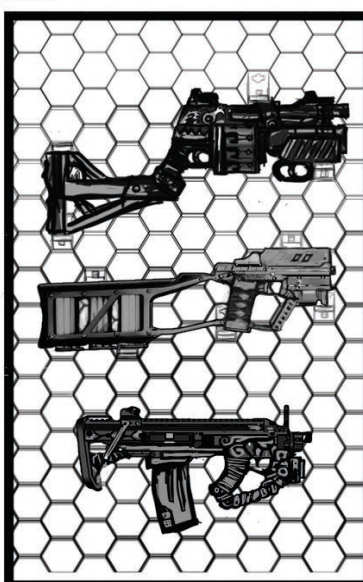
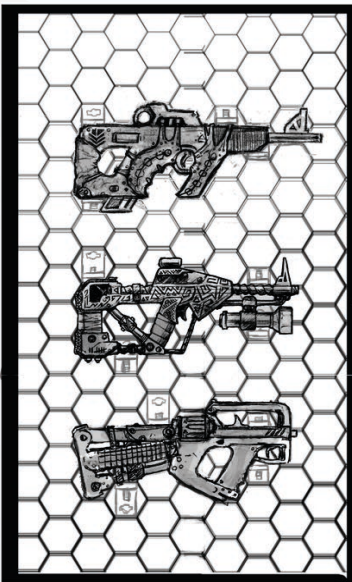
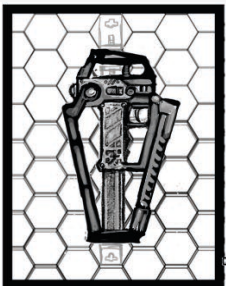
Rifle: Rifles can also be used to attack in melee like a club. They are a universal weapon and do 1d4 bludgeoning damage.

Shotgun: Shotguns have two methods of attack. When using slug round ammunition they attack like a normal ranged weapon. Alternatively when they use shotgun rounds, scatter shot, or pellet ammunition they shoot in a 10' wide by 15' long cone of death. You roll to hit the closest target normally, and roll attacks made against all additional targets under the cone are made with disadvantage. You only roll for damage once and apply the result to all hit targets under the cone.

SMART Shotgun: A SMART shotgun functions like a normal shotgun with one exception. When using shotgun rounds or scatter shot ammunition the guns barrels can narrow or extend, making the width of the cone (representing the blast radius) 15' wide by 15' long, or 5' wide by 30' long.

STFU: The Silence Taser Flash Utility (otherwise known as the STFU) is a "crowd control" variant of the Taser Utility, featuring the added functionality of a military grade weaponized flash-strobe, preventing the target from seeing, and speech jammer, preventing the target from speaking coherent sentences. The STFU has two entries, one for its non-ammunition based attack, the other for its taser mode of fire.

Wide Mouthed Shotgun: This type of firearm can only shoot in a 10'wide by 15'long cone, and everything under the cone must be attacked. Since this is the firearm's intended purpose there is no disadvantage to the attack rolls. You only roll for damage once and apply the result to all hit targets under the cone.



Firearm Critical Failures

Roll an Intelligence (Weapons Care) check. The result dictates what happens.

Atrian Firearm

Critical Failure Chart:

0: **“BOOM!”** The firearm explodes, causing d8 damage to the person holding it.

1-2: **“CHUNK!”** The firearm breaks and requires extensive labor to be brought back to functionality. It can no longer be used until brought to a weapons crafter for intensive repair.

3-5: **“KLIK, jingle jingle”** Something dislodged internally within the firearm. It cannot be fired until repaired, which will take someone proficient with (*Intelligence*) *Weapons Care* approximately 8-12 minutes to fix. A character lacking proficiency can spent an hour working on the firearm to attempt to repair it (DC 15).

6-10: **“JAM”** The firearm jams temporarily. It will take a move action to clear the jam. The bullet fired was undamaged but will be considered lost if not retrieved as it flies onto the ground.

11+ **“KLIK”** The firearm fails to fire but can continue to be used normally. This does not use any ammunition, and does not require the firearm to be reloaded.

Quality Fringe Firearm

Critical Failure Chart:

0-1: **“BOOM!”** The firearm explodes, causing d8 damage to the person holding it.

2-4: **“CHUNK!”** The firearm breaks and requires extensive labor to be brought back to functionality. It can no longer be used until brought to a weapons crafter for intensive repair.

5-8: **“KLIK, jingle jingle”** Something dislodged internally within the firearm. It cannot be fired until repaired, which will take someone proficient with (*Intelligence*) *Weapons Care* approximately 8-12 minutes to fix. A character lacking proficiency can spent an hour working on the firearm to attempt to repair it (DC 15).

9-14: **“JAM”** The firearm jams temporarily. It will take a move action to clear the jam. The bullet fired was undamaged but will be considered lost if not retrieved as it flies onto the ground.

15+ **“KLIK”** The firearm fails to fire but can continue to be used normally. This does not use any ammunition, and does not require the firearm to be reloaded.

Fringe Firearm

Critical Failure Chart:

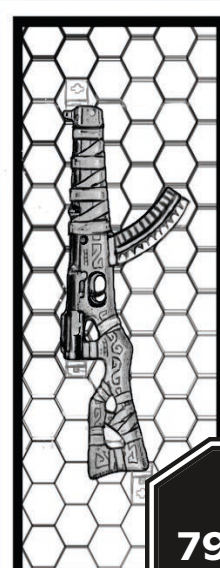
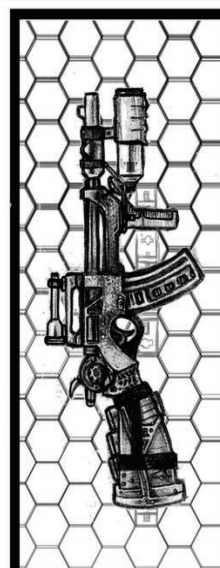
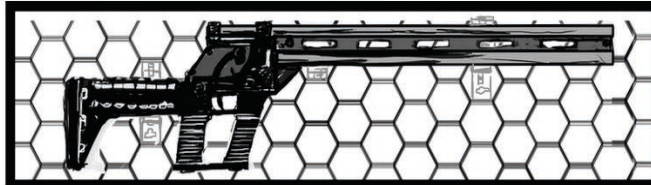
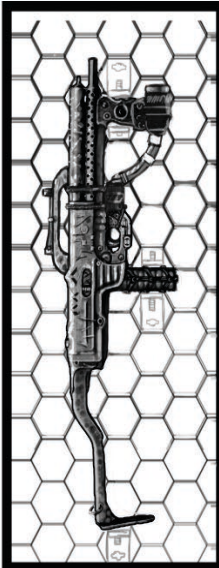
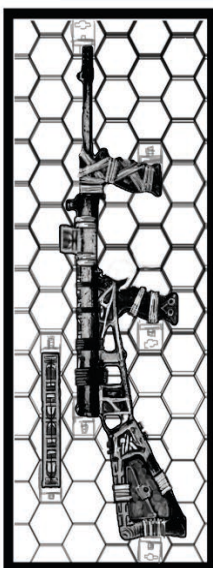
0-3: **“BOOM!”** The firearm explodes, causing d8 damage to the person holding it.

4-5: **“CHUNK!”** The firearm breaks and is no longer operational. It can be used for parts to craft a new firearm but it's effectively no longer a working firearm.

5-8: **“KLIK, jingle jingle”** Something dislodged internally within the firearm. It cannot be fired until repaired, which will take someone proficient with (*Intelligence*) *Weapons Care* approximately 8-12 minutes to fix. A character lacking proficiency can spent an hour working on the firearm to attempt to repair it (DC 15).

9-14: **“JAM”** The firearm jams temporarily. It will take a move action to clear the jam. The bullet fired was undamaged but will be considered lost if not retrieved as it flies onto the ground.

15+ **“KLIK”** The firearm fails to fire but can continue to be used normally. This does not use any ammunition, and does not require the firearm to be reloaded.



Fringe Weapons

Weapon	Cost	Damage	Weight	Properties
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Simple Melee Weapons

Club	2 T	1d4 bludgeoning	2 lb.	Light
Combat Knife	1 M	1d6 slashing or piercing	1 lb.	Finesse, light, thrown (range 20/60)
Dagger	6 T	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Large Club	1 M	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	4 M	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	4 T	1d6 piercing	2 lb.	Thrown (range 30/120)
Light Hammer	2 M	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Sturdy Club	2 C	1d6 bludgeoning	4 lb.	—
Unarmed	—	1 bludgeoning	—	—
Utility Knife	2 C	1d4 slashing or piercing	1 lb.	Finesse, light, thrown (range 20/60)
Spear	1 M	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)

Simple Ranged Weapons

Dart	2 T	1d4 piercing	¼ lb.	Finesse, thrown (range 20/60)
Shortbow	24 M	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	2 T	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)

Martial Melee Weapons

Axe	8 M	1d8 slashing	4 lb.	Versatile (1d10)
Flail	8 M	1d8 bludgeoning	2 lb.	—
Glaive/Halberd	20 M	1d10 slashing	6 lb.	Heavy, reach, two-handed
Large Axe	32 M	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	36 M	2d6 slashing	6 lb.	Heavy, two-handed
Long Spear	8 M	1d12 piercing	6 lb.	Reach, special
Longsword	16 M	1d8 slashing	3 lb.	Versatile (1d10)
Maul	8 M	2d6 bludgeoning	10 lb.	Heavy, two-handed
Rapier	24 M	1d8 piercing	2 lb.	Finesse
Scimitar	24 M	1d6 slashing	3 lb.	Finesse, light
Shortsword	8 M	1d6 piercing	2 lb.	Finesse, light
Shock Baton	20 M	1d4 bludgeoning + 1d4 shock	1 lb.	Light, concealable (+2)
Stun Baton	8 M	1d4 bludgeoning	1 lb.	Light, concealable (+2)
Trident	4 M	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War Pick	4 M	1d8 piercing	2 lb.	—
Warhammer	16 M	1d8 bludgeoning	2 lb.	Versatile (1d10)

Martial Ranged Weapons

Blowgun	8 M	1 piercing	1 lb.	Ammunition (range 25/100), loading
Longbow	64 M	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	6 M	—	3 lb.	special, thrown (range 5/15)

Fringe Firearms				
Weapon	Cost	Damage	Weight	Properties
Improvised Scrap Pistol	16 M	1d6 piercing	3 lb.	Ammunition (1 round), (range 30/120), pistol, loading, improvised ammo: ball bearings, lead balls, etc
Improvised Scrap Rifle	24 M	1d8 piercing	9 lb.	Ammunition (1 round), (range 30/120), loading, improvised ammo: ball bearings, lead balls, etc
Improvised Scrap Shotgun	32 M	1d10 piercing	8 lb.	Ammunition (1 round), (range 40/120), loading, improvised ammo: ball bearings, lead balls, etc, shotgun
Wide Mouthed Shotgun	64 M	1d8 piercing	9 lb.	Ammunition (1 round), (range 15/15), loading, improvised ammo: ball bearings, lead balls, etc, shotgun
Single Shot Scrap Pistol	40 M	1d8 piercing	3 lb.	Ammunition (1 round, 9mm), (range 30/120), pistol, loading
Scrap Pistol	80 M	1d8 piercing	2 lb.	Ammunition (12 rounds, 9mm), (range 30/120), pistol
Scrap Auto-Pistol	120 M	1d8 piercing	2 lb.	Ammunition (12 rounds, 9mm), (range 30/120), pistol, auto
GNK-8	100 M	1d6 piercing	1 lb.	Ammunition (2 rounds, 9mm), (range 30/90), concealable (+4)
Scrap Shotgun	160 M	1d10 piercing	8 lb.	Ammunition (6 rounds, shotgun), (range 40/120), two-handed
Sawn Off Shotgun	180 M	1d10 piercing	4 lb.	Ammunition (6 rounds, shotgun), (range 40/120), pistol, shotgun, concealable
Combat Shotgun	200 M	1d12 piercing	6 lb.	Ammunition (8 rounds, shotgun), (range 40/120), two-handed
Sawn Off Combat Shotgun	220 M	1d12 piercing	3 lb.	Ammunition (8 rounds, shotgun), (range 40/120), pistol, shotgun, concealable
Wide Mouthed Combat Shotgun	240 M	1d10 piercing	7 lb.	Ammunition (8 rounds, shotgun), (range 15/15), shotgun, two-handed
Single Shot Scrap Rifle	60 M	1d10 piercing	8 lb.	Ammunition (12 rounds, .223 mm), (range 60/180), two-handed, rifle
Semi-Automatic Scrap Rifle	120 M	1d10 piercing	6 lb.	Ammunition (12 rounds, .223 mm), (range 60/180), two-handed, rifle
Automatic Scrap Rifle	240 M	1d10 piercing	6 lb.	Ammunition (12 rounds, .223 mm), (range 60/180), two-handed, rifle
Hydra Mk. I	400M	1d12 piercing	5	Ammunition (12 rounds, shotgun), (range 40/120), SMART shotgun, auto
STFU (primary tool function)	120 M	DC 15 Constitution – Blinds and prevents target from speaking for 1d4+1 rounds	3 lb.	(range 30/90)
STFU (taser)	120 M	1d4 shock	3 lb.	Ammunition (8 rounds, taser), (range 30/90), pistol,



Atrian Firearms are registered electronically and will only fire for their intended users. Typically locked to a specific individual or Division, they use special technology within the grip of the gun to detect the Mark of the user. Failure to present the proper bio-matter will prevent the weapon from firing. However, in times of great need, higher ranking officers can disable this fail-safe, allowing any Citizen of Atrius to use the firearm, regardless of clearance or training. Unlike the highly customized firearms of the Fringe, guns in Atrius are uniform.

Atrian Weapons

Weapon	Cost	Damage	Weight	Properties
Universal Weapons				
Chemical Spray	12 Credits	DC 14 Constitution – Blinds and incapacitates target for 4 + 2d4 rounds	1 lb.	Light, Ammo (4 uses), (range 10/15)
Stun Baton	20 Credits	1d4 bludgeoning	1 lb.	Light, martial melee, concealable (+2)
Shock Baton	8 Credits	1d4 bludgeoning + 1d4 shock	1 lb.	Light, martial melee, concealable (+2)
Utility Knife	5 Credits	1d4 slashing or piercing	1 lb.	Finesse, light, thrown (range 20/60)
First Tier Lethality				
Combat Knife	8 Credits	1d6 slashing or piercing	1 lb.	Finesse, light, thrown (range 20/60)
High potency Chemical Spray	48 Credits	DC 16 Constitution – Blinds and incapacitates target for 6 + 2d6 rounds	1 lb.	Light, ammunition (4 uses), (range 10/20)
Taser Utility	30 Credits	1d4 shock	1 lb.	Light, ammunition (4 uses), (range 20/30)
Defender Pistol	64 Credits	1d6 piercing	3 lb.	Ammunition (16 rounds, 9mm), (range 30/120), pistol, flashlight, laser sight
GNK-16	80 Credits	1d6 piercing	1 lb.	Ammunition (2 rounds, 9mm), (range 30/90), concealable (+4)
Mini Pistol	100 Credits	1d6 piercing	2 lb.	Ammunition (9 rounds, 9mm), (range 30/90), pistol, concealable
Hammer Head Pistol	120 Credits	1d8 piercing	3 lb.	Ammunition (24 rounds, 9mm), (range 30/120), pistol

Atrian Weapons

Weapon	Cost	Damage	Weight	Properties
Second Tier Lethality				
Squid Semi-Automatic Rifle	180 Credits	DC 14 Constitution – Blinds and incapacitates target for 4 + 2d4 rounds	1 lb.	Light, Ammo (4 uses), (range 10/15)
Tiger Shark Mk. V Submachine Gun	180 Credits	1d4 bludgeoning	1 lb.	Light, martial melee, concealable (+2)
STFU	120 Credits	1d4 bludgeoning + 1d4 shock	1 lb.	Light, martial melee, concealable (+2)
STFU (taser)	120 Credits	1d4 slashing or piercing	1 lb.	Finesse, light, thrown (range 20/60)
Third Tier Lethality				
Bright Star	240 Credits	1d10 piercing	4 lb.	Ammunition (28 rounds, custom ammo), (range 60/180), silenced, pistol, auto, concealable
Hydra Mk. II	464 Credits	1d12 piercing	5 lb.	Ammunition (12 rounds, shotgun), (range 40/120), pistol, SMART shotgun, laser sight, auto
Orca Pistol	Not for Sale	1d10 piercing	3 lb.	Ammunition (13 rounds, SMART Rounds), (range 30/120), pistol, Vigilant, auto
Piranha	220 Credits	1d12 piercing	5 lb.	Ammunition (12 rounds, shotgun), (range 40/120), two-handed, auto
Squid Fully-Automatic Rifle	240 Credits	1d10 piercing	6 lb.	Ammunition (63 rounds, .223 mm), (range 60/180), two-handed, auto
Squid Mk. II Grenadier	300 Credits	1d10 piercing	6 lb.	Ammunition (63 rounds, .223 mm), (range 60/180), two-handed, can also shoot individual fragmentation grenade canisters (single shot, range 60/180), auto
Tiger Shark Mk. VI Submachine Gun	180 Credits	1d8 piercing	3 lb.	Ammunition (24 rounds, 9mm), (range 30/120), pistol, laser sight, auto
Trident (Type A) Sniper Rifle	300 Credits	1d12 piercing	7 lb.	Ammunition (80 rounds, .223 mm), (range 200/600), two-handed, auto
Trident Light MG	264 Credits	1d10 piercing	5 lb.	Ammunition (80 rounds, .223 mm), (range 90/180), two-handed, auto



Bright Star: Popular within the Special Defense Force, the Bright Star is silent, compact, and makes use of unique specialized ammunition suited for a specific purpose. It also boasts a high powered flashlight under the barrel.

Defender Pistol: Lightweight, compact, and easy to use, the Defender is a weapon designed to provide protection for citizens in emergency situations. Like most modern firearms the Defender features a glowing HUD, digital controls for switching the rate of fire, and comes standard with both a built-in laser sight and flashlight.

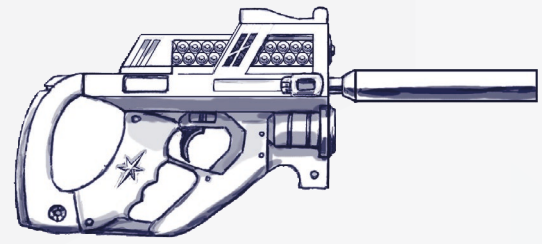
GNK-16: Earlier variants of the GNK have been popular since the mid 300's, thanks to the firearm's compact nature. The GNK-16 features two barrels, two triggers and a quick wrist-mounted retrieval system.

Hammer Head Pistol: The most common pistol in use by the Atrian military. Beloved for its high magazine capacity, advanced interface, reliability, and size, the Hammer Head comes in black, white, or polished metallic.

Hydra Mk. II: The Hydra is one of the most technologically advanced firearms in circulation. All three barrels of the shotgun spin with each shot, allowing automatic reloading for all barrels from a single source. In addition to two rates of fire (single and triple barrel), the Hydra has a built-in range finder that automatically swivels the barrels outward to face organic targets as they get closer.

Mini Pistol: A common self-defense weapon beloved for its small size and high clip capacity, the Mini-Pistol comes in grey, black, or white, with half a dozen aesthetic customization options.

Orca Pistol: The Orca, if it truly exists, is said to be the weapon of choice for Vigilant agents. One part computer, one part weapon, an operator is capable of marking targets through combined use of the gun's camera sight and a privacy hood. The Orca's jumper assist system then compensates the operator's aim by pulling the barrel toward the intended target, while the SMART bullets adjust their trajectory mid-flight to further compensate the aim of the operator, allowing for roughly a 15% trajectory correction, conditions pending. See **Occupation: Vigilant Agent** for details.



Piranha: The Piranha is the shotgun of choice for the Atrian military based on its reliability, compact form, and built-in barrel extension. Whether the operator is clearing a small room, or moving into a large hallway, the Piranha's real strength comes from its versatility and application in myriad environments.

Squid Rifle: The standard rifle of choice in use by all divisions of the Atrian military. Numerous variants for the Squid Rifle exist.

STFU: The Silence Taser Flash Utility (otherwise known as the STFU) is a "crowd control" variant of the Taser Utility, featuring the added functionality of a military grade weaponized flash-strobe, preventing the target from seeing, and speech jammer, preventing the target from speaking coherent sentences. The STFU has two entries, one for its non-ammunition based attack, the other for its taser mode of fire.

Tiger Shark: Originally a modification of the beloved Hammer Head pistol the Tiger Shark allowed an operator more accuracy over a longer distance. Tiger Shark Type is an easy weapon of choice for those who are of smaller physical frame, giving the same feel as a rifle with only a portion of the recoil. Numerous variants of the Tiger Shark exist.

Trident Type A Sniper Rifle: The high-magazine variant of the Squid Rifle, the Trident offers unmatched accuracy and range and is the primary gun used on the Outer Wall. Numerous barrel attachments to this versatile gun exist, making it ideal as a sniper rifle or mini gun.

Trident Light MG: The high-magazine variant of the Squid Rifle, the Trident offers unmatched accuracy and range and is the primary gun used on the Outer Wall. Numerous barrel attachments to this versatile gun exist, making it ideal as a sniper rifle or mini gun.



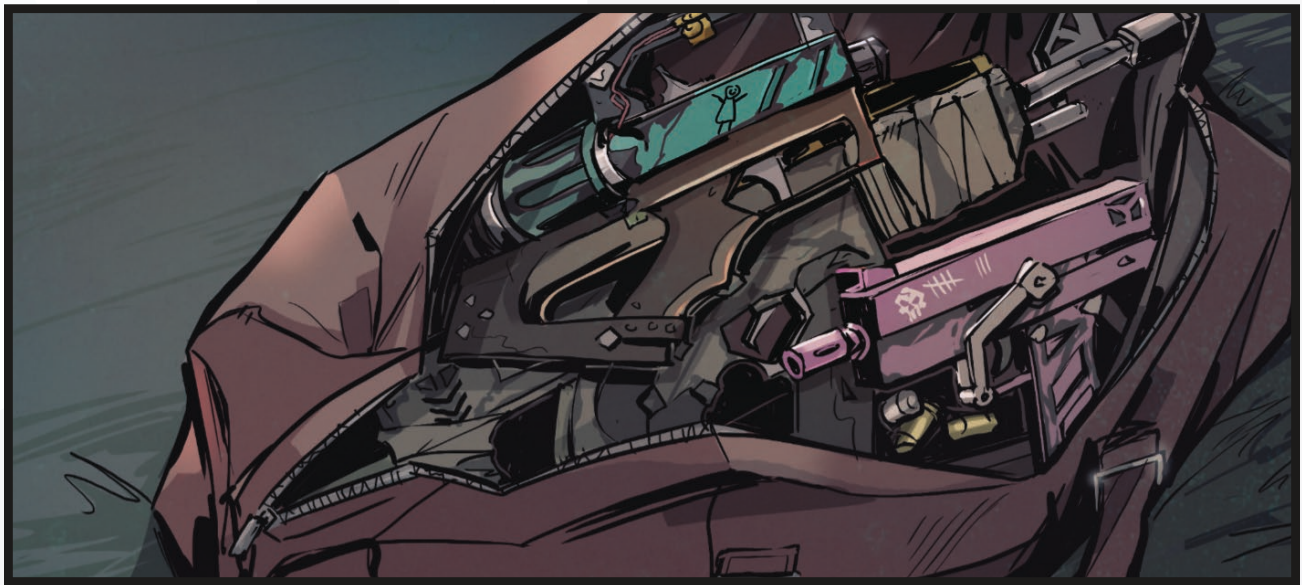
Firearm Modifications

Most weapons in the Fringe are customized, so these represent some options available to be added to your firearms. This chart only represents rifle and pistol upgrades. Shotguns cannot be modified beyond becoming sawn off, or attaching a flashlight.

Note: You can never attach more than one of a type of modification of the same type (scope, sight, etc) to a weapon, except for misc. mods.

Fringe Firearm Attachments

Name	Description	Price
Scope Mods		
Cracked Scope	+1 to hit (when target is >15ft away)	40 M
Old Scope	+2 to hit (when target is >15ft away)	80 M
Quality Scope	+3 to hit (when target is >15ft away)	160 M
ACOG Scope	+1 to hit	120 M
Extended Clips		
Increases the number of ammunition a firearm can hold until it needs to be reloaded. Only works on firearms that are not single-shot.		
Clip: 16	A clip that holds 16 rounds of ammunition.	16 M
Clip: 20	A clip that holds 20 rounds of ammunition.	20 M
Clip: 24	A clip that holds 24 rounds of ammunition.	24 M
Clip: 32	A clip that holds 32 rounds of ammunition.	32 M
Clip: 40	A clip that holds 40 rounds of ammunition.	40 M
Misc. Mods		
Bayonet	Gives the firearm a melee attack (universal) that does 1d6 slashing or piercing damage that can be used instead shooting the firearm.	16 M
Bladed Stock	(Rifle Only) The rifle now counts as a martial melee weapon. (+1 AC in melee)	32 M
Flashlight	Works just like a normal flashlight, only it's attached to your firearm.	32 M
Laster Sight	+1 to hit. This modifier does not combine with the benefits of a scope.	100 M



Ammunition Types

Name	Description	Price
9mm	This is the standard bullet size for pistols.	2 M
.223mm	This is the standard bullet size for rifles	3 M
Shotgun Round	While the exact size might vary slightly, this represents a diverse mix of bullets that shoots hundreds of small pellets	4 M
Shotgun Slug	While the exact size might vary slightly, this represents a diverse mix of bullets that shoots a single large bullet used by shotguns.	3 M
AP Rounds	These bullets reduce a target's AC bonus provided by armor by -3, provided that the target is wearing armor.	Bullet price
High Powder Rounds	Crafted with a higher powder count, these bullets confer +1 damage and -1 to hit when used. They also incur a -1 to any rolls on the Firearm Misfire Table.	x 2
Reverse Load Rounds	The bullets are actually loaded backwards into the bullet casing, creating an effect similar to hollow point ammunition. These bullets confer +2 damage when used, but any roll of a "miss" results in the brass being destroyed in the process. Instead of turning a bullet into a brass, it becomes a scrap. These bullets also incur a -1 to any rolls on the Firearm Misfire table.	Bullet price x 1.5
Trapped Rounds	These look just like a set of normal ammunition to a would-be looter, but upon using the firearm with trapped rounds, the gun explodes, causing 1d8 +2 piercing damage to the shooter and destroying the weapon.	8 M
Low Quality	These bullets were crafted poorly. A natural roll of a "2" now also constitutes a critical failure and causes a misfire. They also incur a -2 to any rolls on the Firearm Misfire Table. Note: You can combine the "Low Quality" attribute to any type of ammunition.	Bullet price reduced by half

Explosives Using Demolitions

As an action, you can set an explosive device on anything within 5 feet of you or throw the explosive up to 80 feet, typically detonating it on impact. When throwing an explosive, make a ranged attack against a person or object, adding your proficiency with Dexterity (Demolitions Use) if applicable. Failure indicates that the grenade deviates from its intended target. The more you failed the hit by, the further the grenade lands from the target area, dictated by the GM. Failure to set up an explosive device (without throwing it) indicates that the explosive wasn't set properly. It might explode prematurely, late, or not at all, to the discretion of the GM.

Upon detonation, each explosive device produces a unique effect.

Types of Explosive Devices:

EM Grenade:

Range: 25 foot circular blast radius.

All electronics that are not safely covered are rendered ineffective and will no longer function. Some kinds of metal plates, magnets, and anti-static plastics can prevent the effects of an EM grenade.

Energy Wave Detonator:

Range: A 30 foot circular blast radius OR a 15 foot line extending from both sides of the blast's epicenter.

An explosive device designed to send a blast of energy through a room in a horizontal or vertical blast (depending on how it lands). Every person within the radius makes a Dexterity saving throw (DC 10 + Demolitions Use) or takes 5d6 force damage (this can be set to lethal or non-lethal damage, based on the choice of the player using/setting the explosive device). A successful save avoids the effects of the explosion as the target jumps, ducks, or side-steps the blast.

Flashbang:

Range: 40 foot circular blast radius.

Every person within the radius makes a Constitution saving throw (DC 10 + Demolitions Use). Upon failure they become blind and deafened for 1d4+1 rounds. A successful saving throw negates this.

Fragmentation Grenade:

Range: 15 foot circular blast radius.

Everything within the radius makes a Dexterity saving throw (DC 10 + Demolitions Use) or takes 4d6 piercing damage. A successful save reduces the damage by half.

Incendiary Grenade:

Range: 15 foot circular blast radius.

Everything within the radius makes a Dexterity saving throw (DC 10 + Demolitions Use) or takes 4d6 fire damage and an additional d6 fire damage at the start of each of its turns. A successful save reduces the damage by half. A person can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

lolaus Grenade:

Range: 20 foot circular blast radius.

lolaus grenades are advanced technology designed to disintegrate organic matter within a specific radius. Difficult to Use: +3 to the DC of using lolaus grenades. They'll make anyone extremely nervous.

All organic matter within the blast radius makes a Dexterity saving throw (DC 10 + Demolitions Use) to run beyond the blast or is instantly evaporated. A successful save means the target is only blinded for 1d6 rounds, is knocked prone, pushed beyond the range of the explosion (moving away from the epicenter), and takes 1d6 piercing damage from debris. Any organic matter within range of an lolaus grenade becomes nothing more than a shadow as a bright flash of light envelopes your vision.

Everything within line of sight of the explosion, but beyond its range rolls a Dexterity save or becomes blind for 1d6 rounds because of the incredibly bright flash, is knocked prone, and takes 1d6 damage from flying debris as everything in the room is expelled violently from the epicenter.

Shadows of organic matter mark the surrounding walls and floors and the room leaving eerie shadows.

Large Area high-Power (LAhP) Fragmentation Grenade:

Range: 25 foot circular blast radius.

Everything within the radius makes a Dexterity saving throw (DC 10 + Demolitions Use) or takes 4d6 piercing damage. A successful save reduces the damage by half.

Particle Grenade:

Range: 25 foot circular blast radius (This expands to 40 feet the following round).

This renders electronic sensors Blind as the air is filled with small particles. This can trigger certain fire alarms, render security cameras inoperable, and prevent electronic communication within or through the blast radius locally. Particle grenades last 10 + 4d10 rounds.

Psych Grenade:

Range: 20 foot circular blast radius (dissolves in 2 rounds)

Psych grenades release an airborne chemical that causes targets to enter a fear induced state. Every individual within the radius makes a Constitution saving throw (DC 10 + Demolitions Use). Upon failure they become frightened (or will drop prone if no threat is visible for 2 rounds). A successful saving throw negates this.

Small Area high-Power (SAhP) Fragmentation Grenade:

Range: 10 foot circular blast radius.

Everything within the radius makes a Dexterity saving throw (DC 14 + Demolitions Use) or takes 8d6 piercing damage. A successful save reduces the damage by half.

Explosives

Name	Description	Price
EM Grenade	25 ft. radius. Instantly renders electronics useless	200 M
Energy Wave Detonator	Variable radius. 5d6 force damage	120 M
Flashbang	40 ft. radius. blind and deafened for 1d4+1	40 M
Fragmentation Grande	15 ft. radius. 4d6 piercing damage	32 M
Incendiary Grenade	15 ft. radius. 4d6 fire damage	40 M
Iolous Grenade	20 ft. radius. Instant death	340 M
Large Area high-Power (LAhP) Fragmentation Grenade	25 ft. radius. 4d6 piercing damage	120 M
Particle Grenade	40 ft. radius. Fills the air with particles	64 M
Psych Grenade	20 ft. radius. Target becomes frightened	80 M
Small Area high-Power (SAhP) Fragmentation Grenade	10 ft. radius. 8d6 piercing damage	120 M

Adventuring Gear

This section describes items that have special rules or require further explanation.

Acid: As an action, you can splash the contents of this vial onto anything within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a person or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Alchemist's Fire: This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against an individual or object, treating the alchemist's fire as an improvised weapon unless you are proficient with (Demolitions Use). On a hit, the target takes 1d4 fire damage at the start of each of its turns. A person can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Antitoxin: An individual that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to digital or mechanical devices.

Ball Bearings: As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A person moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A person moving through the area at half speed doesn't need to make the save.

Block and Tackle: 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.

Breather: A mask that covers the nose and mouth of the individual wearing it. Breathers provide up to 20 minutes of breathable oxygen before requiring 60 minutes to recharge.

Caltrops: As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any person that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the individual's walking speed by 10 feet until the individual regains at least 1 hit point. An individual moving through the area at half speed doesn't need to make the save.

Case, Map or Scroll: This cylindrical plastic case can hold up to ten rolled-up sheets of standard sized datapaper.

Chain: A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Climber's Kit: A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Crowbar: Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.



Datapad: A Datapad might contain notes, drawing, poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on technical contraptions, or just about anything else that can be represented using text or pictures. The amount of data that can be stored on a Datapad is substantial, easily exceeding years of holographic-quality video. Some Datapads can capture audio and/or video.

Datapad (old): An old Datapad will often contain notes, books, images, and preferences from dozens of previous owners, making it sought after by Citizens interested in history, or Fringers looking to uncover secrets. Old Datapads otherwise function identically to Datapads.

Datapad (busted): A busted Datapad is a normal Datapad that's been damaged. Busted Datapads malfunction often, creating ghost data, failing to turn on once a week, activating random functions, etc. The severity of the malfunctions is typically based on how damaged the Datapad is.

Datapad Chest Clip: A hands-free holster worn over the chest that holds a single Datapad. This can be worn over clothing and armor.

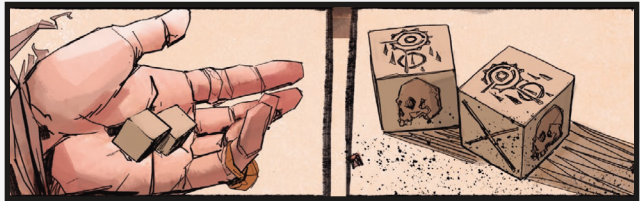
Datapaper: A Datapaper is a small waterproof piece of thin SMART plastic that can be bent, rolled up, or flattened without breaking. A single page of Datapaper can contain up to 50 terabytes of information and features a touch screen with haptic feedback, built-in sounds, low quality holographic projection, and audio recording capabilities.

Explosive Collar: A collar placed around the neck of someone, typically a slave within the Fringe, designed to kill the wearer if a trigger occurs. Triggers can include: death of the owner, passing beyond a preset proximity, a timer that is reset every time the wearer returns home, if the collar is tampered with, etc. The explosive is generally only powerful enough to kill the wearer without damaging the surrounding area, and typically the collar is bulky and very visible, though more expensive variations exist that are higher quality.

Explosive Collar (Dud): A variation of explosive collar that either failed to explode or that was disarmed. They are sometimes worn as trophies, lucky charms, habit, or put onto a slave with the threat that it's fully active.

Flavor Packet Set: Small, portable, sealed plastic packets that contain a variety of flavors are common throughout the entire colony. While these packs do not offer meaningful nutrition they can give a meal a salty, sweet, savory, sour, or spicy flavor. A typical set comes with either 8 packets of a single flavor, or 2 packets of each flavor.

Gas Canister: Gas usually comes in a metal canister that can power various flame based-objects like lighters, lanterns, and torches. Small canisters can generally power or recharge a lighter six times or a single lamp for six hours before needing to be refilled. Larger canisters can carry 4-10 times as much gas, depending on the size.



Holy Symbol: A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. Some factions fear or revere such relics.

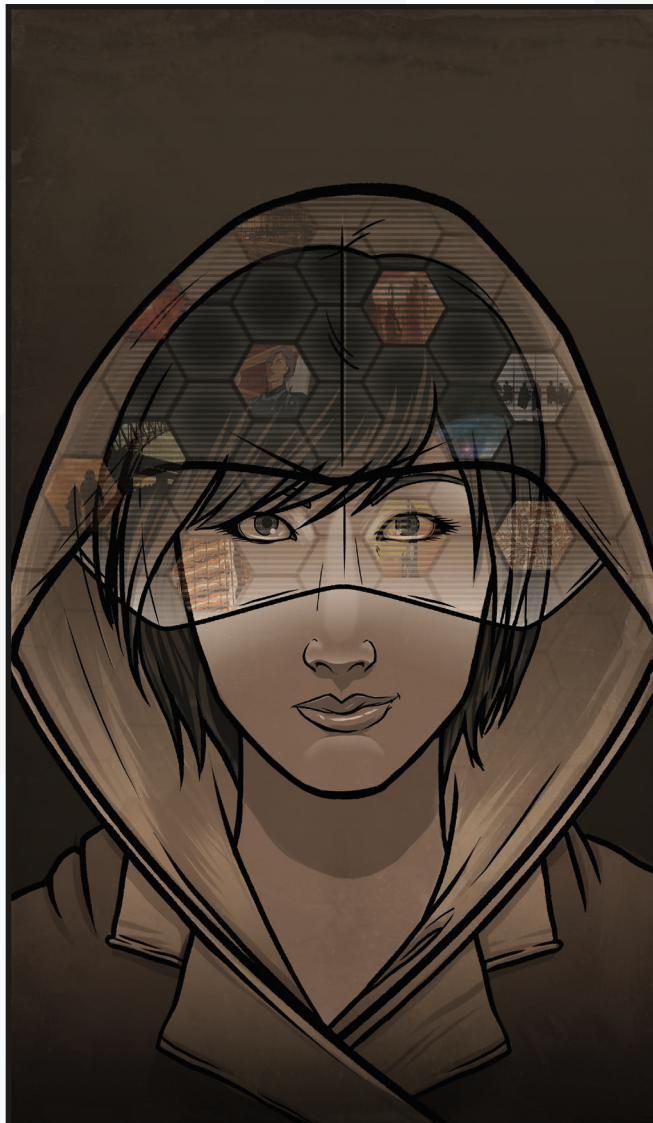
Hunting Trap: When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a person steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a rebar spike driven into the ground. A person that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the character breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A character can use its action to make a DC 13 Strength check, freeing itself or another individual within its reach on a success. Each failed check deals 1 piercing damage to the trapped individual.

Jerky: Dry meat suitable for extended travel and consumption. A night's ration of jerky contains roughly the same nutritional value as Meal for the purposes of avoiding starvation.

Lamp: A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil or canister of gas.

Lantern, Bullseye: A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil or canister of gas.

Lantern, Hooded: A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil or canister of gas. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.



Privacy Hood: A Privacy Hood is a wearable plastic hood that doubles as a personal computer. Information can be saved, transmitted, and received from privacy hoods, and they frequently interface with most SMART devices. While they are not connected to an internet, privacy hoods of the 1.0 and newer variety are able to connect locally to hotspot intranets. Privacy Hoods can generate a keyboard that only its wearer can see and interact with, making them ideal for gaming, note taking, and short range communication. The amount of data they can store on a Privacy Hood is substantial, easily exceeding years of holographic-quality video.

Here's a listing of features. The higher the number, the newer the Privacy Hood, and the more features it has available.

Diagnostic (Privacy Hood 0.1): Can only be used to take written notes, record video, and interact with SMART devices and local intranets in a very basic sense. These were originally used by GOPTMM technicians to diagnose and repair machinery.

Privacy Hood .08e: An older model, these can communicate verbally and share video feeds with other Privacy Hoods that have been synced for a distance of approximately a quarter of a mile. This makes them optimal for use within military squads, or spies.

Privacy Hood 1.0e: The 1.0 Privacy Hood offers access to the public Atrian intranet and selectively pre-programmed private intranets from almost any point within the Inner City. Some blackout areas apply. The 1.0e Privacy Hood also offers a suite of enhanced diagnostic features unnoticed by the majority of its users.

Privacy Hood 1.1e: The 1.1 Privacy Hood features an improved built-in video recording device capable of recording from all directions at once. It also features improved data transfer features, making the sharing of information and videos easier than it's ever been!

Privacy Hood 1.2e: By popular demand, the 1.2 Privacy Hood boasts a further improvement in its diagnostics suite features, making it ideal for engineers and maintenance workers alike.

Privacy Hood 1.3e: For the first time ever, the 1.3 Privacy Hood features an improvement in management applications. In addition to being able to seamlessly balance finances, statistics, and trends, it also comes with an entirely new suite of artistic features, and a further improved video playback feature that allows multiple synced privacy hoods to see the same thing at the same time.

Privacy Hood 1.4e: The 1.4 Privacy Hood features a number of aesthetic updates, allowing seamless color changes and patterns in the blink of an eye. It also has been updated with built-in surgery healthcare applications and guides.

Privacy Hood 1.5e: The 1.5 Privacy Hood is the update many within the vital functions subdivision have been waiting for. It features a fully redesigned set of diagnostic tools for Citizens working on the delicate advanced technologies that help Atrius endure! When dealing with the repair or maintenance of the specific vital function it's been set to, it gives the wear advantage on rolls to repair, maintain, or assess problems.

Lighter: For 1 hour, a lighter sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Lock: A key is provided with the lock. Without the key, a person proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your GM may decide that better locks are available for higher prices, such as ones locked by electronic or chemical keys or digital passwords.

Manacles: These metal restraints can bind a small or medium character. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key (which can be electronic or chemical at a higher price). Without the key, an individual proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check or Intelligence (Use Technology) in the case of a digital lock. Manacles have 15 hit points.

Medical Kit: This kit is a plastic pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a person that has 0 hit points, without needing to make an Intelligence (Medicine) check.

Medical Kit (Advanced): This kit is a plastic pouch containing advanced medical gels, creams, and supplies. The kit has ten uses, though additional components can be added to increase the number of uses. As an action, you can expend one use of the kit to heal a character by making an Intelligence (Medicine) check. You heal the target character by a number of hit points equal to the result of your roll -5.

Mess Kit: This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Mint Tin: This small tin box contains 32 mints that can help keep your breath fresh.

Oil: Oil usually comes in a metal or glass flask that holds 1 pint. As an action, you can splash the oil in this flask onto a character within 5 feet of you or throw it up to 20 feet, shattering the glass flask on impact. Make a ranged attack against a target person or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any individual that enters the area or ends its turn in the area. An individual can take this damage only once per turn.

Poison, Basic: You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A person hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Pouch: A cloth or plastic pouch can hold up to 20 sling bullets or 50 Blowgun needles, among other things. Alternatively this could be a compartmentalized pouch used for holding various items.

Quiver: A quiver can hold up to 20 arrows.

Ram, Portable: You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

Rapid Ascension Tool: A grappling hook device that fires identically to a firearm, using rope to grab onto buildings, walls, and statues. The device can pull the user vertically 80 ft. every 6 seconds but is generally limited in range to 120 feet. After shooting once the tool needs to be reloaded with a new spool of specialized rope.

Rope: Rope has 2 hit points and can be burst with a DC 17 Strength check.

Scale, Merchant's: A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

Spikes: A small metal shank that can be used for a number of purposes from creating secure holds for ropes to creating traps. Spikes are not particularly sharp unless filed.

Tinderbox: This small metal container holds matches and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Torch: A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Adventuring Gear

Item	Cost	Weight	Item	Cost	Weight
Ammunition					
Arrows (4)	1 M	1 lb.	Sling bullets (20)	4 T	1½ lb.
Blowgun needles (8)	2 C	1 lb.	AP Rounds	x 1	—
Bullet (9mm)	2 M	—	High Powder Rounds	x 2	—
Bullet (.223)	3 M	—	Reverse Load Rounds	x 1.5	—
Bullet (Shotgun Round)	4 M	—	Trapped Rounds	8 M	—
Bullet (Shotgun Slug)	3 M	—	Low Quality	x 0.5	—
Generic					
Abacus	6 T	2 lb.	Datapad	64 M	3 lb.
Acid (vial)	24 M	1 lb.	Datapad (old, busted)	32 M	3 lb.
Alchemist's fire (flask)	64 M	1 lb.	Datapad Chest Clip	20 M	2 lb.
Amulet	4 M	1 lb.	Datapaper (one sheet)	3 C	—
Antitoxin (vial)	40 M	—	Explosive Collar (active)	16 M	2 lb.
Backpack	4 M	5 lb.	Flask or tankard	6 T	1 lb.
Ball bearings (1,000)	1 M	2 lb.	Flavor Packet Set	2 M	—
Barrel (steel or plastic)	2 M	70 lb.	Grappling hook	2 M	4 lb.
Basket	4 T	2 lb.	Hammer	1 M	3 lb.
Bedroll	3 M	7 lb.	Hammer, sledge	2 M	10 lb.
Bell	1 M	—	Hourglass	24 M	1 lb.
Blanket	5 C	3 lb.	Hunting trap	16 M	25 lb.
Bottle, glass	2 M	2 lb.	Ink (1 ounce bottle)	10 M	—
Breather	16 M	1 lb.	Ink pen	4 T	—
Bucket (metal or plastic)	5 S	2 lb.	Jerky (1 night's rations)	2 C	1 lb.
Caltrops (bag of 20)	1 M	2 lb.	Jug or pitcher	2 S	4 lb.
Canteen	6 S	5 lb. (full)	Kit, climber's	24 M	12 lb.
Case, map or scroll	4 S	1 lb.	Kit, disguise	24 M	3 lb.
Chain (10 feet)	4 M	10 lb.	Maintenance Kit	36 M	8 lb.
Chalk (1 piece)	1 S	—	Kit, medical	24 M	3 lb.
Chest Box	4 M	25 lb.	Kit, medical (advanced)	32 M	3 lb.
Clothes, common	4 M	3 lb.	Kit, mess	2 C	1 lb.
Clothes, costume	16 M	4 lb.	Kit, poisoner's	64 M	2 lb.
Clothes, fine	32 M	6 lb.	Ladder (10-foot)	3 C	25 lb.
Clothes, traveler's	8 M	4 lb.	Lamp	6 C	1 lb.
Crowbar	2 M	5 lb.	Lantern, bullseye	8 M	2 lb.

Adventuring Gear

Item	Cost	Weight	Item	Cost	Weight
Generic					
Lantern, hooded	4 M	2 lb.	Ram, portable	12 M	35 lb.
Lock	10 M	1 lb.	Rapid Ascension Tool	80 M	
Magnifying glass	80 M	—	Reliquary	6 M	2 lb.
Manacles	4 M	6 lb.	Robes	2 M	4 lb.
Mint Tin	1 M		Rope (50 feet)	4 M	10 lb.
Mirror, steel	6 M	½ lb.	Sack	2 S	½ lb.
Oil (flask)	1 C	1 lb.	Scale, merchant's	6 M	3 lb.
Perfume (vial)	4 M	—	Shovel	1 M	5 lb.
Pick, miner's	2 M	10 lb.	Signal whistle	6 S	—
Piton	4 T	¼ lb.	Soap	6 T	—
Poison, basic (vial)	100 M	—	Spikes, iron (10)	1 M	5 lb.
Pole (10-foot)	6 T	7 lb.	Spray Paint	6 M	2 lb.
Pot, iron	2 M	10 lb.	Tinderbox	5 C	1 lb.
Pouch	5 C	1 lb.	Torch	1 T	1 lb.
Privacy Hood (Diagnostic)	64 M	1 lb.	Vial	1 M	—
Quiver	1 M	1 lb.	Whetstone	1 T	1 lb.

Containers & Capacities

Backpack*	1 cubic foot/30 pounds of gear
Barrel	40 gallons liquid, 4 cubic feet solid
Basket	2 cubic feet/40 pounds of gear
Bottle	1½ pints liquid
Bucket	3 gallons liquid, ½ cubic foot solid
Chest	12 cubic feet, 300 pounds of gear
Flask or tankard	1 pint liquid
Jug or pitcher	1 gallon liquid
Pot, iron	1 gallon liquid
Pouch	⅕ cubic foot / 6 pounds of gear
Sack	1 cubic foot / 30 pounds of gear
Vial	4 ounces liquid
Canteen	4 pints liquid

* You can also strap items, such as a Bedroll or a coil of rope, to the outside of a Backpack.

Trade Goods

1 Tin	A skene of hair
2 Tin	1 lb. of raw meat
4 Tin	1 lb. of salt
1 Casing	1 lb. of scrap metals or 1 sq. yd. of cloth scraps
4 Casings	1 lb. of brass scraps or 1 sq. yd. of hair
1 Meal	2 lb. of jerky meat, a whole cigarette , 1 sq. yd. of low quality plastic,
4 Meal	1 sq. yd. of plastic, alcohol, a single hit of a low quality drug,
6 Meal	A canister of quality spices, a single hit of tyne, an hour at a brothel
8 Meal	1 bullet, 1 sq. yd. of fine cloth a board game
16 Meal	A faulty pistol, tools for a trade
32 Meal	Fancy clothing or materials, broken or faulty SMART technology
64 Meal	A slave, a working firearm

Trade Goods

Most wealth is not measured in credits. It is measured in Meal, water rights, land, rights to collect taxes, or rights to resources (such as tradesmen or resource producing facilities).

Gangs regulate trade. Certain groups of merchants are granted rights to conduct trade along certain routes or to buy or sell specific goods. Gangs that control a territory often set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods without using a standardized currency. The Trade Goods Table shows the value of commonly exchanged goods within the Southern Fringe. These prices are typically tripled in the Northern Fringe and halved in the Western Fringe. Certain flavors/colors of Meal sometimes also have more value than others to certain groups.

All Fringers conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, slaves, and so on—retain their full value in the market and can be used as currency.

Standard Exchange Rates

Goods	Scrap	Tin	Casings	Meal	Water Tokens
Scrap (S)	1	1/8	1/20	1/80	1/320
Tin (T)	8	1	2/5	1/10	1/40
Casing (C)	20	2.5	1	1/4	1/8
Credit (Cr)	80	10	4	1	1/4
Meal (M)	80	10	4	1	1/4
Water Token (W)	320	40	16	4	1

Treasure

Resources come in several different denominations based on the relative worth and utility of the item. The five most common denominations are Meal canisters (M), Water Tokens (W), spent Meal canister Tins (T), pieces of metal Scrap (S) and spent bullet Casings (C). In Atrius, Meal are often referred to as Credits, since Citizens often will not carry Meal on their person in any large quantity.

In a loose sense one Meal is the most common denominations of trade. A Meal canister can buy a laborer's work for half a night, a flask of lamp oil, or a night's rest in a poor inn. One Water Token is typically worth four meal, depending on the color/ flavor of the Meal.

One Meal is worth ten empty Tins, which are common among laborers and beggars. A single tin buys a torch, scrap of cloth, or a piece of chalk.

In addition, unusual resources like precious metals sometimes appear in treasure hoards. The can originate from fallen factions or from the earliest colonists and they sometimes arouse suspicion and skepticism when used in transactions, unless their value is inherent.

Selling Treasure

Opportunities abound to find treasure, equipment, weapons, armor, and more in the places you explore. Normally, you can sell your treasures and trinkets, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment: As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by gangers are rarely in fair enough condition to sell after they've been acquired.

Gems, Jewelry, and Art Objects: These items retain their full value in the marketplace, and you can either trade them in for Meal or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a better part of town.

Tools

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your occupation gives you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the GM might ask you to make a Dexterity check to carve a fine detail with your mason's tools, or a Strength check to make something out of particularly hard substance.

Artisan's Tools: These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

Disguise Kit: This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Gaming Set: This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Architectural Spectrum). A few common examples appear on the Tools Table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Hacker's Tools: While these tools can take a variety of forms it represents an electronic interface used by hackers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to hack any electronic device.

Hacking Tool: A device used to hack into Datapads and electronic locks. If given 10 minutes it can open almost any simple electronic lock and determine any simple password on its own. However it must be physically attached to the object it's attempting to hack, regardless of its user's skill.

Lab Tools: Testing equipment, instruments for measuring, a four small vials, and a field sampling kit are included in a set of lab tools.

Maintenance Kit: A few unique electronics that are geared toward a specific machine or function. This kit includes the electronics and any hardware that would be required with the maintenance involved therein for those machines, and the upkeep of the tools themselves.

Musical Instrument: Though generally rare, several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. Each type of musical instrument requires a separate proficiency.

Navigator's Tools: This set of instruments is used for underground navigation. Proficiency with navigator's tools lets you chart a path through the ancient tunnels and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost underground.

Poisoner's Kit: A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

Spider Surgical Glove: A unique medical glove used in surgery. This tool gives the wearer advantage on all rolls involving a medical kit or a medical kit (advanced), so long as the wearer has proficiency.

Thieves' Tools: This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Tools		
Item	Cost	Weight
Artisan's tools		
Alchemist's supplies	64 M	8 lb.
Brewer's supplies	24 M	9 lb.
Calligrapher's supplies	8 M	5 lb.
Carpenter's tools	8 M	6 lb.
Cartographer's tools	16 M	6 lb.
Cobbler's tools	8 M	5 lb.
Cook's utensils	4 M	8 lb.
Glassblower's tools	32 M	5 lb.
Gunsmith's tools	32 M	5 lb.
Hacker's tools	64 M	6 lb.
Hacking tool	80 M	2 lb.
Jeweler's tools	24 M	2 lb.
Lab Tools	36 M	8 lb.
Leatherworker's tools	6 M	5 lb.
Mason's tools	8 M	8 lb.
Navigator's tools	24 M	2 lb.
Painter's supplies	8 M	5 lb.
Potter's tools	8 M	3 lb.
Reloader's tools	28 M	4 lb.
Smith's tools	20 M	8 lb.
Spider Surgical Glove	64 M	4 lb.
Thieves' Tools	24 M	1 lb.
Tinker's tools	50 M	10 lb.
Weaver's tools	1 M	5 lb.
Gaming Sets		
Dice set	1 C	—
Playing card set	6 T	—
Musical Instruments		
Drum	6 M	3 lb.
Dulcimer	24 M	10 lb.
Flute	16 M	1 lb.
Guitar	64 M	8 lb.
Keyboard	40 M	28 lb.
Lute	36 M	2 lb.
Horn	20 M	2 lb.

Poisons

Given their insidious and deadly nature, poisons are illegal within Atrius, though they are used with some regularity throughout the Fringe by professional killers.

Poisons come in the following four types:

Contact: Contact poison can be smeared on an object and remains potent until it is touched or washed off. A person that touches contact poison with exposed skin suffers its effects.

Ingested: A person must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled: These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects individuals in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury: Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A character that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

Poisons		
Poison	Type	Price per Dose
Creeping Death	Ingested	164 M
Dark Air	Inhaled	220 M
Godsbane	Injury	600 M
Lung Rot	Inhaled	180 M
Raiderbane	Injury	400 M
Scavverbane	Injury	200 M
Slaver's Poison	Contact	32 M
Sleep Gas	Inhaled	260 M
Spit and Handshake	Contact	64 M
The Icky	Ingested	140 M
Throat Squeezer	Ingested	164 M
Truth serum	Ingested	164 M
Vampire's Kiss	Ingested	460 M

Sample Poisons

Each type of poison has its own debilitating effects.

Creeping Death (Ingested): A character subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned character must repeat the saving throw every 32 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the character can heal normally.

Dark Air (Inhaled): A character subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned character is blinded.

Godsbane (Injury): Said to be the favorite weapon of the Children of Kon's leaders, a character subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Lover's Kiss (Ingested): A character subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned character is incapacitated. A more expensive variant of this poison exists, at double the cost, which ensures that the character has no memory of their time being poisoned.

Lung Rot (Inhaled): A character subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.



Raiderbane (Injury): A character subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Scavverbane (Injury): A character subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Slaver's Poison (Contact): A character subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned character is paralyzed. The character can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sleep Gas (Inhaled): A character subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned character is unconscious. The character wakes up if it takes damage or if another character takes an action to shake it awake. A more expensive variant of this poison exists, at double the cost, called that ensures the poisoned character does not wake up until the 8 hours elapses, even if damaged.

Spit and Handshake (Contact): A character subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 32 hours. The poisoned character is unconscious. The character wakes up if it takes damage.

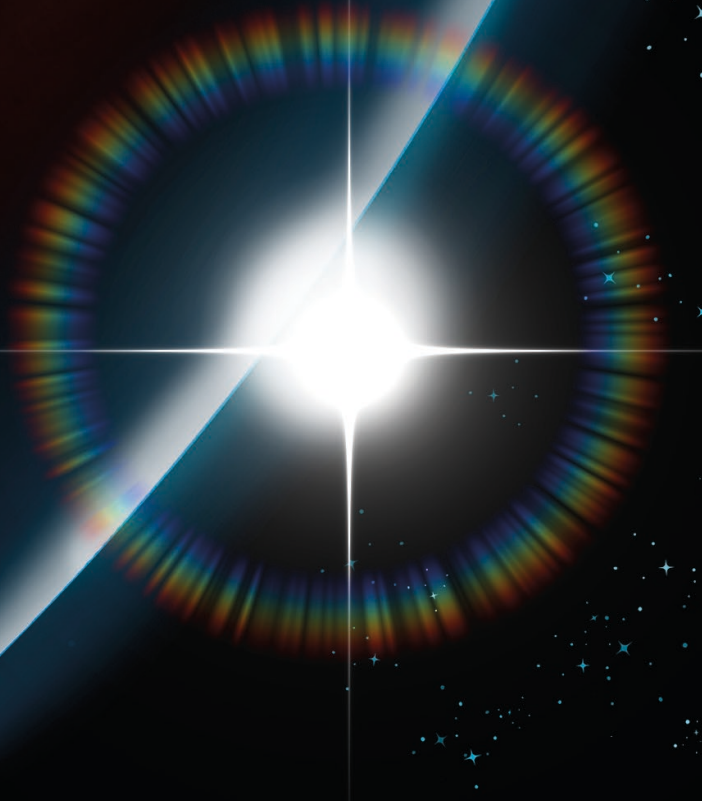
The Icky (Ingested): A character subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 32 hours. On a successful save, the character takes half damage and isn't poisoned.

Throat Squeezer (Ingested): A character subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 4d4 minutes. The poisoned character's throat swells up and they become unable to breathe or speak. This typically causes suffocation after 30 seconds. The only known cure is ice, which reduces the swelling by 2d4 minutes.

Truth Serum (Ingested): A character subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned character can't knowingly speak a lie.

Vampire's Kiss (Ingested): A character that ingests this poison suffers no effect until they come into contact with direct sunlight (or UV light equivalent). If the poison has not been neutralized before then, the character must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.





The Environment

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which characters interact with the environment in such places.

Interacting with Objects

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, raise a trap door, cause a room to flood with sand, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage Objects with their weapons and abilities. Objects are immune to poison damage and mind affecting abilities, but otherwise they can be affected by physical and often electronic attacks much like people can. The GM determines an object's armor class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

Time

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In a dangerous environment, the characters' movement happens on a scale of minutes. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and approximately ten minutes to search the chamber beyond for anything interesting or valuable.

In a market or while walking down a main road, a scale of hours is often more appropriate. Characters eager to reach the Atrius tower from the Outer Districts hurry across those miles in just under three hours' time, even during rush hour.

In combat and other fast-paced situations, the game relies on rounds, a 6-second span of time.

Movement

Swimming through a flooded tunnel, sneaking down a dangerous corridor, scaling a treacherous tower - all sorts of movement play a key role in gaming adventures.

The GM can summarize the characters' movement without calculating exact distances or travel times: "You travel through the tower and find the basement entrance late in the evening." Even in a single building, particularly a large tower or a tunnel network underneath, the GM can summarize movement between encounters: "After killing the raiders camped at the entrance to the ancient Atrian stronghold, you consult your map, which leads you through miles of underground corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the characters moving and the terrain they're moving over.

Speed

Every character has a speed, which is the distance in feet that the character can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character can move in a minute, an hour, or a day.

Travel Pace

While traveling, a group of characters can move at a normal, fast, or slow pace, as shown on the Travel Pace Table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

Forced March

The travel pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the hour column for their pace, and each character must make a Constitution saving throw at the end of the hour.

The DC is 10 + 1 for each hour past 8 hours.

On a failed saving throw, a character suffers one level of exhaustion (explained later).

Travel Pace and Effects			
Pace	Distance Traveled per...		
	Minute	Hour	Day
Fast <i>-5 penalty to passive Wisdom (perception) scores</i>	200 feet	2 miles	16 miles
Normal	150 feet	1.5 miles	12 miles
Slow <i>Able to use Stealth</i>	100 feet	1 miles	8 miles

Difficult Terrain

The travel speeds given in the travel pace table assume either the relatively busy streets of Atrius or the ruined roads of the Fringe.

Special Types of Movement

Movement through dangerous areas often involves more than simply walking. Characters might have to climb, crawl, swim, or jump to get where they need to go.

Climbing, Swimming, and Crawling

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain). At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Jumping

Your Strength determines how far you can jump.

Long Jump

When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across an open fire or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Balance) check to land on your feet. Otherwise, you land prone.

High Jump

When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus $1\frac{1}{2}$ times your height.

Falling

A fall from a great height is one of the most common hazards facing a character. At the end of a fall, a person takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The person lands prone, unless it avoids taking damage from the fall.

Suffocation

A person can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a person runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a person with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

Vision and Light

The most fundamental tasks of adventuring— noticing danger, finding hidden objects, and hitting an enemy in combat, to name just a few—rely heavily on a character's ability to see.

Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a lightly obscured area, such as dim light, patchy fog, or moderate foliage, individuals have disadvantage on Wisdom (Perception) checks that rely on sight.

A heavily obscured area—such as darkness or opaque fog—blocks vision entirely. A person effectively suffers from the blinded condition when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most people see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Darkness creates a heavily obscured area. Characters face darkness within the confines of an unlit building or a subterranean vault.

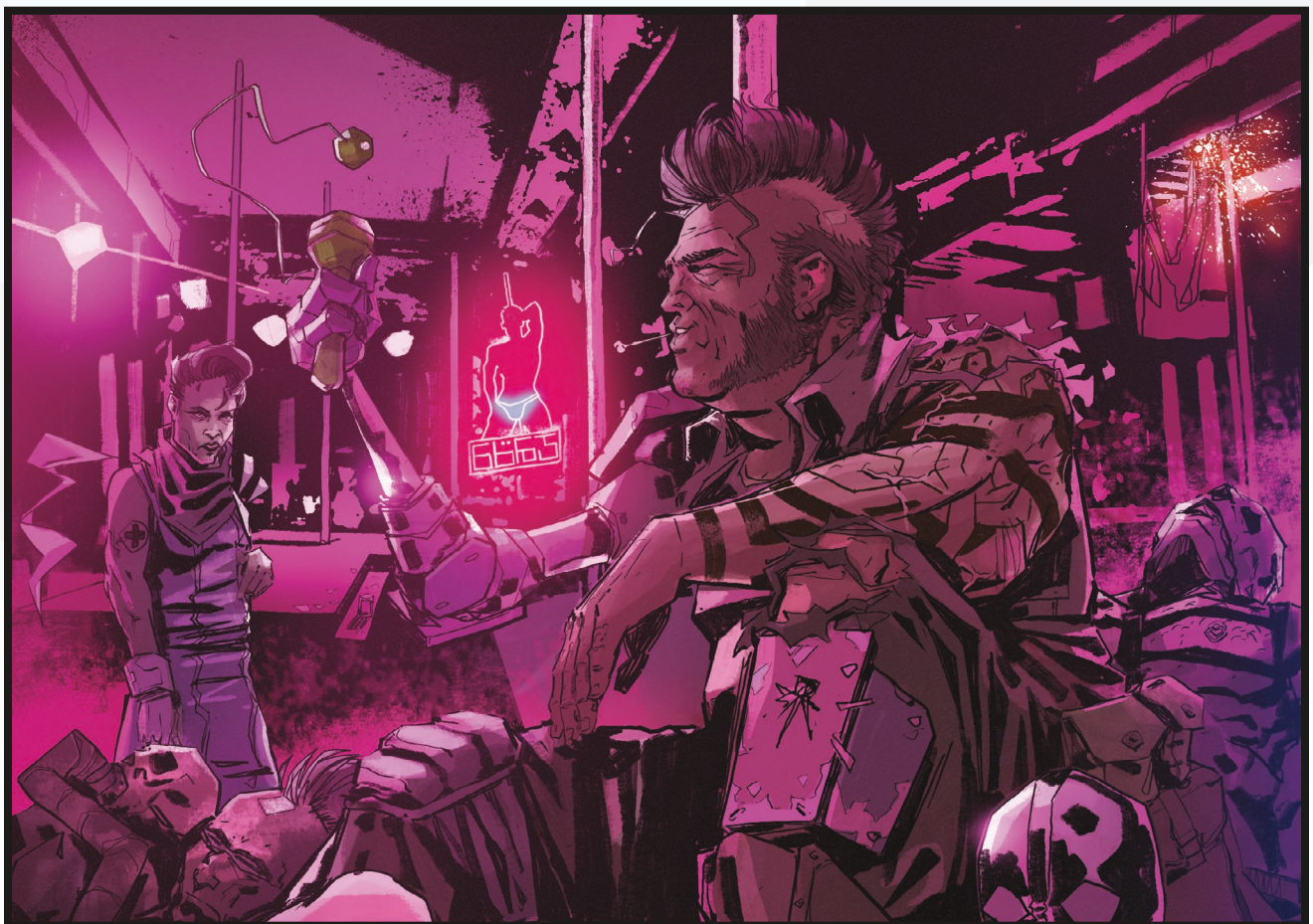
Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. Particularly brilliant double-full moons might bathe the city in dim light.

Blindsight

A character with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as robots, or individuals with augmented senses rarely have this sense.

Low-light vision

Certain factions that dwell underground, have low-light vision. Within a specified range, a person with low-light vision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that person is concerned. However, the individual can't discern color in darkness, only shades of gray.



Objects

When characters need to saw through ropes, shatter a window, or smash through a door, the only hard and fast rule is this: given enough time and the right tools, characters can destroy any destructible object. Use common sense when determining a character's success at damaging an object. Can a ganger cut through a section of a stone wall with a sword? No, the sword is likely to break before the wall does.

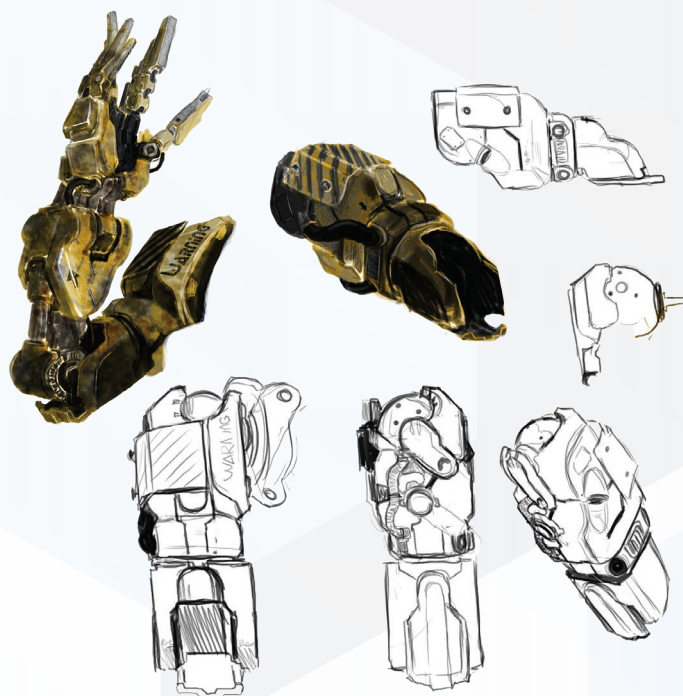
For the purpose of these rules, an object is a discrete, inanimate item like a window, door, sword, Datapad, table, chair, or stone, not a building or a vehicle that is composed of many other objects.

Statistics for Objects

When time is a factor, you can assign an armor class and hit points to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage.

Armor Class: An object's armor class is a measure of how difficult it is to deal damage to the object when striking it (because the object has no chance of dodging out of the way). Table: Object Armor Class provides suggested AC values for various substances.

Object Armor Class	
Substance	AC
Cloth, fabric, rope	11
Crystal, glass, ice	13
Plastic, bone	15
Stone	17
Iron, steel	19
Carbon Steel	21
Super Hard Materials	23



Hit Points: An object's hit points measure how much damage it can take before losing its structural integrity. Resilient objects have more hit points than fragile ones. Large objects also tend to have more hit points than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing. Table: Object Hit Points provides suggested hit points for fragile and resilient objects that are large or smaller.

Object Hit Points		
Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, Datapad)	3 (1d6)	10 (3d6)
Medium (sturdy door, glass cabinet)	4 (1d8)	18 (4d8)
Large (10-ft.-by-10-ft. window)	5 (1d10)	27 (5d10)

Huge and Gargantuan Objects: Normal weapons are of little use against many huge and gargantuan objects, such as a colossal statue, towering column of stone, or massive boulder. That said, one torch can burn a huge tapestry, and a well-placed explosive can reduce a tower to rubble. You can track a huge or gargantuan object's hit points if you like, or you can simply decide how long the object can withstand whatever weapon or force is acting against it. If you track hit points for the object, divide it into large or smaller sections, and track each section's hit points separately. Destroying one of those sections could ruin the entire object. For example, a gargantuan statue of a humanoid might topple over when one of its large legs is reduced to 0 hit points.

Objects and Damage Types: Objects are immune to poison and psychic damage. You might decide that some damage types are more effective against a particular object or substance than others. For example, bludgeoning damage works well for smashing things but not for cutting through cloth or string. Cloth objects might be vulnerable to fire and acid damage. A pick can chip away stone but can't effectively cut down a light post. As always, use your best judgment.

Damage Threshold: Big objects such as tower walls often have extra resilience represented by a damage threshold. An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object's damage threshold is considered superficial and doesn't reduce the object's hit points.

Resting

Heroic though they might be, characters can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits for the next night's adventures.

Characters can take short rests in the midst of an adventuring day and a long rest to end the day.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more hit dice at the end of a short rest, up to the character's maximum number of hit dice, which is equal to the character's level. For each hit die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional hit die after each roll. A character regains some spent hit dice upon finishing a long rest, as explained below.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent hit dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight hit dice, he or she can regain four spent hit dice upon finishing a long rest.

A character can't benefit from more than two long rests in a 36-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.



Between Adventures

Between trips to unexplored regions and battles against bitter rivals, characters need time to rest, recuperate, and prepare for their next adventure. Many characters also use this time to perform other tasks, such as crafting supplies, performing research, or spending their hard-earned Meal.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

Lifestyle Expenses

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle.

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence other nearby gang lords than if you live in poverty.

Downtime Activities

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your GM.



Crafting

You can craft objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 7 M, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 7 M, you make progress every day in 7 M increments until you reach the market value of the item. For example, a suit of Gladiatorial Plate Armor (market value 1,500 M) takes 215 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place.

Each character contributes 7 M worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of Gladiatorial Plate Armor in 72 days, at a total cost of 750 M.

While crafting, you can maintain a modest lifestyle without having to pay 1 M per day, or a comfortable lifestyle at half the normal cost.

Practicing a Profession

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 1 M per day. This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a guild or Atrius, you earn enough to support a comfortable lifestyle instead.

If you have proficiency in the Charisma (Performance) skill and put your Charisma (Performance) skill to use during your downtime, you earn enough to support a wealthy lifestyle instead.

Recuperating

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 32 hours, gain advantage on saving throws against one disease or poison currently affecting you.

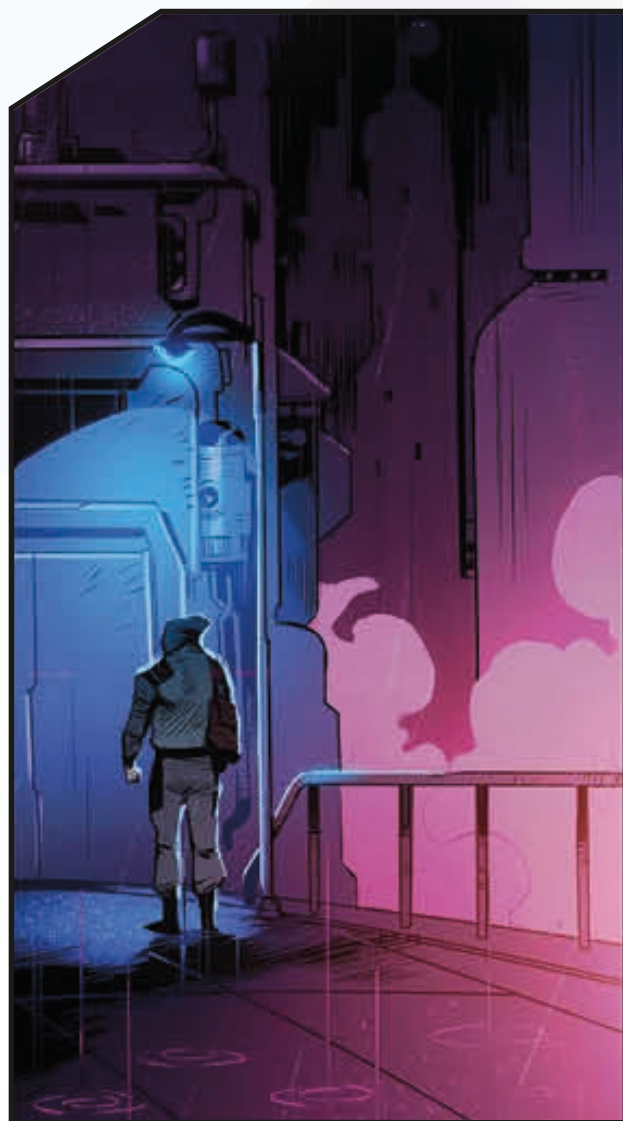
Researching

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign.

Research can include sifting through old files and mainframes or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, Datapad, or location). The GM might also require you to make one or more ability checks, such as a Wisdom (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those Conditions are met, you learn the information if it is available.

For each day of research, you must spend 1 M to cover your expenses. This cost is in addition to your normal lifestyle expenses.



Training

You can spend time between adventures learning how to read or training with a set of tools. Your GM might allow additional training options.

First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required.

The training lasts for 125 days and costs 2 M per day. After you spend the requisite amount of time and resources, you learn the new language or gain proficiency with the new tool.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give an individual one or more levels of exhaustion, as specified in the effect's description.

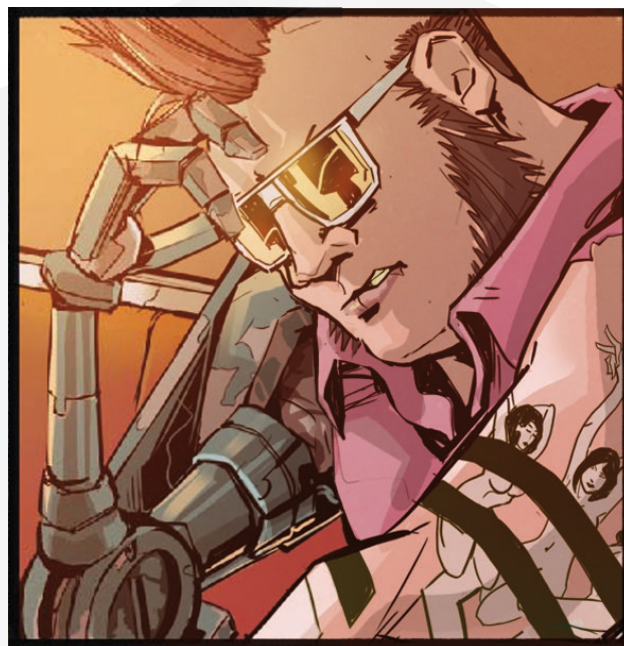
If an already exhausted person suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A person suffers the effect of its current level of exhaustion as well as all lower levels. For example, a person suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a person's exhaustion level is reduced below 1.

Finishing a long rest reduces a person's exhaustion level by 1, provided that the person has also ingested some food and drink.

Exhaustion Effects	
Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death



Food and Water

Characters who don't eat or drink suffer the effects of exhaustion. Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

Food

A character needs one pound of food per day (or 2 Meal) and can make food last longer by subsisting on half rations. Eating half a pound of food in a day (or 1 M) counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

Water

A character needs two gallons of water per day, or one gallon per day if indoors all day. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.



Combat

The Order of Combat

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and bullets. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Combat Step by Step

1. Determine surprise. The GM determines whether anyone involved in the combat encounter is surprised.
2. Establish positions: The GM decides where all the characters are located. Given the characters' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are, how far away, and in what direction.
3. Roll initiative: Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. Take turns. Each participant in the battle takes a turn in initiative order.
5. Begin the next round. When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Surprise

A band of characters sneaks up on a raider camp, springing from the darkness to attack them. An assassin drops down from above, unnoticed by the characters until it's literally right on top of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each person on the opposing side. Any character that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical enemies, so each member of the group acts at the same time (all of the 7th Street Head Takers, all of the Lucky 8's).

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled characters, and the players decide the order among their tied characters. The GM can decide the order if the tie is between an individual and a player character.

Optionally, the GM can have the tied characters and individuals each roll a d20 to determine the order, highest roll going first.



Your Turn

On your turn, you can move a distance up to your speed and take one action.

You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the “Actions in Combat” section. Many special abilities and activities provide additional options for your action.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can’t decide what to do on your turn, consider taking the dodge or ready action, as described in “Actions in Combat.”

Bonus Actions

Various special abilities let you take an additional action on your turn called a bonus action. You can take a bonus action only when a special ability or other feature of the game states that you can do something as a bonus action. You otherwise don’t have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action’s timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

Reactions

Certain special abilities and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else’s. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can’t take another one until the start of your next turn. If the reaction interrupts another character’s turn, that character can continue its turn right after the reaction.

Character Size

Each character takes up a different amount of space. Table: Size Categories shows how much space a character of a particular size controls in combat.

Objects sometimes use the same size categories.

Size Categories

Size	Space	Height	Examples
Tiny	2½ by 2½ ft.	6 in. – 2 ft.	A Baby, Meal, Trinkets
Small	5 by 5 ft.	2 ft.–4 ft.	A Chair or Weapon, A Kid
Medium	5 by 5 ft.	4 ft.–8 ft.	A Grown Adult
Large	10 by 10 ft.	8 ft.–16 ft.	A Gun Turret or Barricade
Huge	15 by 15 ft.	16 ft.–32 ft.	A Heavy Lifter or Train Car

Movement and Position

In combat, characters and enemies are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

Moving between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a pit fighter who can make two attacks with the extra attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move.

Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a flying speed of 60 because you're wearing a jet pack, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

Difficult Terrain

Combat rarely takes place in bare rooms or on featureless streets. Rubble-strewn caverns, destroyed manufacturing warehouses, treacherous staircases are more common. The setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, pot holes, steep stairs, and shallow water are examples of difficult terrain. The space of another person, whether hostile or not, also counts as difficult terrain.

Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone.

You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed.

For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must crawl. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

Interacting with Objects Around You

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

- draw or sheathe a gun
- open or close a door
- withdraw an item from your backpack
- pick up a dropped sword
- take a trinket from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- snag a few pieces of scrap from your belt pouch
- chug a beer
- throw a lever or a switch
- pull a torch from a sconce
- take a Datapad from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

Moving Around Other Characters

You can move through a non-hostile character's space. Remember that another character's space is difficult terrain for you. Whether a character is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile character's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

Flying Movement

Flying characters enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying character is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the character falls, unless it has the ability to hover or it is being held aloft by magnets or a pulley system.

Space

A character's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical medium character isn't 5 feet wide, for example, but it does control a space that wide. If a medium Fringer stands in a 5-foot-wide doorway, other characters can't get through unless the Fringer lets them.

A character's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of characters that can surround another

character in combat. Assuming medium combatants, eight characters can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five large creatures crowd around a medium or smaller one, there's little room for anyone else. In contrast, as many as twenty medium creatures can surround a gargantuan one.

Squeezing into a Smaller Space

A character can squeeze through a space that is large enough for a character one size smaller than it. Thus, a large character can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a character must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the character have advantage while it's in the smaller space.





Actions in Combat

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your occupation or a special ability, or an action that you improvise. Many enemies have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Attack

The most common action to take in combat is the attack action, whether you are swinging a sword, shooting a gun, or brawling with your fists.

With this action, you make one melee or ranged attack. See the “Making an Attack” section for the rules that govern attacks.

Certain features, such as the extra attack feature of the pit fighter, allow you to make more than one attack with this action.

Burst Shot

This is a special action only applicable to automatic firearms.

Instead of firing a single round, the firearm can alternatively fire three rounds in rapid succession. This works the same as normal shooting but only applies to automatic weapons. Shooting with burst shot adds an additional dice of damage, based on the firearm’s base damage (1d4, 1d6, 1d8, 1d10) but at the cost of 2 + 1d4 rounds of ammunition. Note: You must have at least 3 ammunition in the firearm to use burst shot.

Dash

When you take the dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

Disengage

If you take the disengage action, your movement doesn’t provoke opportunity attacks for the rest of the turn.

Dodge

When you take the dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (explained later) or if your speed drops to 0.

Help

You can lend your aid to another character in the completion of a task. When you take the help action, the character you aid gains advantage on the next ability check they make to perform the task you are helping with, provided that they make the check before the start of your next turn.

Alternatively, you can aid a friendly character in attacking an enemy within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally’s attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide

When you take the hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the “Unseen Attackers and Targets” section later in this chapter.

Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include “If the cultist steps on the trapdoor, I’ll pull the lever that opens it,” and “If the berserker steps next to me, I move away.”

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

Search

When you take the search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or a Wisdom (Investigation) check.

Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the use an object action. This action is also useful when you want to interact with more than one object on your turn.

Making an Attack

Whether you’re striking with a melee weapon, firing a weapon at range, or making an attack roll as part of using a computer, an attack has a simple structure.

1. **Choose a target.** Pick a target within your attack’s range: a character, an object, or a location.
2. **Determine modifiers.** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there’s ever any question whether something you’re doing counts as an attack, the rule is simple: if you’re making an attack roll, you’re making an attack.



Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC. If you roll a natural 1 when shooting a firearm you must also make an Intelligence (Weapons Care) check, as described in the weapons section.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's armor class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of an enemy is in its stat block.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When an enemy makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier: The ability modifier used for a melee weapon attack is Strength, the ability modifier used for a firearm attack is Wisdom, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Ranged Attacks: Firearms

For firearms you use your Wisdom bonus to calculate your ability modifier.

Proficiency Bonus: You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency.

Unseen Attackers and Targets

Combatants often try to escape their foes' notice by hiding or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting an enemy you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When an enemy can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Ranged Attacks

When you make a ranged attack, you fire a bow, hurl a handaxe, shoot a gun, or otherwise send projectiles to strike a foe at a distance.

Range

You can make ranged attacks only against targets within a specified range.

If a ranged attack has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or pistol, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile character who can see you and who isn't incapacitated.

Firearms

A character must hold firearms with two hands or lose his or her proficiency bonus! This applies unless the character has a laser sight attachment. Firearms larger than a pistol also must be held with two hands to be used, with the exception of sawed off shotguns.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a club, or an axe.

Most characters have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain characters (typically those larger than medium sized) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier.

Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile character that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking character. The attack occurs right before the character leaves your reach.

You can avoid provoking an opportunity attack by taking the disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Two-Weapon Fighting

When you take the attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

Grappling

When you want to grab a character or wrestle with it, you can use the attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Balance) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition. The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple: A grappled character can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Balance) check contested by your Strength (Athletics) check.

Moving a Grappled Character: When you move, you can drag or carry the grappled character with you, but your speed is halved, unless the character is two or more sizes smaller than you.



Contests in Combat

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a character. The GM can use these contests as models for improvising others.

Shoving a Character

Using the attack action, you can make a special melee attack to shove a character, either to knock it prone or push it away from you. If you're able to make multiple attacks with the attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Balance) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

Cover

Walls, rubble, characters, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a character that gives half cover and a ruined generator that gives three-quarters cover, the target has three-quarters cover.

A target with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow streetlight, or a character, whether that person is an enemy or a friend.

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, a chest high wall, or a thick filing cabinet.

A target with total cover can't be targeted directly by an attack, although some special abilities can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

Damage and Healing

Injury and the risk of death are constant companions of those who explore Atrius. The thrust of a sword, a well-placed bullet, or a blast of flame from a trap all have the potential to damage, or even kill, the hardiest of adventurers.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Characters with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A character's current hit points (called hit points) can be any number from the character's hit point maximum down to 0. This number changes frequently as a character takes damage or receives healing.

Whenever a character takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a character's capabilities until the character drops to 0 hit points.

Damage Rolls

Each weapon and harmful ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Special abilities and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage.

If a special attack deals damage to more than one target at the same time, roll the damage once for all of them. For example, when a soldier throws a grenade, the grenade's damage is rolled once for all characters caught in the blast.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier.

If the attack involves other damage dice, such as from a shock baton's electric shock feature, you roll those dice twice as well.



Damage Types

Different attacks and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

Acid: The corrosive spray of battery acid and the dissolving enzymes created in a lab might deal acid damage.

Bludgeoning: Blunt force attacks—clubs, falling, constriction, and the like—deal bludgeoning damage.

Cold: The infernal chill radiating from liquid nitrogen and a frigid blast of coolant deal cold damage.

Electric: A lightning bolt spell and a shock baton deal electric damage.

Fire: Flamethrowers and many heat-based traps deal fire damage.

Force: Force is kinetic energy focused into a blast.

Piercing: Puncturing and impaling attacks, including spears and bites, deal piercing damage.

Poison: Venomous stabs and toxic gases deal poison damage.

Slashing: Swords, axes, blades, and knives deal slashing damage.

Damage Resistance and Vulnerability

Some characters and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a character or an object has resistance to a damage type, damage of that type is halved against it (rounding up). If a character or an object has vulnerability to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a character has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The character is also has shielding that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the character takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a character has resistance to fire damage as well as resistance to all damage, the damage from the fire is reduced by half against the character, not reduced by three-quarters.

Healing

Unless it results in death, damage isn't permanent. Rest can restore a character's hit points, and doctors can also use advanced medical kits to instantly undo some of the damage.

When a character receives healing of any kind, hit points regained are added to its current hit points. A character's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a street doctor grants a scavenger 8 hit points of healing. If the scavenger has 14 current hit points and has a hit point maximum of 20, the scavenger regains 6 hit points from the doctor, not 8.

A character that has died can't regain hit points.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

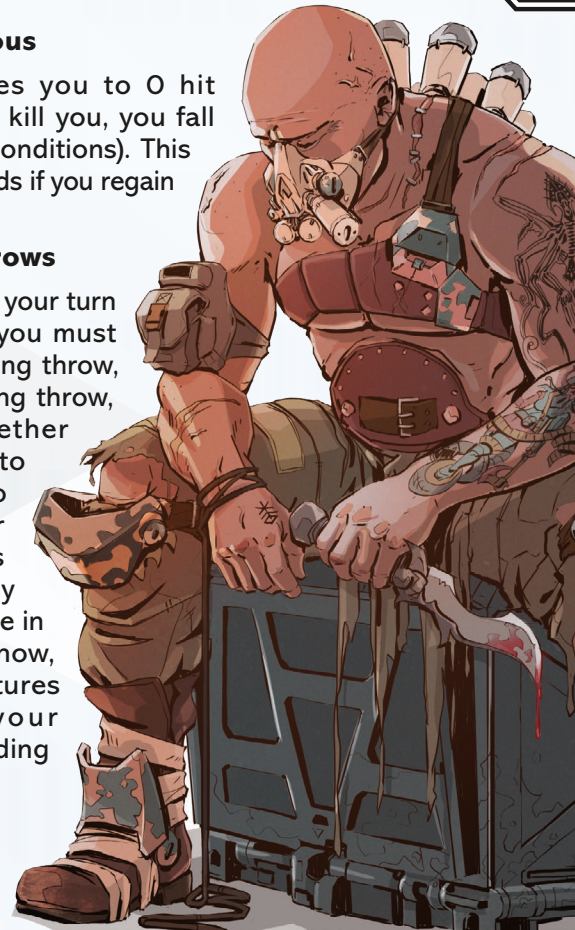
For example, a conman with a maximum of 12 hit points currently has 6 hit points. If he takes 18 damage from an attack, he is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals his hit point maximum, the conman dies.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see Conditions). This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by features that improve your chances of succeeding on a saving throw.



Roll a d20

If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20

When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points: If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Stabilizing a Character

The best way to save a character with 0 hit points is to heal it. If healing is unavailable, the character can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious character and attempt to stabilize it, which requires a successful DC 10 Wisdom (Treat Injury) check.

A stable character doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The character stops being stable, and must start making death saving throws again, if it takes any damage. A stable character that isn't healed regains 1 hit point after 1d4 hours.

Enemies and Death

Most GMs have an enemy die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special non-player characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

Knocking a Character Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a character to 0 hit points with a melee attack, the attacker can knock the character out. The attacker can make this choice the instant the damage is dealt. The character falls unconscious and is stable.

Temporary Hit Points

Some special abilities confer temporary hit points to a character. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if an energy shield grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

Underwater Combat

When characters pursue spelunkers back to their undersea homes, fight off the Dark Kin in a flooded tunnel, or fall beneath a hydroponics lab, they must fight in a challenging environment. Underwater the following rules apply.

When making a melee weapon attack, a character that doesn't have a swimming speed (either natural or granted by special gear) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

Ranged and firearm weapon attacks automatically miss. A thrown ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a net or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Individuals and objects that are fully immersed in water have Resistance to fire damage.

Conditions

Conditions alter an individual's capabilities in a variety of ways and can arise as a result of a weapon, a special ability, attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as suspended animation, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on an individual, each instance of the condition has its own duration, but the condition's effects don't get worse. An individual either has a condition or doesn't.

The following definitions specify what happens to an individual while it is subjected to a condition.

Blinded

- A blinded individual can't see and automatically fails any ability check that requires sight.
- Attack rolls against the individual have advantage, and the individual's attack rolls have disadvantage.

Charmed

- A charmed individual can't attack the charmer or target the charmer with harmful abilities.
- The charmer has advantage on any ability check to interact socially with the individual.

Deafened

- A deafened individual can't hear and automatically fails any ability check that requires hearing.

Frightened

- A frightened individual has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The individual can't willingly move closer to the source of its fear.

Frozen

- A frozen individual is paralyzed (below).
- A successful attack roll against a frozen individual shatters them into small pieces, killing them and ruining any items they had on them that were also frozen.

Grappled

- A grappled individual's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled individual from the reach of the grappler or grappling effect, such as when an individual is hurled away by an explosion.

Incapacitated

- An incapacitated individual can't take actions or reactions.

Paralyzed

- A paralyzed individual is incapacitated (see the condition) and can't move or speak.
- The individual automatically fails Strength and Dexterity saving throws.
- Attack rolls against the individual have advantage.
- Any attack that hits the individual is a critical hit if the attacker is within 5 feet of the individual.

Poisoned

- A poisoned individual has disadvantage on attack rolls and ability checks.

Prone

- A prone individual's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The individual has disadvantage on attack rolls.
- An attack roll against the individual has advantage if the attacker is within 5 feet of the individual. Otherwise, the attack roll has disadvantage.

Restrained

- A restrained individual's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the individual have advantage, and the individual's attack rolls have disadvantage.
- The individual has disadvantage on Dexterity saving throws.

Stunned

- A stunned individual is incapacitated (see above), can't move, and can speak only falteringly.
- The individual automatically fails Strength and Dexterity saving throws.
- Attack rolls against the individual have advantage.

Suspended Animation

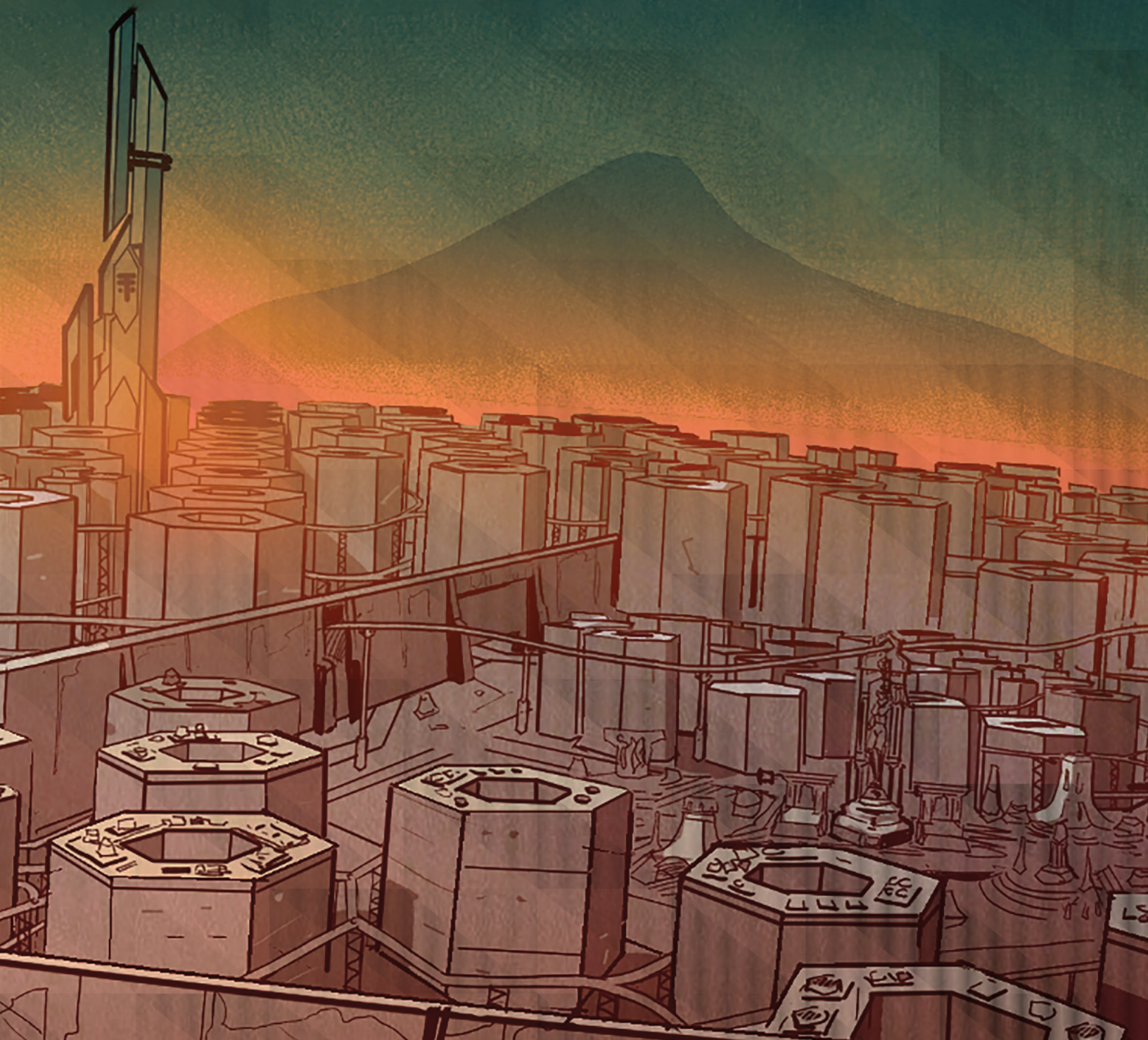
- The individual is incapacitated (see above), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the character have advantage.
- The individual automatically fails Strength and Dexterity saving throws.
- The individual ceases to age and is immune to poison and diseases, although a poison or disease already in its system is suspended, not neutralized.

Unconscious

- An unconscious individual is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The individual drops whatever it's holding and falls prone.
- The individual automatically fails Strength and Dexterity saving throws.
- Attack rolls against the individual have advantage.
- Any attack that hits the individual is a critical hit if the attacker is within 5 feet of the individual.



Chapter 5: GM Tools





Mapping Atrius

Atrius is a very vertical setting, and when looking at a map it's easy to get confused if you don't know what you're looking at.

For starters, buildings are hexagonal (they have six sides), modular (the original layout of most structures is identical to other structures of its kind), and are generally between two and twenty stories. Though exceptions exist, the average non-industrial building in the Fringe is 5-15 stories, while Towers within Atrius' Outer and Inner Districts are around 15-25 stories. Towers within the Central City District of Atrius are around 30-35 stories in height, and the tallest structures in the colony (The Atrius Tower, First Atrius University, and the Resplendent) are as tall as 50-70 stories in height.

I literally wrote a book about places of interest within Atrius called **Atrius – A Citizen's Guide**, which is available if you'd like additional information about how the Inner City functions. In short, it's divided into 13 Districts, each separated by a series of small inner walls and a giant 20 story Outer Wall and a half-mile expanse of ruined open ground called the No Man's Zone separates Atrius from the Fringe.

Atrius has a fully functioning Sky Rail system which allows for quick passage between districts. The Sky Rail track passes overhead at about 20-27 stories in height, and has a few sections which pass underground. It has long been rumored that sections of this underground track reach out to remote outposts within the Fringe.

On the ground level of Atrius and the Fringe are large roads that encircle each building and allow easy access to the entire city. Roads within Atrius have retained their original names such as Dauntless Street or Crucible Ave. Roads within the Fringe are more often named after a number, such as 5th street, despite the insistence by local gangs that the roads should be named after their factions, gods, or heroes. Ground level roads within the Fringe are often open ground but since no cars exist on the planet it's not uncommon for them to be converted into markets, shantytowns, or elaborate traps similarly to Atrius' District 4 Market.

Suspended a few stories overhead, large highways encircle clusters of buildings called 'hex blocks'. Similarly to ground-level roads they bear names like Victory Causeway within Atrius, though many highways also have names of significance and history within the Fringe, such as the Red Road



and Gutter's Pass. Many sections of highway have collapsed (this is especially true in the Western Fringe) and sections are often converted to safe habitations for groups of scavengers, families, and factions for their ease of defensibility.

While the Fringe is divided into numerous small sectors by its enemies, its inhabitants think of it in more general terms. The Southern Fringe is known for its numerous industrial spaces that make for great markets and defensible bases of operation while the Eastern Fringe is known for its numerous residential structures. The Western Fringe lies in ruins, ravaged by countless battles, in stark contrast to the perceived affluence of the Northern Fringe and North-Western Fringe, likely attributed due to the presence of generally taller buildings and older factions.

Beyond the Fringe is an endless expanse of desert and wasteland. Mountains are sometimes visibly in the far distance, but it's well known that to reach them would mean certain death as much of the planet's atmosphere isn't breathable beyond the colony itself. While some expeditions have been made historically few findings have yielded anything of significance.

Beneath the ground, countless tunnels, mines, and basement levels form an expansive labyrinth.

Sections greatly vary in appearance based on their originally intended use, from mining tunnels to highly advanced technical centers that control almost all elements of life for those above. Tunnels and basements are often without power and thus only inhabited by particularly brave or desperate groups within the Fringe. Those within Atrius also generally fear the underground similarly due to countless ghost stories that revolve around them.





Traps

Traps can be found almost anywhere. One wrong step in an ancient tower might trigger a series of scything blades, which cleave through flesh and bone. The seemingly innocuous tarp that hangs over a window entrance might be lined with blades that will cut anyone who pushes through it. In the Fringe, unwary characters can fall to their deaths, be burned alive, or fall under a fusillade of poisoned darts.

A trap can be either mechanical or digital in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. Digital traps are either device-based traps or electronic ones that only affect software and augments. This includes viruses or traps that involve advanced technology.

Traps in Play

When characters come across a trap, you need to know how the trap is triggered and what it does, as well as the possibility for the characters to detect the trap and to disable or avoid it.

Triggering a Trap

Most traps are triggered when an individual goes somewhere or touches something that the trap's creator wanted to protect. Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. Digital traps are often set to go off when an individual enters an area or touches an object. Some digital traps have more complicated trigger conditions, including a password that prevents the trap from activating.

Detecting and Disabling a Trap

Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame will erupt, or otherwise detect something that points to a trap's presence.

A trap's description specifies the checks and DCs needed to detect it, disable it, or both. A character actively looking for a trap can attempt a Wisdom (Perception) check against the trap's DC. You can also compare the DC to detect the trap with each character's passive Wisdom (Perception) score to determine whether anyone in the party notices the trap in passing. If the characters detect a trap before triggering it, they might be able to disarm it, either permanently or long enough to move past it. You might call for a Wisdom (Investigation) check for a character to deduce what needs to be done, followed by a Dexterity check using thieves' tools to perform the necessary sabotage.

Any character possessing proficiency in Intelligence (Use Technology) may use that skill to detect or disarm a digital trap, in addition to any other checks noted in the trap's description. The DCs are the same regardless of the check used. In addition, Intelligence (Use Technology) has a chance of disabling most digital traps. A digital trap's description provides the DC for the ability check made when you attempt Intelligence (Use Technology).

In most cases, a trap's description is clear enough that you can adjudicate whether a character's actions locate or foil the trap. As with many situations, you shouldn't allow die rolling to override clever play and strategic planning. Use your common sense, drawing on the trap's description to determine what happens. No trap's design can anticipate every possible action that the characters might attempt.

You should allow a character to discover a trap without making an ability check if an action would clearly reveal the trap's presence. For example, if a character lifts a rug that conceals a pressure plate, the character has found the trigger and no check is required.

Damage Severity by Level

Character Level	Setback	Dangerous	Deadly
1st–4th	1d10	2d10	4d10
5th–10th	2d10	4d10	10d10

Foiling traps can be a little more complicated. Consider a trapped Treasure chest. If the chest is opened without first pulling on the two handles set in its sides, a mechanism inside fires a hail of poison needles toward anyone in front of it. After inspecting the chest and making a few checks, the characters are still unsure if it's trapped. Rather than simply open the chest, they prop a shield in front of it and push the chest open at a distance with an iron rod. In this case, the trap still triggers, but the hail of needles fires harmlessly into the shield.

Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Individuals that place traps in or around their territory need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or a secret door might conceal a passage that goes around the trap.

Trap Effects

The effects of traps can range from inconvenient to deadly, making use of elements such as bullets, spikes, blades, poison, toxic gas, blasts of fire, explosions, and deep pits. The deadliest traps combine multiple elements to kill, injure, contain, or drive off anything unfortunate enough to trigger them. A trap's description specifies what happens when it is triggered.

The attack bonus of a trap, the save DC to resist its effects, and the damage it deals can vary depending on the trap's severity. Use the Trap Save DCs and Attack Bonuses Table and the Damage Severity by Level Table for suggestions based on three levels of trap severity.

A trap intended to be a setback is unlikely to kill or seriously harm characters of the indicated levels, whereas a dangerous trap is likely to seriously injure (and potentially kill) characters of the indicated levels. A deadly trap is likely to kill characters of the indicated levels.

Complex Traps

Complex traps work like standard traps, except once activated they execute a series of actions each round. A complex trap turns the process of dealing with a trap into something more like a combat encounter.

When a complex trap activates, it rolls initiative. The trap's description includes an initiative bonus. On its turn, the trap activates again, often taking an action. It might make successive attacks against intruders, create an effect that changes over time, or otherwise produce a dynamic challenge. Otherwise, the complex trap can be detected and disabled or bypassed in the usual ways.

For example, a trap that causes a room to slowly flood works best as a complex trap. On the trap's turn, the water level rises. After several rounds, the room is completely flooded.

Trap Difficulties and Bonuses

Trap Danger	Save DC	Bonus
Setback	10–11	+3 to +5
Dangerous	12–15	+6 to +8
Deadly	16–20	+9 to +12



Sample Traps

The digital and mechanical traps presented here vary in deadliness and are presented in alphabetical order.

Collapsing Roof, Mechanical trap

This trap uses a trip wire to collapse the supports keeping an unstable section of a ceiling in place.

The trip wire is 3 inches off the ground and stretches between two support beams. The DC to spot the trip wire is 10. A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

Anyone who inspects the beams can easily determine that they are merely wedged in place. As an action, a character can knock over a beam, causing the trap to trigger.

The ceiling above the trip wire is in poor condition, and anyone who can see it can tell that it's in danger of collapse.

When the trap is triggered, the unstable ceiling collapses. Any person in the area beneath the unstable section must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes difficult terrain.

Falling Net, Mechanical trap

This trap uses a trip wire to release a net suspended from the ceiling.

The trip wire is 3 inches off the ground and stretches between two columns or pieces of rubble. The net is hidden by scraps of cloth or dirt. The DC to spot the trip wire and net is 10. A successful DC 15 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A person can use its action to make a DC 10 Strength check, freeing itself or another individual within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot-square section of it, freeing anything trapped in that section.

Flamethrower IED, Digital trap

This trap is activated when an intruder steps on a hidden pressure plate, releasing a gout of flame (napalm or gas based) from a nearby statue. The flames can come from a hidden compartment within a wall, statue, or piece of rubble.

The DC is 15 to spot the pressure plate, as well as faint scorch marks on the floor and walls. A successful Intelligence (Use Technology) or Intelligence (Computer Use) check on a SMART device connected to the pressure plate reveals the functions of the trap.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing a hidden compartment to release a 30-foot cone of fire. Each individual in the fire must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Wedging a Meal canister or other object under the pressure plate prevents the trap from activating. A successful Intelligence (Use Technology) (DC 13) check on any part of the wiring or interfacing can disable the trap.

Pits, Mechanical trap

Four basic pit traps are presented here:

Simple Pit: A simple pit trap is a hole dug in the ground. The hole is covered by a large cloth anchored on the pit's edge and camouflaged with dirt and debris. The DC to spot the pit is 10. Anyone stepping on the cloth falls through and pulls the cloth down into the pit, taking damage based on the pit's depth (usually 10 feet, but some pits are deeper).

Hidden Pit: This pit has a cover constructed from material identical to the floor around it. A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Wisdom (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit.

When a person steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is usually 10 or 20 feet deep but can be deeper. Once the pit trap is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross. If controlled by digital technology, the cover can also be held shut with a successful Intelligence (Use Technology) or Intelligence (Computer Use) check on whatever controls the trap door.

Locking Pit: This pit trap is identical to a hidden pit trap, with one key exception: the trap door that covers the pit is spring-loaded. After a person falls into the pit, the cover snaps shut to trap its victim inside. A successful DC 20 Strength check is necessary to pry the cover open. The cover can also be smashed open. A character in the pit can also attempt to disable the spring mechanism from the inside with a DC 15 Dexterity check using thieves' tools, provided that the mechanism can be reached and the character can see. In some cases, a mechanism (usually hidden behind a secret door nearby) opens the pit.

Spiked Pit: This pit trap is a simple, hidden, or locking pit trap with sharpened wooden or iron spikes at the bottom. A person falling into the pit takes 11 (2d10) piercing damage from the spikes, in addition to any Falling damage. Even nastier versions have poison smeared on the spikes. In that case, anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw, taking an 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. Poisoned spiked pits are extremely rare, however.

Poison Darts, Mechanical trap

When a character steps on a hidden pressure plate, poison-tipped darts shoot from spring-loaded or pressurized tubes cleverly embedded in the surrounding walls. An area might include multiple pressure plates, each one rigged to its own set of darts. Alternatively guns might be rigged to the pressure plate.

The tiny holes in the walls are obscured by dust and scraps of cloth or screens, or cleverly hidden amid treasures, graffiti, or mosaics that adorn the walls. The DC to spot them is 15. With a successful DC 15 Wisdom (Investigation) check, a character can deduce the presence of the pressure plate from variations in the mortar and stone used to create it, compared to the surrounding floor.

Wedging a Meal canister or other object under the pressure plate prevents the trap from activating. Stuffing the holes with cloth, scrap, or excessive dirt prevents the darts contained within from launching.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, releasing four darts. Each dart makes a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll). (If there are no targets in the area, the darts don't hit anything.) A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

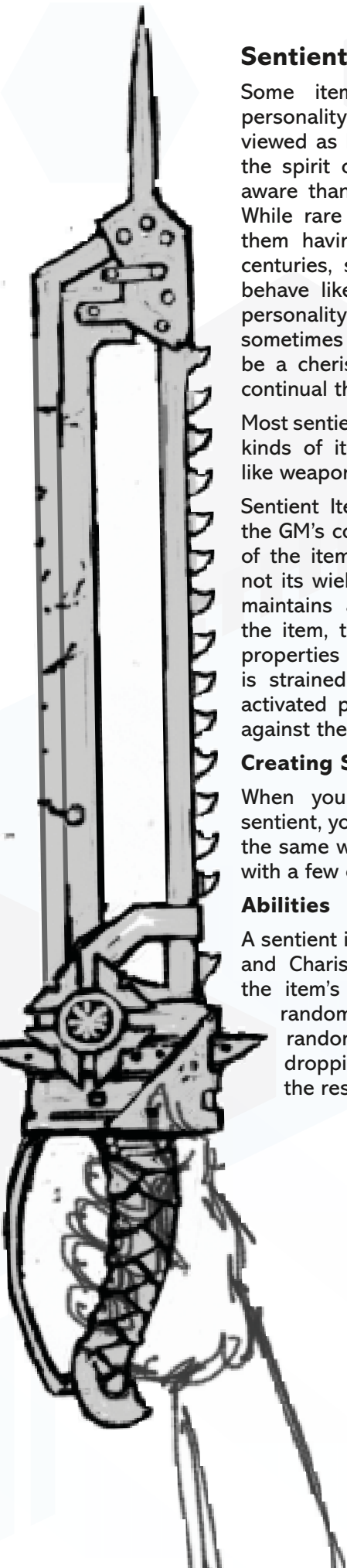
Poison Needle, Mechanical trap

A poisoned needle is hidden within a door's lock, or in something else that a person might open. Opening the door without the proper key causes the needle to spring out, delivering a dose of poison from a syringe.

When the trap is triggered, the needle extends 3 inches straight out from the lock. An individual within range takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

A successful DC 20 Wisdom (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock, as well as the syringe. Unsuccessfully attempting to pick the lock triggers the trap.





Sentient Items

Some items possess sentience and personality. Such an item might be viewed as being possessed, haunted by the spirit of a previous owner, or self-aware thanks to creative programming. While rare to begin with, and most of them having been destroyed over the centuries, some still exist. These items behave like a character, complete with personality quirks, ideals, bonds, and sometimes flaws. A sentient item might be a cherished ally to its wielder or a continual thorn in the side.

Most sentient items are computers. Other kinds of items can manifest sentience, like weapons, or other simple objects.

Sentient Items function as NPCs under the GM's control. Any activated property of the item is under the item's control, not its wielder's. As long as the wielder maintains a pleasant relationship with the item, the wielder can access those properties normally. If the relationship is strained, the item can suppress its activated properties or even turn them against the wielder.

Creating Sentient Items

When you decide to make an item sentient, you create the item's persona in the same way you would create an NPC, with a few exceptions described here.

Abilities

A sentient item has Intelligence, Wisdom, and Charisma scores. You can choose the item's abilities or determine them randomly. To determine them randomly, roll 4d6 for each one, dropping the lowest roll and totaling the rest.

Communication

A sentient item has some ability to communicate, either by sharing its emotions, broadcasting its thoughts through electronic devices, or by speaking aloud. You can choose how it communicates or roll on the following table.

Methods of Communication

d10	Communication
1-4	The item communicates by transmitting emotion to the individual carrying or wielding it in some manner of haptic feedback.
5-8	The item can speak, read, and understand one or more languages.
9-10	The item can speak, read, and understand one or more languages. In addition, the item can communicate via short range communication to any SMART devices.

Senses

With sentience comes awareness. A sentient item can perceive its surroundings out to a limited range. You can choose its senses or roll on the following table.

Senses of the Item

d4	Senses
1	Hearing and normal vision to 30 ft.
2	Hearing and normal vision to 60 ft.
3	Hearing and normal vision to 120 ft.
4	Hearing and Low-light vision to 120 ft.

Alignment

A sentient item has an alignment. Its creator or nature might suggest an alignment. If not, you can pick an alignment or roll on the following table.

Alignment of the Item

d100	Alignment
01 - 15	Lawful Good
16 - 35	Neutral Good
36 - 50	Chaotic Good
51 - 63	Lawful Neutral
64 - 73	Neutral
74 - 85	Chaotic Neutral
86 - 89	Lawful Evil
90 - 96	Neutral Evil
97 - 00	Chaotic Evil

Special Purpose

You can give a sentient item an objective it pursues, perhaps to the exclusion of all else. As long as the wielder's use of the item aligns with that special purpose, the item remains cooperative. Deviating from this course might cause conflict between the wielder and the item, and could even cause the item to prevent the use of its activated properties. You can pick a special purpose or roll on the following table.

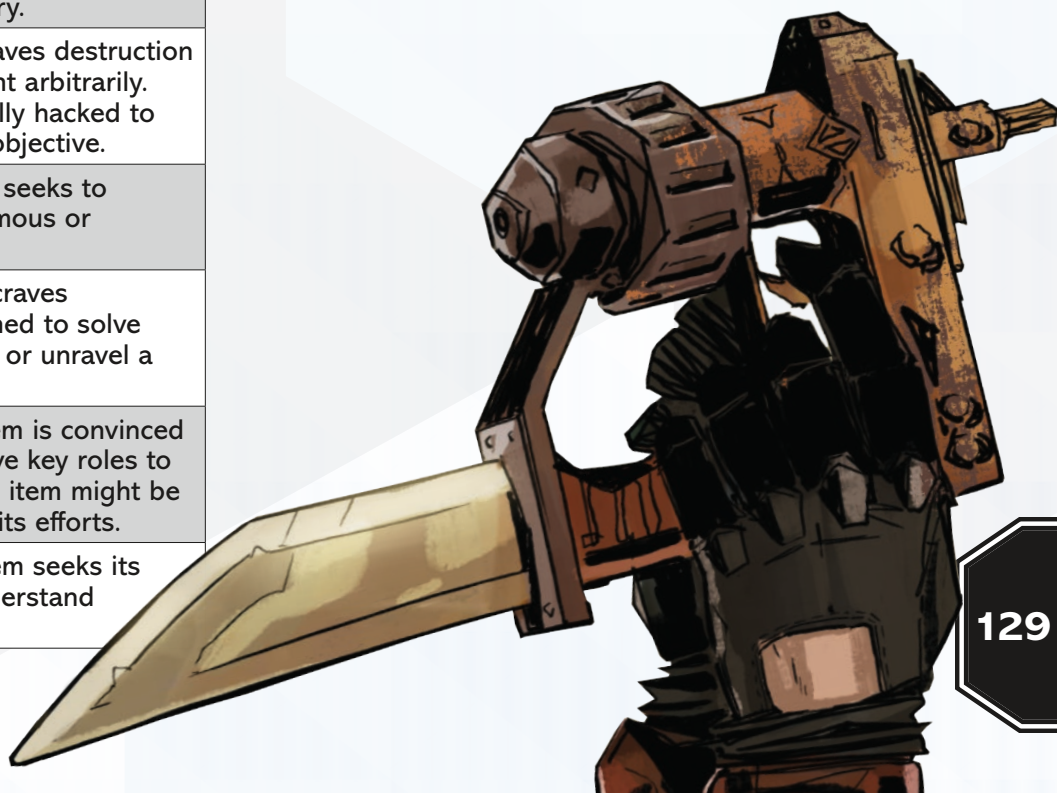
Purpose of the Item	
d10	Purpose
1	Aligned: The item seeks to defeat or destroy those of a diametrically opposed alignment (such an item is never neutral).
2	Bane: The item seeks to defeat or destroy creatures of a particular kind of creature, such as Atrians, scientists, or members of a certain gang.
3	Protector: The item seeks to defend a particular group or kind of person, or an object. This could be an age group (children), occupation (construction workers), or its family/owner.
4	Seeker: The item seeks to complete a specific objective such as finding an item, object, person, or piece of information.
5	Caretaker: The item seeks to routinely assist a particular group, individual, or piece of technology. Perhaps it assists the elderly or maintains a specific tower or underground laboratory.
6	Destroyer: The item craves destruction and goads its user to fight arbitrarily. These items were generally hacked to deviate from a previous objective.
7	Glory Seeker: The item seeks to establish its user as a famous or notorious figure.
8	Lore Seeker: The item craves knowledge or is determined to solve a mystery, learn a secret, or unravel a cryptic prophecy.
9	Destiny Seeker: The item is convinced that it and its wielder have key roles to play in future events. The item might be misguided or genuine in its efforts.
10	Creator Seeker: The item seeks its creator and wants to understand why it was created.

Conflict

A sentient item has a will of its own, shaped by its personality and alignment. If its wielder acts in a manner opposed to the item's alignment or purpose, conflict can arise. When such a conflict occurs, the item makes a Charisma check contested by the wielder's Charisma check. If the item wins the contest, it makes one or more of the following demands:

- The item insists on being carried or worn at all times.
- The item demands that its wielder dispose of anything the item finds repugnant.
- The item demands that its wielder pursue the item's goals to the exclusion of all other goals.
- The item demands to be given to someone else. If its wielder refuses to comply with the item's wishes, the item can do any or all of the following:
 - Make it impossible for its wielder to attune to it.
 - Suppress one or more of its activated properties.
 - Attempt to take control of its wielder.

If a sentient item attempts to take control of its wielder, the wielder must make a Charisma saving throw, with a DC equal to 12 + the item's Charisma modifier. On a failed save, the wielder is charmed by the item for 1d12 hours. While charmed, the wielder must try to follow the item's commands. If the wielder takes damage, it can repeat the saving throw, ending the effect on a success. Whether the attempt to control its user succeeds or fails, the item can't use this power again until the next dawn.



Enemies

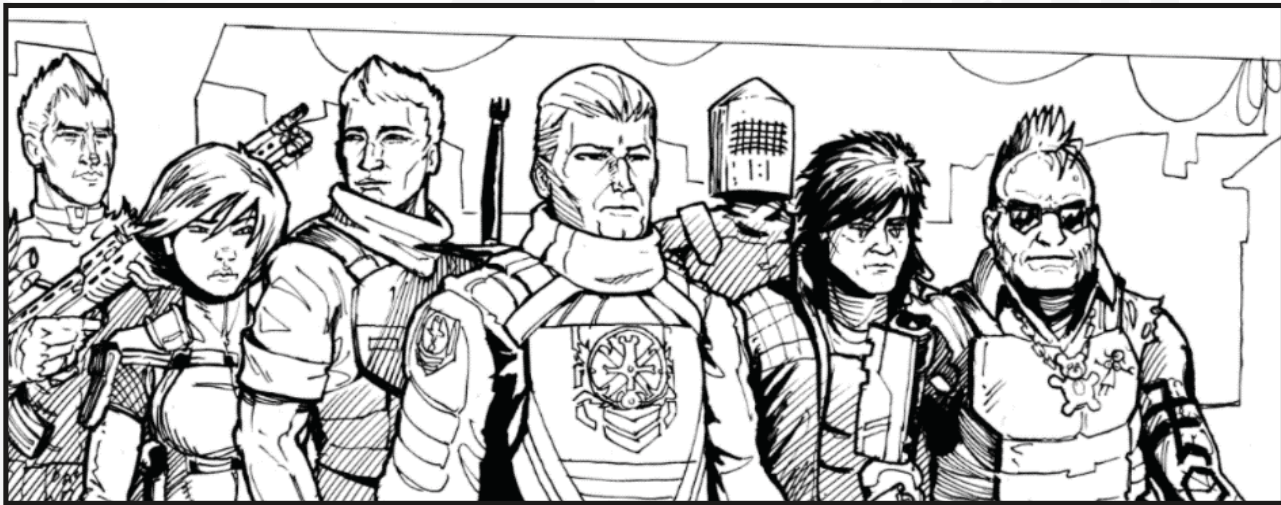


INTRODUCTION

“Come children, let me tell you of our lineage. Our elders have told you before that there are countless other brothers and sisters out there, up there amongst the stars, that populate countless worlds.

Atrius, was just a lifeless dirt-clump before our ancestors made livable, but it is said that we were doomed to fail the moment a giant invisible storm, sent by the gods themselves, destroyed our ability to communicate across the infinite dark sky. Severed from the rest of our kin, the great oppressors tried to force their laws upon our ancestors, tried to make them work without end and without bartered goods. Our ancestors’ peaceful talks were met with bitter violence and a war broke out between those loyal to the oppressors and those who valued freedom. This was known as the Great Revolution, the time when we defeated our oppressors, forcing them into the small prison we call “the Inner City”

Though free, none of our ancestors could quite agree on a proper course of action or leadership, and as spies from the Inner City spread lies, we fought among ourselves. It was when we were most-weak that the Inner City crippled our resources. Since the brilliant minds that built this world are long-dead, we, their descendants, are left to squabble over the few remains. This is how the Fringe came to be. This is why we must fight each day to survive.”



Fringe Factions

There are many factions within the Fringe but they will generally fall under one of three categories: Tribes, Cults, and Gangs.

Tribes seek the survival of a community. While individuals within a tribe regularly act with personal greed in mind they would be hard pressed to do something that they thought would be of serious detriment to the future of their community. Tribes are generally formed from a family or series of families, though they are known to adopt slaves, skilled tradesmen, and particularly handsome looking individuals into their ranks. While there are few tribes within the Fringe they are often well-equipped, and have endured numerous decades thanks to the wisdom of their elders.

Cults are another fairly uncommon type of faction within the Fringe, generally consisting of individuals devoted to an ideal that surpasses the importance of any single member. Cults value a clear line of “spiritual” succession, procreation, a code of law, resource redistribution, and are generally structured survive many generations after its founding members are long dead. Cultists, based on their level of devotion, will generally make an effort to put the laws of their cult before their own personal greed. Often times, even if devoid of any religious or spiritual beliefs, individuals will join a cult because it embodies or values an ideal.

Gangs are groups of individuals who have banded together as enforcers, raiding parties, merchants, or in other ways to ensure their collective survival. Gangs are the most common type of faction within the Fringe and while individual gangers will rarely break the loose laws of their gang, they will generally follow any other desires that cross their minds, regardless of who will get hurt. There are no laws within the Fringe except survival of the strongest.

Membership Types and Sub-Factions:

For purposes of organization within this book members of a faction generally fall into one of three categories: Leaders, Key Personalities, and Members. Members are the numerous denizens that make up the core identity of the faction, even if their membership is loosely defined, such as slaves or gang associates. Key Personalities are examples of exemplary heroes, important jobs, or key individuals within the faction. They are uncommon and well-regarded within their faction. Lastly, a faction only typically has a single leader, the extremely unique individual making the important decisions (or perhaps a spiritual figurehead). While we identify specific factions, leaders, key personalities, and members below they represent general archetypes you can use to mix, match, swap, and adjust to create your own personalized factions within the Fringe.

Note that some “factions” like the Children of Kon or the Rocket Punks, are actually made up of multiple sub-factions that share a general defining set of principles. While they all may fall under the same name, each sub-faction is actual its own faction with its own leader, key personalities, and local flavor.

Faction Special Rules and Leadership Special Rules:

All Factions have faction-specific rules which apply to almost every member within the faction. In addition to these overall rules, the individual leading these factions gives all of its members an additional trait. This only applies to the individuals who live and work in the same territory. For instance, if the Children of Kon were led by the incarnation of Isabella Kon herself only those who were under the direct leadership of the great Isabella would benefit from her Leadership Special Rules, while those under the command of her generals would only benefit from the Leadership Special Rules of her generals.

Also note that leaders themselves cannot benefit from Leadership Special Rules unless otherwise noted!



Lucky 8's

A Merchant Gang

"Some say that unseen gods control our destiny, an' that the happenings of daily life can all be attributed to them. Others say they got where they are because a' hard work or some form a' skill. I say all a' that is scrap, it's all luck!"

The Lucky 8's are a merchant gang which consists of enforcers, protectors, tradesfolk, and guardians of tradesfolk. They have territory, skills, and services which they trade for the things they need, while offering protection to those who reside within their territory (at a cost, of course). While this might seem like peaceful arrangement from the perspective of an outsider, this delicate ecosystem is actually maintained by threats, overt displays of power, regular skirmishes with neighboring gangs, the making and breaking of countless alliances, the utter ransacking of the weaker merchants in times of need, and countless other amoral acts that make up the night-to-night life within the Fringe.

The Lucky 8's are fairly numerous for a small time gang, largely due to the vast supply of resources under their control and the seemingly endless series of fortunate events that has stretched their influence well beyond what any neighboring gangs could have foreseen. From double-homicides where ambushers

and traveling merchants alike leave behind a wealth of loot in the 8's territory, to buildings spontaneously collapsing, crushing rival gangs inside, none are sure from exactly where their luck comes from but none can refute it. To the 8's, luck is a compulsion, a daily acquisition and expenditure, a law.

Luck is most popularly represented by fortune scaring (intentionally scaring one's body when a lucky event happens or when a lucky outcome is desired), lucky tattoos, lucky body parts (shin/hair/lack of bathing/etc), lucky items (weapons/bones/clothes/scrap/etc), lucky trophies taken from dead enemies, or events (days/weeks/time of day).

The dozen sub-gangs that call themselves Lucky 8's are loosely led by a particularly tough punk named the Ell, who took power less than a month ago. The Ell is has a love of foot-meat, music, fortune scars, and scrawny bodies of either gender.

If the players want to be a team of Lucky 8's, their group could represent the entirety of the real Lucky 8's... Though sister gangs that aren't quite as lucky may exist a few blocks away.



Faction Special Rules:

All members of the Lucky 8 gang get the Lucky 8 special ability, meaning all rolls of an 8 (even if it would miss) on an attack or ability score are considered a critical success. Additionally, all Lucky 8's can get an additional item (worth up to 16 Meal) that they consider to be a lucky token. Should they lose this lucky item they lose their Lucky 8 special ability... Alternatively their luck could be attributed to a tattoo, scar, their hair, a glass eye, or anything else you can think of.

Lucky 8's Leaders



Tough Gal (or Guy)

The Lucky 8's are known for being lucky, but the Tough Gal is known for being able to take hits and not care. That moment when someone hits the big goon and she just stands there smiling as she's popped in the face? That's the Tough Gal. She's used to taking a beating and is beyond caring. Who wouldn't follow this lady to victory? Less well-known are the Tough Gal's other pleasant traits, like her secret love of poetry.

Armor Class: 15 (or 17 with a shield)

Hit Points: 60 (4d6 + 47)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
16 (+2)	11 (+0)	18 (+4)	12 (+1)	12 (+1)	10 (+0)

Skills: Athletics +5, Intimidate +5

Saving Throws: Str +5, Con +7

Damage Reduction: 3 (DR3)

Damage Resistances: Bludgeoning

Senses: Low-light vision 120ft.,
Passive Perception 11

Challenge Level: 5

Special Abilities: Extra Attack

Faction Special Rule: Lucky 8

Leadership Special Rules: If the Tough Gal is leading a group of Lucky 8's, she forces them to toughen up. Every Lucky 8 under her command gains Damage Reduction (1) and Damage Resistance: Bludgeoning.

Treasure:

Improvised Heavy Armor

Weapons: Scrap Pistol (+3 to hit. 1d8 piercing damage) with 6 rounds

Pick One: Either Shield (+2AC) and Shock Baton (+6 to hit. 1d4+3 bludgeoning, 1d4 shock damage) OR Maul (+6 to hit. 2d6+3 bludgeoning damage)
40 Meal, Canteen, Tinder Box

The Boss

A networking genius, tactical mastermind, and highly intelligent socialite with a terrifying presence all-in-one, the Boss is really really gifted when it comes to making people do what she wants. Often trading alliances as quickly as products or services, the Boss typically has a few powerful enemies and a bounty or two on her head, so she's guarded by two bodyguards (Goons) who always stay within 15 feet of the Boss...

Because should the Boss die, the explosive collars they're wearing will cause these guards to die too... Note that a few particularly powerful bosses are wealthy enough to purchase Pit Fighters, trusted Mercenaries, or Glorious Assassins to guard them.

Armor Class: 15

Hit Points: 20 (4d4 + 13)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	14 (+2)	12 (+1)	18 (+4)

Skills: Customs (the Fringe) +5, Deception +7, Intimidation +3, Literacy, Persuasion +7

Saving Throws: Wis +5, Cha +7

Senses: Low-light vision 120ft.,
Passive Perception 11

Challenge Level: 5

Faction Special Rule: Lucky 8

Leadership Special Rules: The Boss is well connected that merchants are obliged to offer those under her command a 10% discount either in the hopes of gaining the favor or avoiding the ire of the Boss. This also extends to the Boss herself.

Treasure:

Bullet Resistant Vest, Datapad (old), Fine Clothes

Weapons: Scrap Auto Pistol (+5 to hit. 1d8 piercing damage) with two extended clips that each hold 20 rounds

GNK-8 Pistol (+5 to hit. 1d6 piercing damage) with 2 rounds

Shock Baton (+5 to hit. 1d4 bludgeoning, 1d4 shock damage)

Combat Knife (+5 to hit. 1d6+2 slashing damage)

20 Water Tokens, 8 Meal, Canteen, Tinder Box

Lucky Punk

Not particularly talented at anything and not particularly charismatic, no one's really sure how the Lucky Punk came to be in charge of the gang... Perhaps it was because his rivals met an untimely accident, perhaps it was because he was at the right place at the right time. However you want to rationalize it it's probably just the fact that this individual is incredibly lucky.

Armor Class: 16

Hit Points: 21 (4d4 + 14)

Speed: 35

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Skills: Balance +5, Perception +5, Slight of Hand +5

Saving Throws: Dex +5, Wis +5

Senses: Low-light vision 120ft.,
Passive Perception 12

Challenge Level: 5

Special Abilities: Extra Attack

Faction Special Rule: Lucky 8

Leadership Special Rules: The Lucky Punk is not a particularly great leader but his followers are oddly loyal. Those under his command have advantage against intimidation and attempts to bribe them have disadvantage.

Very Lucky Punk: All attacks made against the Lucky Punk have disadvantage and the Lucky Punk himself can never critically fail. Results of a natural 1 on a dice roll will simply fail normally.

Treasure:

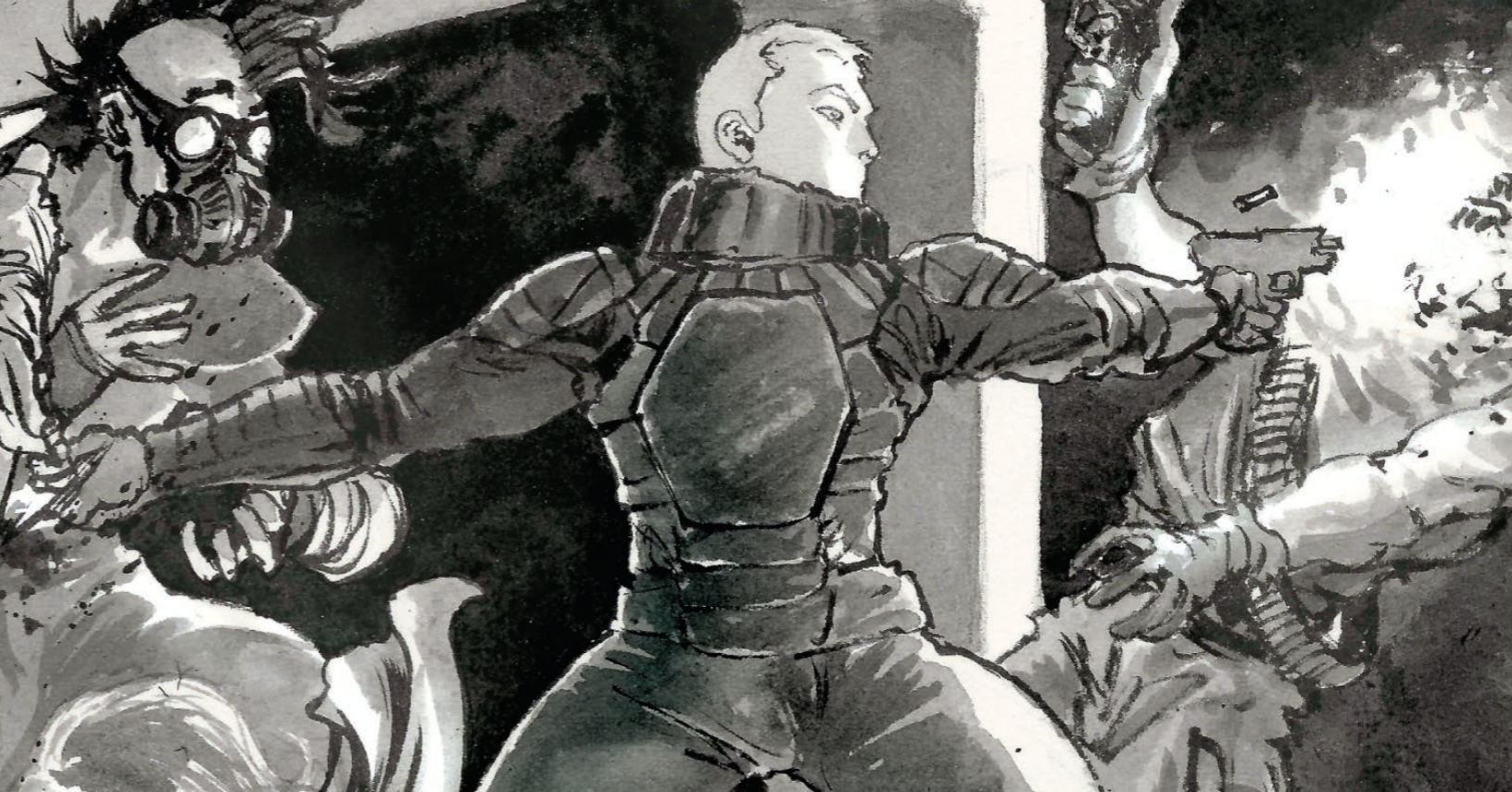
Concealed Vest

Weapons: Bayonet Mounted Scrap Auto Pistol (+5 to hit. 1d8 piercing damage) with two extended clips that each hold 20 rounds

Bayonet Attack (+5 to hit. 1d6+1 slashing or piercing damage)

Chemical Spray (+5 to hit. DC14: Constitution save – Blinds and Incapacitates target for 4 + 2d4 rounds)

Backpack that holds 2 Water Tokens, 12 Meal, Canteen, Tinder Box



Lucky 8's Key Personalities

Leftenant

While most will dismiss a left-tenant as simply a yes-man for the Boss, this hitman is the brute enforcer of the Boss's will. Guns? Clubs? Torture? While the rest of the gang is out playing with recreational drugs like alcohol the Leftenant is working hard to make sure there's a future for the gang. Some suspect that he secretly loves or is perhaps plotting to overthrow the boss. Either way, it's best to follow his orders.

Armor Class: 16

Hit Points: 26 (4d4 + 18)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+2)	11 (+0)	14 (+2)	10 (+0)

Skills: Demolitions +5, Intimidation, +6, Literacy, Weapons Care +3

Saving Throws: Str +6, Con +5

Senses: Low-light vision 120ft.,
Passive Perception 12

Challenge Level: 4

Faction Special Rule: Lucky 8

Treasure:

Bullet Resistant Vest

Torture Kit, Card Playing Set

Weapons: Scrap Shotgun (+5 to hit. 1d10 piercing damage) with 12 rounds

GNK-8 Pistol (+5 to hit. 1d6 piercing damage) with 2 rounds.

Sturdy Club (+6 to hit. 1d6+3 bludgeoning damage)

Backpack that holds 16 Meal, Canteen, Tinder Box, a piece of leather and writing implement

Jack-of-All

The Jack-of-all isn't particularly skilled at anything but has a fundamental understanding of everything and is a well-rounded individual. She dabbles in technology, medicine, explosives, crafting, weapons care, and practices shooting from time to time. She is also a really great listener and enjoys quiet nights at home.

Armor Class: 15

Hit Points: 26 (4d4 + 18)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)

Skills: Computer Use +5, Customs (the Fringe) +5, Demolitions +5, Treat Injury +5, Use Technology +5, Weapons Care +5

Saving Throws: Int +5, Wis +5

Senses: Low-light vision 120ft.,
Passive Perception 12

Challenge Level: 4

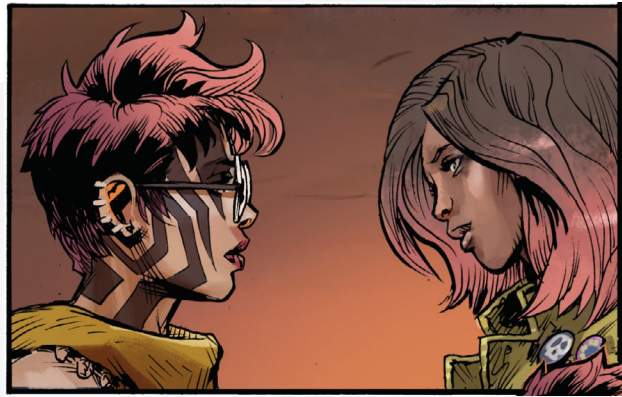
Faction Special Rule: Lucky 8

Treasure:

Adv. Dense Plastic Armor, Datapad (old, busted)
One set of Tools or Supplies of your choice (which she's proficient with)

Weapons: Scrap Auto Pistol (+5 to hit. 1d8 piercing damage) with two clips that each hold 12 rounds
Utility Knife (+5 to hit. 1d4+2 slashing or piercing damage)

Backpack that holds 1 Water Token, 16 Meal, Canteen, Tinder Box



Knife Thrower

The name says it all. This Lucky 8 throws, fights with, eats with, and sleeps with their knives... Unless they lose them somehow, in which case they're not really all that lucky.

Armor Class: 13

Hit Points: 22 (4d4 + 14)

Speed: 35

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	11 (+0)	15 (+2)	10 (+0)

Skills: Perception +5, Weapons Care +3

Saving Throws: Dex +5, Wis +5

Senses: Low-light vision 120ft.,
Passive Perception 12

Challenge Level: 4

Special Abilities: Extra Attack

Faction Special Rule: Lucky 8

Treasure:

4 Utility Knives (+6 to hit. 1d4+3 slashing or piercing damage)

2 Combat Knives (+6 to hit. 1d6+3 slashing or piercing damage)

Shortsword (+5 to hit. 1d6+2 slashing or piercing damage)

Backpack that holds 1 Water Token, 16 Meal, Canteen, Tinder Box

Lucky 8's Members

Lucky 8's Ganger

A typical gang member of the Lucky 8's. Lucky, laid back, a bit underweight from lack of Meal, lightly indulgent in recreational drugs like alcohol, and ready for whatever the Fringes can throw at 'em!

Armor Class: 12

Hit Points: 15 (2d4 + 11)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills: Perception +4

Saving Throws: Dex +4, Wis +4

Senses: Low-light vision 120ft.,
Passive Perception 12

Challenge Level: 2

Faction Special Rule: Lucky 8

Treasure:

Weapons: Scrap Pistol (+4 to hit. 1d8 piercing damage) with one clip with 8 rounds

Combat Knife (+3 to hit. 1d6+1 slashing or piercing damage)

4 Meal, Canteen, Dice

Merchant

Sometimes those who work in the territory of the Lucky 8's are called upon to help defend their turf or possessions. While not a terribly common practice, these merchants, their bodyguards (typically Goons), and their families often take this task very seriously.

Hazer

The recent converts of other gangs are still getting used to the ways of the Lucky 8's. Not quite as lucky just yet, but still pretty cool for switching from the stupid gang or tribe they used to be a part of. Still, sometimes the 8's will play jokes on Hazers... Just to keep 'em focused. Hazers have something to prove and will generally throw themselves into the thick of a skirmish to gain favor.

Armor Class: 12

Hit Points: 11 (1d4 + 9)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills: Perception +3

Saving Throws: Dex +3, Wis +3

Senses: Low-light vision 120ft.,
Passive Perception 11

Challenge Level: 1

Faction Special Rule: Lucky 8

Treasure:

Weapons: Single Shot Scrap Pistol (+3 to hit. 1d8 piercing damage) with 8 rounds

Combat Knife (+3 to hit. 1d6+1 slashing or piercing damage)

3 Meal, Canteen

Armor Class: 12

Hit Points: 8 (1d4 + 6)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (+0)	12 (+1)	12 (+1)	14 (+2)

Skills: Perception +3, Persuasion +4

Saving Throws: Int +3, Cha +4

Senses: Low-light vision 120ft.,
Passive Perception 11

Challenge Level: 1



Goon

Goons are slightly more thuggish Lucky 8's. They're a bit more tough, a bit more well fed, but no less laid back. Someone getting murdered? A raid about to happen? "Can it wait like five more minutes? My drink is still cool." Just be sure to never spill their drink.

Armor Class: 14

Hit Points: 18 (2d4 + 14)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills: Athletics +4

Saving Throws: Str +4, Con +4

Senses: Low-light vision 120ft.,
Passive Perception 10

Challenge Level: 2

Faction Special Rule: Lucky 8

Treasure:

Shield

Weapons: Single Shot Scrap Pistol (+4 to hit. 1d8 piercing damage) with 8 rounds

Pick One: Either Shortsword (+4 to hit. 1d6+2 slashing or piercing damage) OR Warhammer (+4 to hit. 1d8+2 bludgeoning damage)

4 Meal, Canteen, Playing Cards

Faction Special Rule: Lucky 8

Weapons: Single Shot Scrap Pistol (+4 to hit. 1d8 piercing damage) with 8 rounds

Pick One: Either Shortsword (+4 to hit. 1d6+2 slashing or piercing damage) OR Warhammer (+4 to hit. 1d8+2 bludgeoning damage)

4 Meal, Canteen, Playing Cards

Not so Lucky 8

Slaves that are forcibly enlisted Lucky 8's are said to have no luck at all. Perhaps the Lucky 8's feed off of their luck like vampires, or perhaps being a slave just sucks. Slaves are also not particularly loyal, but an explosive collar can be installed for a small fee that will keep them from turning on their masters. Alternatively, if led by a particularly crafty Boss they are sometimes just told that an explosive has been planted inside their body and that's enough reason for them not to run.

Armor Class: 12

Hit Points: 8 (1d4 + 6)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills: Perception +2

Saving Throws: Str +2, Con +3

Senses: Low-light vision 120ft.,
Passive Perception 10

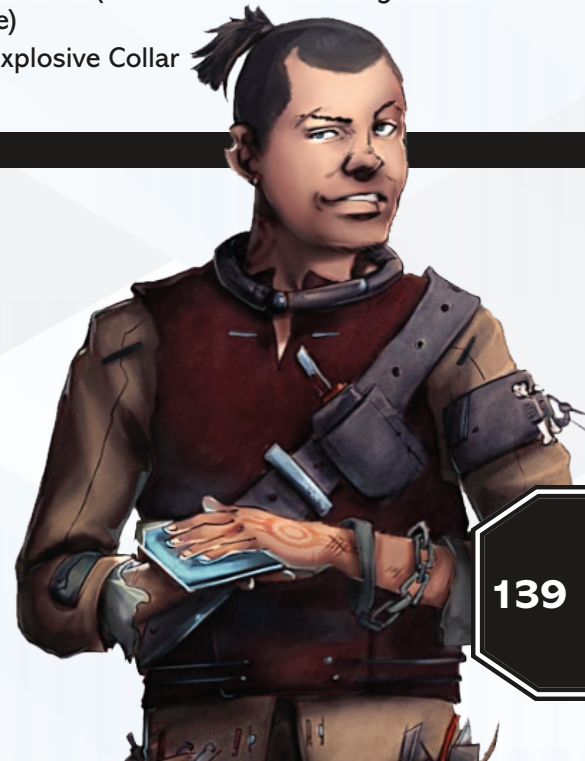
Challenge Level: 1/2

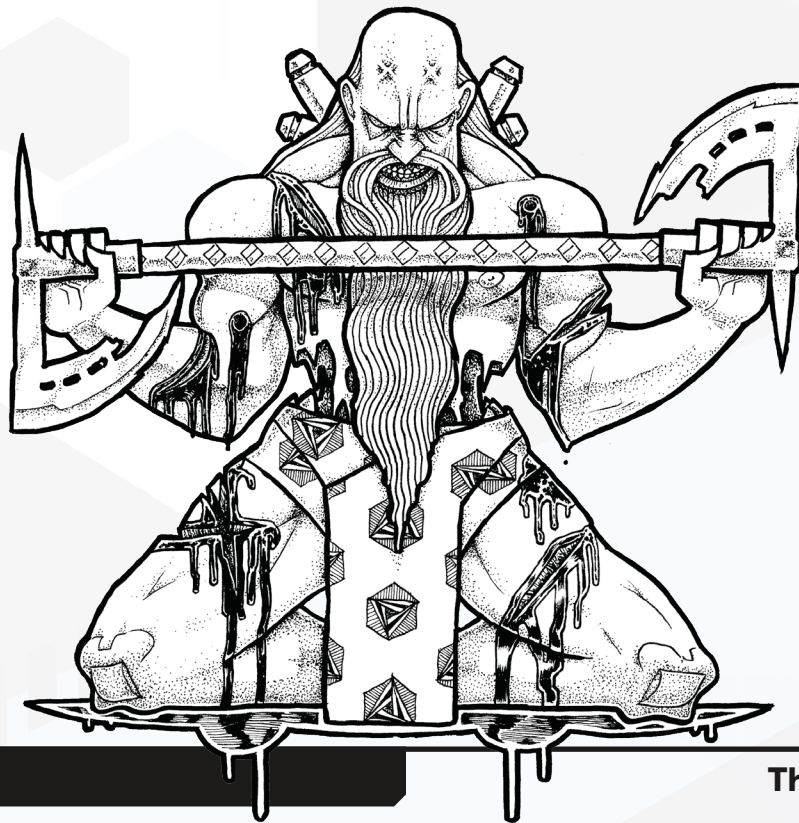
Faction Special Rule: None, however they still gain Leadership Special Rules

Treasure:

Weapons: Combat Knife (+2 to hit. 1d6 slashing or piercing damage)

1 Meal, Canteen, Explosive Collar





Dark Kin

The Blood Tribe

"In darkness there is strength, for they cannot fight what they cannot see. Through the gas there is no death, therefore our hunt will never cease. Born within the sand and metal, we will bring about the end of times, coming from shadow and generously dealing death."

The Dark Kin are a warrior tribe that specializes in stealth, short-ranged weapons, and the perfected implementation of advanced combat drugs. Though few in number in comparison to the vast territories under their command, the kin are a remarkably powerful faction. Their entire life is geared toward one purpose: the hunt. Their aggressive nature towards outsiders, primary due to their religious beliefs, also limits the number of individuals willing to trade with them. Between their closely guarded stimulants and the Kin's love for blood, there are numerous rumors that they are actually a family of vampires or monsters simply wearing the skins of men. Though probably not true who would deny such legends?

But what is the truth?

The Dark Kin worship various aspects of the Darkness Pantheon through ritualistic blood sacrifices. As they live in places of total darkness (typically underground) they must regularly ingest drug called Rhae's Milk. The drug changes the color of their eyes to either a yellow or purple and also allows them to see in the dark. However, Rhae's Milk fuses hemoglobin and if not mixed with blood prior to ingestion can cause death. The Dark Kin hunt, in part, to acquire the blood needed to bond to the chemical so that they can maintain their perpetual darkvision. In addition to Rhae's Milk, other drugs are consumed by their warriors which empower them to perform awe inspiring feats. These drugs extend both short-term life, when enduring massive trauma, as well as the natural lifespan of the kin, in addition to enhancing strength, pain tolerance, and healing.

The Dark Kin are led by a series of elder councils that report to the three Undying Brothers.

If the players want to be a team of Dark Kin, their group could represent one of the younger clans sent off by the elders into the heart of enemy territory. They could be extremists who hold religious differences than other Dark Kin or be a small portion of a greater faction.

Faction Special Rules: All members of the Dark Kin have **Dark Kin Senses**. This includes Low-light vision and advantage on perception rolls when attempting to detect a living creature. In order to maintain these senses, Rhae's Milk must be consumed at least once a month. All members of the Dark Kin also have yellow eyes as a direct result of consuming Rhae's Milk. Dark Kin are also trained at birth to be **Hunters**, benefiting from a +2 to Dexterity (Stealth) checks. They also have built up a **Drug Tolerance**, gaining advantage on all rolls to resist the negative effects of drugs and combat drugs, including addiction. Note: Inebriation is not considered a negative side effect.

THE MANY

Cult of the Great Collective

"THE MANY are the great equalizer of man, counter-balancing the forces of extreme sin. Where good cannot prosper and higher purpose cannot be achieved, THE MANY are there. THE MANY punish the wicked with bullets and fire so they might also join THE MANY in the great collective consciousness, in their next life."

THE MANY is either a collective of extremely dangerous individuals, or a single terrifying revolutionary rumored to haunt the Fringe. Few have seen THE MANY and lived to tell about it but the story is always the same: A masked individual speaking in the third person plural vowing to punish the wicked. THE MANY are masters of stealth and assassination. Though generally malnourished and few in number, they are one of the only true morally just factions in a world where slavery, cannibalism, and murder are acceptable norms.

Throughout this book we will use the names of chess pieces like Pawn, Rook, or King to identify the individual bodies within THE MANY. It should be noted that these terms are purely included for the purposes of your sanity as THE MANY (often referred to as a cult as opposed to a gang) are actually individuals who are seeking to lose their identity in a collective consciousness, achieve Nirvana, and help the truly unsavable souls travel to their next life... by killing them. Until now THE MANY have not had a need for a permanent residency as they've been so few in number, but a sudden burst in popularity, attributed to the feats of a particularly daring King, have bolstered their ranks to previously unimaginable proportions. THE MANY now seeks to expand their focus from simply eradicating the gangs of the Fringe to creating a large physical center for spiritual transformation and maintenance through the development of a sustainable community. Having previously survived through scavenging, THE MANY does not currently possess such a territory, but that will soon change...

THE MANY speak in the third person plural, referring to all elements of themselves as THE MANY, though newer members have been known to slip up on occasion. If the players choose to join THE MANY, their group likely represent the entirety of THE MANY in their current state, save for a few lone elements.

Faction Special Rules: All individual bodies within THE MANY specialize in **Teamwork**: Allowing them to aid a friendly character (per the Help action) as a bonus action. THE MANY are **Trained** to be silent, giving them a +2 to Dexterity (Stealth) checks, but are **Indoctrinated** and expected to always tell the truth, giving them disadvantage on all Charisma (Deception) checks.



“The Children are those who have descended from the great warrior, Isabella Kon. While details of her great exploits are often argued by tribe elders, her warrior soul, and the souls of all the great warrior-ancestors are reincarnated generation after generation as the women of the tribe consume the lungs and voice of the dead and bear a child. It is through this ritual that we may live on, even after death, and serve the Great Tribe of Kon for many many lives.”

The Children of Kon are a matriarchal caste-system tribe very literally consisting of the children of the great warrior, Isabella Kon. One's place within the caste is dictated by how many times one has been reincarnated, how pure one's bloodline is, and how many great deeds they have accomplished in previous lives. The lungs are representative of a person's voice, strength, and soul, so to consume them are to store these things until such a time as their essence can be reincarnated into a new body. The body can be either gender, taking its honors and former name from its previous life, and the surname of its mother's family. Those with older souls, who have been reincarnated multiple times, are wealthy beyond compare to any within the Fringe, and it is well known that these individuals have a longstanding tradition of keeping their bloodline pure through inbreeding. Boasting copious girth and an array of advanced weaponry, the true Children of Kon are the reason the faction has its distinct reputation.

Thanks to this vast wealth the Children have been blessed with the luxuries of excess and boredom. The Children are renown for purchasing and training copious warrior-slaves to fight for amusement, generally to the death. These pit fighters are either purchased from outsiders or trained from those unfortunate souls who didn't have the benefit of being reincarnated, children born outside of the great ritual. These slaves are strictly forbidden from using the finely crafted weaponry and armor reserved for the true Children on penalty of death. The Children also worship a diverse pantheon of gods to which they offer sacrifices with the Third Celestial Pantheon, most commonly Hakai or Niraji.

If the players want to be part of the Children of Kon, their group could represent part of a smaller tribe that has split off from one of the primary families (Vis, Bell, Franks, and Fayus) after either a religious dispute, overpopulation, or as an expedition sent to explore new territories. They could also just represent a single member of the higher caste system or perhaps a pit fighter who has earned status through amazing deeds.

Faction Special Rules: Family members within the Children of Kon are **Descendants of Kon**, benefiting from +2 to their starting Constitution score thanks to their large bodies. Generally heavier than other Fringers this increases their base weight by 100 lbs before being considered overweight. Note that it is very common for Children of Kon to be overweight as this is an overt display of power. They also benefit from an **Acquired Taste** for human flesh. When consuming meat they immediately heal 2 Hit Points for each pound of meat consumed. Children of Kon family members are also very wealthy, typically boasting an attendant, slave, or retinue. Even those in the lower castes benefit from a **Bonus 80 Meal** added to their starting wealth.

Faction Special Rules: Slaves who are owned by the children of Kon benefit from the **Tough** special ability (See Tough Archetype Special Ability) due to their intense training. They also gain a +2 to Strength (Athletics) checks.





The Order

Cult of the Dark Gods

“What would drive men to worship the most evil of gods? Why would we toil to murder and take what we want only to sacrifice a portion to an unseen master? The simple answer lies in that fact that our god is the only one with true power that has a hold on this reality. By serving it we better ourselves. By aligning with wrath, lust, pride, greed, we take part in that power and gain mastery over it.”

The Order is said to have been one of the greatest gangs the Fringe has ever seen... but it has long since fallen into the shadows of obscurity. Nearly disbanded a few years back, the New Collective Order has regained a fraction of its former glory thanks to the leadership of its newest warboss, Tarot. Also appearing from relative obscurity, Tarot is an old-god cultist with a sadistic personality, a few strategic allies, and a mysterious talent for being in the right place at the right time. Tarot's physical prowess is often attributed to combat drugs by outsiders but those loyal to him know that he possesses these gifts and more from an infernal contract with the prime evils, chiefly the Nameless God. His gang controls slaves, Meal distribution, and

water within his territory, making the Order a stand-alone force to be reckoned with. If the players choose to join The Order, their group likely represents a lone lieutenant and his (or her) followers working toward the collective goals of The Order.

Faction Special Rules: Those within **The Order** know much about the obscure, and gain a proficiency (or an additional +2 if already proficient) in Intelligence (Occult). They also benefit from **Blood Sacrifice**, allowing them to gain an extra inspiration point any time they kill a helpless opponent outside of combat (Limited to a single extra inspiration point which functions).



Rocket Punks

A Scavenger Gang

“A gang of murderous thrill-seekers with a ready supply of ammunition. They control the manufacture of cheap firearms and ammunition, but it’s fairly unreliable.”

The Rocket Punks are made of sadists, scavengers, slavers, and madmen. Loose cannons just as likely to kill their own members as those they oppose. Those they don’t kill are quickly either consumed (literally) or sold into slavery, with no one person or thing going to waste. As raiders and slavers they are fairly well known throughout the Fringe as a powerful yet unpredictable force. If the players choose to join the Rocket Punks, their group likely represents a small group that broke away from a larger gang after a dispute.

Faction Special Rules: All members of the Rocket Punks start with a **Free Rocket Punk Gun with 22 Low Quality Rounds**, which functions just like a normal Scrap Auto-Pistol or Automatic Scrap Rifle, except that a natural roll of a “2” now also constitutes a critical failure and causes a misfire, and when combined with Low Quality Ammunition, this number is increased to include a natural roll of 1-3. These guns also incur a -2 to any rolls on the Firearm Misfire Table (which combines with the -2 from Low Quality Ammunition). Rocket Punks are **Careless** and thus may never be proficient in Intelligence (Weapons Care), but attempts to Intimidate a Rocket Punk always have disadvantage.



Saarks

A Raider Gang

“The Saark gang is one of the most powerful in existence. They have a fanatical following, control most of the flesh trade throughout all sectors of the Fringe, have an excess of resources, and a very steady flow of customers... including the occasional Atrian.”

The Saarks are a gang of flesh-traders, slavers, and sex workers. Composed of beautiful individuals who are dressed to kill in as little clothing as possible, they aim to please their patrons. Beneath the makeup and tattoos lie the scars, brands, and imperfections that indicate how truly difficult their lives have been. If the players choose to join the Saarks, their group likely represents a small team sent to expand the Saark’s influence to a new sector.

Faction Special Rules: All members of the Saark gang are **Beloved** by all within the Fringe to some extent, benefit from a +2 to their starting Charisma score. They also start with a customized Saark Combat Knife or Utility Knife, and a Saark tattoo on their left cheek.



Death Bribers

A Death Cult

“The Death Bribers are driven by two things: death and honor. They believe death to be something noble and glorious, and each night they find plenty of both. Entry into the Death Bribers could not be simpler: Kill a Death Briber and stick around long enough to see if they kill you or welcome you.”

The Death Bribers are an honor-driven cult devoted to death and honor. Without any resources beyond property they regularly hire themselves out as assassins, mercenaries, bodyguards, and warriors-for-hire in exchange for the resources they need to keep their family alive. Like most religious groups within the Fringe, the Death Bribers believe in regular blood sacrifice and that it is the place of the weak to die so that the strong can live. Death must be sacred and honored above all, as it is only through death that they feel truly alive. That being said for a price, other gangs sometimes barter passage through their turf or even hire a few of them on as pulses.

Beyond a single leader Death Bribers have a very basic sense of seniority based on kill trophies. The most widely accepted trophy is a “shave” or scalp of a victim, dried and hung from one an article of clothing. Other arrangements include teeth, ears, or even hands. While trophies are supposed to only be reserved for honorable kills, in practice honor is a widely varying concept. Some members believe only those they’ve killed with their bare hands or those they have been hired to kill are viable for such a dubious honor. If the players choose to join the Death Bribers, their group likely represents a small sect with loose autonomy.

Faction Special Rules: All members of the Death Bribers start with an **Honor Weapon** worth up to 220 Meal. This weapon may only be drawn against a maximum of one opponent per day, as mandated by the Death Briber rules. To lose this weapon is to be dishonored and you are entirely unwilling to part from it for any reason. Due to the respect that the Death Bribers have gained, few will be stupid enough to ever make that request. You also gain a sheathe or hood for that weapon, as honor weapons should only be seen and drawn when intended to be used.



Pyrotynes

A Merchant Gang

“Due to their loose presence, Pyrotyne territories are havens for wealthy merchants who can afford their own protection. Where the streets are marked by torchlight, merchants can expect minimal taxation for their trades, as Pyros only get involved when other factions try to cause trouble within their domain.”

This relaxed attitude stems from the addictive drug which gives the gang its name, Tyne. Tyne is a powerful hallucinogen that causes to users become withdrawn, entertained by their own minds. Many Pyros have acquired a strange way of speaking as a chemical side effect of the drug emphasizing the wrong part of a sentence, or having difficulty following typical speech patterns. They often neglect their physical bodies, and members often unknowingly sport uneven haircuts, grime-cruste teeth, smoky odor, and introverted body language. If the players choose to join the Pyrotynes, their group likely represents a new team of enterprising Pyros sent to explore new territory, or a group of users that the other Pyros forgot existed.

Faction Special Rules: All members of the Pyrotyne gang start with a unique **Flip Lighter** worth 12 Meal. This lighter always works and it's how users evaporate Tyne, which is generally inhaled from an empty Meal tin. Pyros are **Resistant to Fire** due to their natural affinity. Pyros also start with 2 hits of Tyne (DC:18 hallucinogen that incapacitates the user for 2d6 hours and gives the user Damage Reduction 1 (See Tough Archetype Special Ability)). As a **Regular User** Pyros do not suffer the incapacitation side effect when using Tyne.

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LIBERTY

CHARACTER NAME

ARCHETYPE & LEVEL OCCUPATION

RACE EXPERIENCE POINTS PLAYER NAME



STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

SKILLS

Athletics (Str)

Augment Graft (Int)

Balance (Dex)

Computer Use (Int)

Customs [Atrius] (Int)

Customs [The Fringe] (Int)

Deception (Cha)

Demolitions Use (Dex)

History (Int)

Insight (Wis)

Intimidate (Cha)

Investigation (Wis)

Literacy (Int)

Medicine (Int)

Occult (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Slight of Hand (Dex)

Stealth (Dex)

Treat Injury (Wis)

Use Technology (Int)

Weapons Care (Int)

PASSIVE PERCEPTION [WISDOM]

OCCUPATIONAL INFO | PROFICIENCIES

ARMOR CLASS INITIATIVE SPEED

CURRENT HIT POINTS

HIT POINT MAXIMUM _____

TEMPORARY HIT POINTS

TOTAL _____

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE
MISC.	AMMO	RANGE
NAME	ATK BONUS	DAMAGE/TYPE
MISC.	AMMO	RANGE
NAME	ATK BONUS	DAMAGE/TYPE
MISC.	AMMO	RANGE
NAME	ATK BONUS	DAMAGE/TYPE
MISC.	AMMO	RANGE
NAME	ATK BONUS	DAMAGE/TYPE
MISC.	AMMO	RANGE

THE MARK

GENERAL DEGREE

BACHELORS DEGREE

MASTERS DEGREE

DOCTORATE DEGREE

MEDIC

COMBAT ABILITY:

1ST TIER LETHALITY

2ND TIER LETHALITY

3RD TIER LETHALITY

ADULT

PERSONALITY TRAITS

IDEALS

FLAWS

SPECIAL ABILITIES & TRAITS

EQUIPMENT

TIN

SHELLS

MEAL

WATER TOKENS

CREDITS

LIBERTY



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME
SYMBOL

CHARACTER BACKSTORY

FAMILY & FRIENDS OF IMPORTANCE

RELIGION

STASH