COYOTE & CROW

CORE RULEBOOK

Coyote & Crow

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This book is dedicated to Brett Henry, my friend, my brother, my ranger. I wish you could have been here to see this. We'll get this game around the table together in the next world.

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SECTION 1

Welcome To Another World

WAYA'S LESSON

Waya knelt in the shrubs, holding as still as she could. She'd practiced her slow, quiet breathing, the way her daadoo had taught her. Her dark brown eyes were locked on the doe not twenty yards from her. Hidden birds chirped nearby. A light breeze rustled the treetops far above. A frog splashed in the pond that Waya's prize was drinking from. The doe turned its head slightly to watch the frog hop away.

Letting a long, easy breath seep from her mouth, Waya moved her hand down smoothly to her calf to activate her boots. They were form fitting and covered in light brown scales, like a symmetrical waterfall of tiny leaves falling from her knee. An almost imperceptible hum brushed her ears as they powered up. Just one touch, she thought. One touch of the

doe's tail before the Adanadi. This was her last chance. How many times had she waited in this glade? How many times had she tried and failed? Well, no more. She'd been practicing with the boots for weeks. This time, she would feel that doe's tail and no one could say that she'd only managed it because of the Adanadi.

With the frog's distraction fading, the animal returned to drinking at the pond. Waya made her move. She sprung from the bushes, and sprinted in an arc around the pond. The boots hummed as they powered her strides, altering her weight and adding force to her every step. They had limited power though, and Waya knew she had to close the distance between her and her quarry quickly. Pumping her legs, she flew around the wa-

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ter's edge, mud and leaves flying from behind her feet.

The doe's head popped up. For a split second, their eyes met; then it turned and ran. It sprang over a blackberry bramble and accelerated out of the glade. Waya zigzagged between two rocks and then vaulted over moss covered logs. She was moving faster than she ever had and the doe was in reach.

Waya's heart pounded. This was it. She leaped, hand outstretched – and grabbed nothing but air, as the doe darted to the left at the last moment, hopping over a small earthen crevice that fed a trickle of water into the pond. Waya stumbled and slid into the dirt. The hum from her boots faded, their power expended. The animal pushed through a thicket and disappeared.

Exasperated, Waya stood and dusted herself off. She began the long walk back through the glade and home, holding back a stream of tears that threatened her cheeks. She was so despondent, her head held so low, that she didn't see her daadoo sitting on their porch until she was almost to him.

"Your eyes have been pointed to the Earth since I saw you on the horizon. I take it that you didn't touch it?" Waya shrugged, unwilling to actually admit her defeat. "Not even with the boots, huh?" He invited her to sit. She plopped down next to the old man, her elbows on her knees and her face in her hands. She felt older than thirteen.

A moment of silence passed between them and Waya considered getting up and going to bed early, with the sun still sinking down behind the trees she'd just left behind. "I think you need one more story," the old man said firmly as he watched the orange glow on the horizon. The soft lights of Cahokia would be flickering to life in the south soon. Behind the house, the gentle murmur of the river helped cool Waya's riled emotions. She didn't answer him, but she didn't get up either. Waya's daadoo reached out and stroked her hair. "One last chance for me to tell you a story. After tomorrow, you'll be among the storytellers." He paused a moment, but Waya still didn't move. "I think I'll pick the story," he said. "I think I'm going to tell you about Coyote and Crow."

Now Waya did look up. "I've heard that one already, daadoo!" She hated the whine in her own voice.

The old man grinned, "Not for years. And I think this is a good time for it."

Waya didn't have the energy to argue. Instead she crossed her arms over her knees and put her forehead down. "Okay," she mumbled.

He leaned back on the porch, putting the palms of his hands on the worn wood behind him. Looking up at the sky fading slowly from blue to black, he said, "In the days before your grandfather's grandfather's grandfather, Crow flew home to her nest on a night much like tonight."

» Crow was done for the day and about to settle into her nest when she felt the warmth of the Great Spirit approaching from above. The Great Spirit's gentle voice came to Crow and she told Crow that the jet black bird had been chosen for a very important mission because of her speedy flight and keen intelligence. In a hollowed-out log below, the Great Spirit's voice woke Coyote where he had been sleeping. He stretched, yawned, and listened to the conversation above, knowing he hadn't been seen.

» The Great Spirit told Crow that very soon a long darkness was coming and that the world would be changed for generations to come. There would be starvation, war, and disease. Many animals would disappear from the world altogether, ice and snow would pile up, and the prayers of the suffering would go unanswered.

» Crow cried with this news, but the Great Spirit did not comfort her. Instead, she told Crow that worst of all she, the Great Spirit, would be leaving the Earth. All the animals, plants, and people would be left to fend for themselves. Coyote sobbed silently in his log as Crow begged the Great Spirit not to leave.

» The Great Spirit told the Crow not to despair, that one day she would return. Crow lamented that without the Great Spirit they would all perish. In his log, Coyote nodded silently in agreement. But the Great Spirit told her that this was where Crow's mission would come in. The Great Spirit was going to present a series of gifts, powerful gifts, to the people of the world that would help them survive until she returned. She needed Crow's help in delivering these gifts.

» The Great Spirit asked Crow to fly to all of the tribal elders to tell them to prepare for what was to come. She gave Crow a large cloth sack filled with the gifts, telling Crow to spread them to every tribe. She told Crow to be strong and watch over the other animals. Then the Great Spirit sailed off into the sky, leaving a bright purple trail in the early evening above that was visible to all the people of the world.

» Crow took her job very seriously and decided she needed to examine the gifts to best understand how to distribute them. She found a wide branch and opened up the large bag. Spreading out the contents, she wondered at the gifts The Great Spirit had left humanity. It was an array of seeds. Brightest among them were purple seeds, glowing like the trail She had left across the heavens. Before she could decide on a plan though, Coyote emerged from his hiding place and said, "I've heard what The Great Spirit told you about the fate of the world. I'd like to help you. Time is short and together, we can spread her gifts faster."

» Crow knew that she couldn't always trust Coyote and that sometimes he had his own agenda. But Crow also knew that she had very little time and that Coyote could be almost as quick as she was. "Coyote, we must go to each of the tribes and tell them of this disaster and of the Great Spirit's departure. We must give them one each of these gifts to help them through these difficult times ahead." Coyote was eager to get a look at these gifts, at what power the Great Spirit was bestowing upon the humans. What could they be?

» Crow up on her branch said, "Wait a moment and I will separate them into smaller piles and make smaller bags, one for each tribe. Then we shall divide the bags up. We will meet back here when we've delivered them all."

» Coyote agreed. Crow tore apart the bag, laid the seeds out across the branches, and began forming a small pile for each tribe. Then, taking the scraps from the bag, she wrapped the seeds up and tied them off with bits of string from her nest. Down below, Coyote waited eagerly. When Crow was done, she brought all of the gift bags down and placed them in a pile. "Take half. Travel quickly. Tell the people what is coming. Tell them that the Great Spirit has gone but will return and until then, to use these gifts and survive."

» Coyote said, "You can trust that I will accomplish my mission, friend Crow." Crow felt satisfied with their arrangement and flew north with her gifts and The Great Spirit's dark mes-

sage. Coyote ran off to the south for a bit, but soon stopped. He put the packages of gifts on the ground and decided he wanted to see what was in-

side. Opening one sack, he was slightly disappointed to see only seeds, but he knew they must be powerful seeds. He looked in another sack and saw that not only did it too have seeds, but that it contained exactly the same seeds as the previous bag. Opening them all, he was not surprised to see that each bag was identical. Coyote thought this was boring and with a glimmer in his eye, he decided to add some mischief to this solemn task. He took all the seeds and sorted them by type, making piles. Then he began refilling the bags with all of one color. He separated these new bags into piles of the same type and assigned them a direction. "All of the tribes to the southwest of me shall get these seeds and all of the tribes to the southeast of me shall get these seeds, and so forth."

» And so it was that Coyote delivered his bags of seeds and the Great Spirit's news across the land. Sometimes he appeared to the people as Coyote. Other times, he arrived dressed as Crow, just to have fun. Other times, he'd show up as Rabbit or Hawk. It was always amusing.

» Finally when the work was done, he returned to Crow's nest to meet up with his friend. But Crow didn't return that night. This delighted Coyote at first. "I'm smarter and faster than Crow." But Crow didn't return the next night either. This began to anger Coyote and finally, worry him. "Where could my friend have gone?" At last, Crow returned on the third day and Coyote was relieved. "Where have you been my friend? What took you so long?"

» Crow cocked her head and smiled. "You must be so much faster than me, Coyote. Or perhaps you took smarter routes. But at least our task is done and we have delivered each of the seeds to each of the tribes. As the Great Spirit asked."

» Coyote looked thoughtful and said, "Well, that's not entirely true, is it?" Crow cocked her head, but said nothing and Coyote grinned a mouth full of teeth. "As I heard it, the Great Spirit gave no instructions at all on how to hand out the gifts. It was you who ordained that each tribe should get one of each of the seeds."

» Crow peered down suspiciously at Coyote. "What have you done, Coyote?"

» "I made things a little more of a challenge, that's all. I took all of the seeds of a type and took them all off in one direction. All the people still got the message and they all still got the gifts. They just didn't get the same gift. I think it will be much more interesting this way." Coyote waited for Crow to rage and berate him, maybe even try to peck him. But Crow just sighed and looked up to the sky. Coyote's eyes narrowed. Then it dawned on him. "You knew I would do this, didn't you?"

» Crow looked at Coyote with one eye, then the other. "Not specifically, but I knew you couldn't resist playing a game, even in this bleak hour."

» He grew more suspicious. Coyote said, "What actually took you so long? Why were you gone so many days longer than I was?" Crow looked down at Coyote with something that Coyote thought might be pity and it angered him.

» Crow sounded tired when she spoke. "I left the greatest gift out of all of the bags that I gave to you. A shining, glittering, purple seed. I did not trust you to deliver it fairly. And it seems I was right to do so."

» Coyote's expression turned to shock. "But if you gave it to only half the tribes, won't the people war over this great gift?"

» Crow nodded. "They would. Which is why instead of giving it to any tribe, I spent the days spreading the seeds high into the clouds, over all of the lands. Every tribe will have this gift, whatever it is. It may just take some time to rain down and sprout."

» Now it was Crow's turn to expect Coyote's anger. She waited for his rebuke. Instead, Coyote laughed and howled. "Well done, Crow. You tricked me, which is no easy feat. Let us sit back, watch the world unravel, and see what people do with their new gifts."

The old man went quiet. Finally, Waya said, "And the seeds weren't really plants, but wisdom and knowledge and technology." Her daadoo nodded. "And the purple seed was the Adanadi. But daadoo, if Coyote thought that giving the purple seeds to half the tribes would start wars, then why did he divide up the other seeds the way he did? Wouldn't that start wars too?"

"Maybe. Maybe not. Some say Coyote wanted us to fight each other for the power of the gifts. Others say that Coyote knew that if you have something your neighbor does not and they have something you do not, then it becomes an opportunity for both to prosper and become friends. That through trade and cooperation, we all have a better chance of survival. Waya, do you see now how the story of Coyote and Crow relates to you touching the deer?"

Waya thought hard. "I have to know the difference between being smart and being wise?"

Daadoo shrugged. "Sure. But also, always have a back up plan."

A MESSAGE TO PLAYERS

A Message To Native American Players

If you have Indigenous heritage from the Americas, we invite you to add your personal knowledge and cultural traditions to your Character and to this game in any way you and your fellow Players see fit. Feel free to include an alternate history of your tribe or nation into this world and make it a part of your game in any way that is enjoyable. Or don't. There's nothing that says your Character has to be from your tribe. That's entirely up to you.

Feel free to change the rules too. While we try to call out situations where you might want to include your traditions and heritage in the mechanics, we certainly won't catch them all. Have a better name for something from your language? Call it that! Have a more fun definition for a Skill that fits with your tribe's history than what we have here? Speak with the Story Guide and change it up.

With that said, keep in mind that the intention of this game is not to simply take the reality of our lived world and transpose it onto a future fictional world. This is a work of alternate history fiction. In the world of Coyote & Crow, the last 700 years of our real world history never happened. We encourage you not to overlay your tribe's recent past onto this different future, but instead think in terms of what could be, of what might have been. We'll supply plenty of ideas and suggestions, but it will be totally up to you how much or how little of your tribe or nation you want to bring into the game with you.

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Additionally, you may be in situations where you are playing with non-Native players. We'll have specific instructions for them on how to be respectful and to keep the game fun for all. For the most part, you can just direct them to play off the page. That is, if it's in this book, they can do it. If it's not and those players want to do something that may be drifting into a sensitive or inappropriate territory, you'll have to decide whether that's something you'll want to stop play over to discuss. To avoid this potential disruption, we suggest discussing these possibilities prior to your first Session.

If you're Native and a Story Guide, you'll be able to more easily navigate these situations as you'll be leading the game and helping set the tone and scenarios. Nevertheless, it's best to make sure everyone is aware of boundaries before play begins. This is especially true if you're going to play the game at a convention with strangers. Do not ever feel like you have to educate non-Native players at the table. It's their responsibility to play respectfully within the rules or to learn more outside of their time spent at the game table.
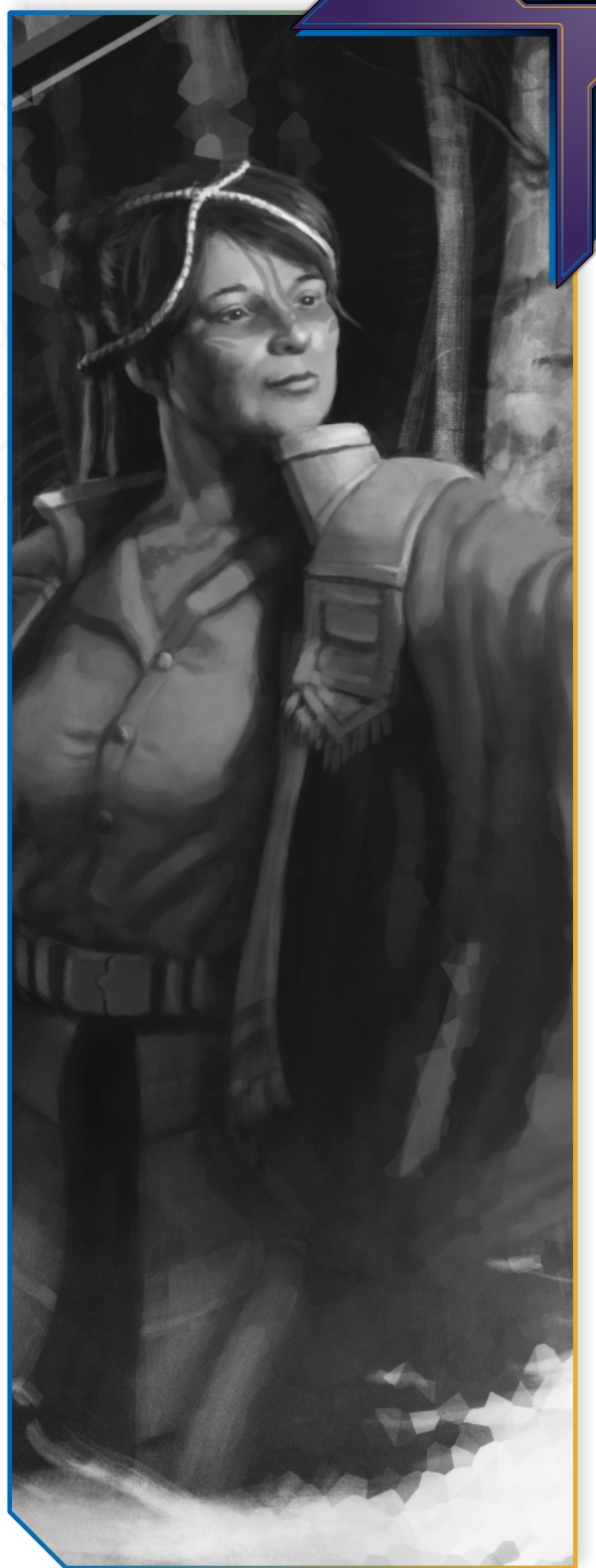
A Message To non-Native American Players

If you do not have heritage Indigenous to the Americas, we ask you not to incorporate any of your knowledge or ideas of real world Native Americans into the game. Not only may this be culturally insensitive, but many of the assumptions you might make would not fit into this timeline. Instead, delve into the details of the world you are given without trying to rewrite history or impose your perspective.

Please avoid the following:

- Assigning your Character the heritage of a real world tribe or First Nation.

- Assigning your Character a Two-Spirit identity.

- Using any words taken from Indigenous languages that aren't used as proper nouns in the game materials or listed as being part of Chahi (see below)

- Speaking or acting in any fashion that mimics what are almost certainly negative stereotypes of Native Americans.

In the real world, the terms "Indians", "First Nations Peoples", "Indigenous", and others are often used semi-interchangeably. Please keep in mind though, in this alternate world, none of these words exist or would ever be used. The aforementioned labels all are products of colonialism and in this game, colonization never happened. Instead, people refer to themselves by their given or chosen names, their tribes, the cities they live in, and to some degree, the nations of which they are citizens.

If you are playing with other Players who are Native, do not be afraid to ask respectful questions about their own tribal identities in relation to things that are happening in the game. We suggest you ask those questions away from the game table. Some people are happy to share their stories or their culture, but for many it can be emotional work or deeply personal when often, they're just there to play a game and have fun.

Please remember that "Native American" is a very loose term and that Indigenous peoples are an incredibly diverse group. You wouldn't expect someone from Belgium to know about Irish history. Much the same applies here.

Just because you have a Native player in your playgroup does not make them your go-to expert or the person to get permission from.

However, don't be afraid to play this game. The world in this book is rich and diverse, full of science and spirituality. The people of this world do all of the same things you do. They love, work, aspire, struggle, hurt, heal, fail and triumph. Play your characters as people, not "Natives," and you'll be fine.

Note To All Players

Throughout this book, you'll see commonly used words capitalized. For example, "Abilities." Anytime you see a word capitalized in this context it means that the word has a specific game meaning and can be found in the Game Terms Glossary at the end of this book.

Additionally, any time you see a word you aren't familiar with, it's likely a Chahi word. This is a fictional trade language we've created for everyone to use and will help you feel more immersed in the world of Coyote & Crow. For more on this language, see the Chapter, Languages and Communication or the Chahi Glossary at the back of this book.

A BRIEF INTRODUCTION TO ROLEPLAYING

The Basics

Coyote & Crow is a tabletop roleplaying game for two or more players. It is set in an alternate future, different from ours, where Europe never colonized the Americas, and what we consider Indigenous cultures blossomed into technologically advanced civilizations. You'll need this book, some pencils and paper (or access to the internet and digital devices), and a specific set of dice, which we will discuss later.

What Is A Roleplaying Game?

A roleplaying game, unlike many board or video games, is a collaborative experience. There are no winners or losers and no fixed ending. Instead, one person takes on the role of **Story Guide** and the others, referred to as the Players, control and portray a **Player Character** in the story. Each Player decides the choices and behaviors of their Character. The Story Guide describes the surroundings, the actions of the Characters who aren't Players, and the overall plot points within the story.

The rules contained in this book are not meant to hinder your imagination, but give the Players and the Story Guide a structure and format that will help define and focus your stories. The role of the Story Guide is to help the Players tell their Character's story. The Story Guide will interpret the rules when there are disputes, but overall, the most important princi-

ple to keep in mind is that the story is the goal. Telling a good story should be the driving motivator for both the Players and the Story Guide. If the rules ever get in the way, the Story Guide should always feel empowered to adjust them for the sake of everyone's enjoyment.

The Story Guide will describe challenges and plot points over the course of a Session and Players will have their Characters respond to those challenges, as well as pursue their own Character's motivations. A Session is any length of time the game is played over the course of single sitting, usually two to four hours. Multiple Sessions that tell interconnected stories or are bound by a theme are called a Saga. This book will contain everything you need to play the game and create your own version of the world of Coyote & Crow, with the exception of some pencils, paper, and a selection of 12-sided dice. We recommend a total of 12 dice, 9 white and 3 black. One set of this size is the minimum we suggest. If possible, we recommend that each Player and the Story Guide have their own set of 12 dice.

Twelve-Sided Dice

This game doesn't come with the needed dice. You can either buy or use your own, wait for us to release ours, or use our free mobile app.

Science Fantasy Roleplaying in an Uncolonized Future

Coyote & Crow

OFFICIAL DICE SET

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The Role of the Player

There might only be a single Player in your Saga or there could be more than ten. Likely, you will have three to five Players. Each Player is responsible for creating their Character, with the guidance of the Story Guide. In addition, Players are responsible for showing up for Sessions as agreed to by the group, bringing their Character with them, and guiding their Character's choices. They should try to understand who their Character is, why they would make the choices they would make, and how to interact with the other Players in a way that is not only true to their Character, but that is productive and enjoyable for the entire group.

While Players should strive to be true to their characters, it should never be at the cost of the enjoyment of the group. The Story Guide may be the overall referee of the group, but all are responsible for doing their part to ensure that everyone has a good time.

The Role of the Story Guide

The Story Guide has the responsibility of being a referee, a director, and a writer. They also portray all of the characters in the story not played by the Players. Story Guides have a vision for what challenges the Players will face, what obstacles they will have to overcome, and take on the roles of adversaries and allies. They will interpret rules and make calls regarding the greater overall Saga. The Story Guides also often act as a sort of group leader, handling the scheduling of Sessions and other out-of-game details.

This might seem like a daunting task, but don't worry, we're here to help! We suggest that the person with the most experience in roleplaying games take on this position. If you are all new to roleplaying games, we suggest that the person who owns a physical copy of the book be the initial Story Guide. In addition, we've added an entire section of this book just for Story Guides to assist you in creating fun and challenging adventures.

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Our Free Mobile App

Most folks have a few dice in their house. Likely they're six sided dice that come from a classic board game. But like many roleplaying games, Coyote & Crow uses a number of dice and with ones that have a greater range value than 1 to 6. This game uses multiple twelve sided dice (d12s) for a number of reasons. For a start, a dice that has twelve sides can generate a wider range of results. When it comes to storytelling, sometimes you don't want to be limited to just six possibilities.

But the other reason we wanted to use use something other than a traditional six sided die is *because* it's traditional. For a very long time, board game design has been dominated by American and European designers. When we built this game, we didn't want it to just be set in a new Indigenous world. We wanted it to feel like a new Indigenous game. For that we had to start

our own system from scratch. It's not a coincidence that you'll be playing with twelve sided dice and the people of Makasing think of the number twelve as sacred.

ROLEPLAYING IN THE WORLD OF COYOTE & CROW

What Is The World Of Coyote & Crow?

Coyote & Crow is a world very different from our own, despite being set on Earth and not that far in the future. Yet it is a different future based on a divergent past. Both worlds share the exact same history up to a certain key moment. That event, that single difference, changed everything, reshaping this world away from our own and into the world you see in this book.

In our world, the monarchies of Europe pushed westward through the 15th century, determined to find faster routes to India, China, and other valuable trading partners. Instead they crashed headlong into something far more valuable – land and resources that they could exploit. Along the way they devastated entire Native populations through murder, slavery, exploitation, and the spread of disease. But what if that hadn't happened? In the world of Coyote & Crow, things took a different turn. This world's history went down another path and the resulting changes created a landscape that bears little resemblance to our own.

What was this change? People call it The Awis - the Darkest Night or The Darkening Land.

Around the year we think of as 1400 AD, something monumental happened. In years past it was often said a great evil, a darkness, one so powerful that it forced the Great Spirit to flee, had covered the world. Later it came to be un-

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derstood that something had struck the world, likely a massive meteor, bringing both radiation and rare elements as well as exotic matter previously unknown to our planet. The explanation held true whether one preferred the poetic or scientific description.

The result was that the Earth was plunged into a severe climate change for hundreds of years. How it affected the rest of the world, no one knows for sure. But the people of what we call North and South America were not let off easily. They faced a growing northern ice shelf, extended winters, violent oceans, huge changes in animal and plant populations, starvation, and war. Tribes moved, changed, and evolved. They adapted to the world they inherited and used the gifts left to them by the Great Spirit. Though the Awis plunged the world into a deep ice age, it also brought a strange mark on plants, animals, and people; the purple mark called the Adanadi, a source of inspiration first, and later, power. Eventually, the weather improved. The seas calmed, the ice shelf slowly began to melt and retreat northward. New technologies and trade brought a huge upswing in the standard of living for all.

The Characters you will play in this game are the inheritors of all these changes. These are people who live in a very different world from ours and yet, where it counts, they are just like us. They love and fight, have families and dreams. Nations go to war and make treaties. Engineers and scientists make discoveries that improve and complicate daily living. People strive to make sense of their lives, bring meaning to their efforts, and understand the world around them.

This is also a world where legend meets science. In our world, this is often seen as a battle between right and wrong or good and evil. It is the idea that one has to be fundamentally correct and by necessity, the other wrong. This viewpoint comes primarily from a western European way of thinking. In Coyote & Crow, an advanced piece of science can still have spiritual value. A supernatural experience doesn't have to be dismissed because science doesn't easily explain it. For most folks, the mystical and the logical exist side by side on a daily basis.

Many things in this game are rooted in our shared history. The city of Cahokia, for example, is a

real place and worth reading about. Where appropriate, real world names have been kept for certain things. The non-English words in this game are either based on real world Indigenous languages or were crafted from real languages as part of a fictional language we have developed for this game called Chahi.

On the other hand, many things we take for granted in our world have no basis in Coyote & Crow. For example, the people of this world decided at some point to unify and share an annual calendar; they picked the night of The Awis as its starting point. It was, after all, one of the few things that all of these tribes and nations had a very specific shared memory of. In this game when someone refers to the year 693, they're referring to 693 years after The Awis. They have no concept of Christian calendars.

It's also vital to understand that without contact from Europeans, certain things we take for granted in our modern world don't currently exist. There were never cars in this world because there were never wagons. There aren't combustion engines, gunpowder, or traditional firearms. There's no fry bread, no cows, chickens, pigs, coffee, and so much more. Instead, the people of Coyote & Crow developed their societies and technologies as they had for thousands of years prior – through necessity, creativity, cleverness, and North and South America's rich abundance of resources.

Some other things that don't exist in this world: Alcoholic drinks (alcohol exists, but not as a part of the culture in any relevant format), fossil fuels, culturally embedded shame over nudity and sexuality, wheat and wheat products, industrial meat farming. The list is long.

Because of just how different this world might be, often in unexpected ways, we're going to sometimes call out comparisons to our real world to help you understand how this one is different. We hope it helps you to picture and embrace this vibrant world. From here out, we're going to leave our real world behind and dive into a new one. This book will focus mostly on Makasing (North America) and the people that live there. More specifically, we will be detailing the city of Cahokia and the area surrounding it known as the Free Lands. Future books will de-

tail the other nations of North America and the people in Central and South America (Azayang and Abayang).

The World That Could Be

700 years ago, a purple streak crossed the night sky. Many tribes of the time said that it was the Great Spirit leaving them behind, abandoning the world to its fate. In the days following, the skies filled with dark clouds, the air choked with ash, the seas frothed and raged. Once the snows fell that winter, they fell long and hard. Harder than any could re-member. Over the next few years, winter grew in strength, dominating the seasonal cycle.

Food became scarce. As people starved, hostilities flared and wars broke out. Throughout the land, the tribes struggled against the Earth and against each other. The ice caps crept down from the north, growing thicker and stronger, pushing people together, forcing them to share land and resources. Every tribe had to face the hard truth of possible extinction. Some met that very fate.

But people also endured. They managed survival, at first. Slowly, they adapted and eventually they didn't just survive, they thrived. In the East, great leaders began to shape concepts of fair government. In the West and North, brilliant artists and storytellers captivated audiences and gave hope to the desperate. In the Southeast, there were incredible advances in medicine and biology. In the Southwest, breakthroughs in mathematics and farming changed everything on the continent. Combined with trade and other technology coming from the central and southern continents, life across the land began to transform from barely livable to a triumphant return from the brink.

No one can deny that things really changed with the realization of the Adanadi – the Gift. It started hundreds of years back. No one is exactly sure when or where, although the earliest scientific evidence suggests the first instances of The Gift were seen more than 500 years ago, just a couple of hundred years after the Awis. People began to notice purple stains or marks on certain plants, animals, and people. Many people of the time took it as a sign that the Great Spirit might be gone, but that She'd left them a tool, a gift, something to help them get

through the Darkest Night and the horrors it brought. For generations, it was carefully cultivated and bred, treated as sacred. It wasn't until advances in the understanding of biology and chemistry that tribes were able to unlock the true potential of the Adanadi and verify that it is, in itself, a form of life, something beyond known biology that remains within the body of the individual.

Introducing more of the Adanadi into the body at just the right point in adolescence transforms the person permanently, improving them physiologically and sometimes granting them abilities beyond normal human parameters. The choice to take a specific form of the Adanadi, concentrated from a specific animal, became known as choosing your Path. While different nations and tribes have an array of ceremonies and customs surrounding this ritual, they all have many common aspects.

Once chosen and consumed, the person is generally considered an adult and is permanently on that Path. Paths are most commonly named after animals, since taking Adanadi from a specific animal allows the Gift to carry genetic information from the previous host to the individual, making the two now literally relatives. This is both

spiritual in nature and scientifically based. While most people have consumed the Adanadi and then gone about their daily lives, some people step into a larger circle, a place where heroes are born and stories that last for generations are created. You'll be playing these characters. People who are destined to become parts of legends told around future fires.

In the last forty years, the damage done by the Awis finally seems to be healing. Winters are shortening, summers are growing longer. The ice cap is retreating and the seas are calming. Within the governments, curiosity about the outside world beyond their current geographical borders is starting to outweigh the political strength of those that cling to fears of the past. While it has been known for hundreds of years that there were other continents and maybe even other people across the world, the weather and internal political strife has kept people close to home.

Now though, with the climate evening out and with nations possessing rapidly advancing technology and the will to use it, the race is on to explore this great new world; to discover new resources and power, to make discoveries for scientific progress, and to meet new people for crafting strategic alliances.

But things haven't gone according to plan. Ships sent to sea in search of distant lands rarely return. Expeditions north through the snow and ice are often lost for good. The few that returned have come back mostly empty handed. Rumors swirl about what they've found, what they experienced, and what awaits people across the waters. While many people were prepared to discount the legends of monsters and spirits, they became harder to dismiss when people living along the outskirts of well-traveled land began reporting some of the same strange phenomena.

Many now believe that while the change in weather has allowed people to venture out, it might also be opening the door to let things in. And the dangers in this world aren't just external. With a surge in population and an explosion in new technology, old treaties created when the climate was suffering are no longer enough to keep some nations and leaders from looking to expand their advantages over their neighbors. Many nations were created during times of war out of necessity. The tribes and factions of this world have very little value

for nationalism. Leaders of these nations often find themselves struggling to simply keep their governments from falling apart from the inside. Civil war or secession is often just as much a threat as international conflict. Fears of espionage run rampant, especially with spies now possessing access to Adanadi-gifted Abilities.

Regardless of how comfortable and steady life might be for many people now, no one is unaware that true change lies on the horizon. The era of the Darkest Night is coming to an end. Yet many of

the obstacles previous generations overcame don't change the fact that new challenges and mysteries lie just ahead. This is the world your Characters will step into and the backdrop for their future legends.

Below is a map and a brief timeline of historical events on the continent of Makasing in this alternate future that will help you understand some of the more important milestones and turning points for this world.

COYOTE & CROW

Coyote & Crow's Timeline

Year 1: In our world the year was 1402. The Awis arrives (sometimes called The Darkened Land or Darkest Night). A purple streak passes through the sky, high enough that most tribes have records or stories of seeing it. Weeks later, a strange ash falls and winter comes early.

Year 2-115: Winters are longer and harder than any ever remember. The ice sheet over the north half of the northern continent grows thicker and spreads south. People in the northern part of Makasing are forced southward ahead of the ice. The lack of food and other resources pushes groups into conflict. The loss of life is enormous.

Year 115-140: A respite in the weather allows people to rebound slightly. A few decent seasons of production allow population numbers to rise. The Haudenosaunee alliance is born in its modern form on the east coast. The city of Cahokia is reborn along the Mizizibi river, what we call the Mississippi.

Year 141-168: Harsh weather returns. Tribes all over the continent work together to improve food supplies, cooperation, and sustainability, but to limited success. Strictly organized farming becomes vital to keeping people alive.

Year 169: A Two-Spirit leader rises to power in the Southwest after visions lead them to create the base-twelve math system that eventually becomes the foundation for all higher math and engineering in Makasing. The resulting advances lead to a massive leap in irrigation and large scale farming.

Year 170-280: A new era of farming, medicine, and associated technology transforms the continent. Infighting drops, as do mortality rates. Math begins to be taught as something sacred and an engineering golden age begins.

Year 280-296: The purple stain, called the Adanadi, begins to appear on animals, plants, and people. It is considered a good omen. Herbalists and farmers begin to cultivate and breed plants and animals specifically for the mark.

Year 297-365: The Haudenosaunee nation surges in power. Tribes along the east coast become influential and form a massive nation state. While not unduly hostile, they project influence and strength in a way that many other tribes find threatening. Alliances and treaties continue to be signed, social and cultural lines between tribes continue to morph, and five geographic areas begin to form in the continent that will eventually make up the Five Na-

tions of North America: Southwest, Northwest, Southeast, Northeast and Central. The Central area of the continent doesn't form into a single nation, but instead a loose organization of city-states, dominated by Cahokia, which is rapidly becoming the focal point for scholarly, spiritual, and political discourse across the continent, as well as a transcontinental trade hub.

Year 366-420: Through careful cultivation, breeding, and experimentation, scholars and medicine practitioners figure out how to create a reaction in humans once they've consumed a concentrated amount of the Adanadi from an animal. The subject gains heightened natural abilities, and sometimes something more; an ability beyond what is normal for humans. It quickly gains significance among tribes as a powerful ritual. Since the effect only happens the first time it is consumed in high levels, the animal is chosen carefully and must be consumed at the height of the recipient's adolescence.

Year 421-503: There is huge technological, political, social, and cultural growth, as the Adanadi allows for rapid change. Small wars erupt mostly over evolving concepts of farming rights and control over major freshwater sources. The first models of 3D printers appear,

called gats. The rise in education and the drop in mortality begin to cause social upheavals and the questioning of traditions. Math and science become increasingly important to the fabric of everyday life.

Year 504-518: A multiyear break in the harsh weather causes all the nation states of Makasing to assemble in Cahokia and discuss exploration of the outside world beyond the known continents. Safe sea travel had not been possible previously and the ice sheet to the North was in almost constant blizzard conditions. The tribes decide that the time is right to send explorers out to see what the rest of the world holds.

Year 518-550: Many groups of explorers leave. Few return. Those that do, tell a mix of stories about desolate wastelands, strange creatures that seem right out of legends, and powerful beings who wield the Adanadi with incredible might. Those reports either fall into rumor or are kept quiet by governments.

Year 550-612: Harsh weather returns, preventing governments from sending out fresh groups of explorers. There are religious uprisings throughout many nations. Those involved believe that the return of the explorers and the change back to harsh weather is a

sign that the Great Spirit hasn't yet come back, and that going out beyond their current borders is inviting evil and chaos.

Year 612-623: The All Tribes War erupts. Initially a dispute between the Ezcan Empire and the Diné Republic, things escalate and both continents are pulled in. It's a war that economically cripples the vast majority of the nations in both Makasing, Azayang, and Abayang (North, Central, and South America). Cahokia escapes relatively unharmed and generally becomes recognized as one of the most important cities in the world.

Year 624-697: Decades pass with relative peace, prosperity, and technological growth. Many nations still trade and do business with each other, but after the wars, there is a growing sense of cultural isolationism, nationalism, and tribalism.

Year 698-709: The weather breaks in a way it hasn't before. The climate settles and returns to pre-Awis levels. The seas calm, allowing for safer sea travel, especially with new advanced technology. There is an explosion of food, resources, and technology unlike anything anyone has ever seen.

Year 710: Now. Nations are looking to see how they can gain new advantages over their neighbors, to prosper further, to develop their lives, protect and nurture the world around them, and maybe even try again to explore beyond their continental borders. The future is uncertain and full of challenges.

MAKASING AND THE WORLD BEYOND

This Chapter details the places and people of Coyote & Crow. It describes the cities, nations, and continents and the cultures, technologies and notable places within each. To start, we're going to focus on the city of Cahokia. Then we will zoom out and talk about the Free Lands, the other nations on the continent of Makasing, and briefly look into the nations in the areas known as Abayang and Abazang.

Cahokia: An Introduction

Why Cahokia?

The world that you are entering is a big one. Trying to detail even five nations in this book would be a monumental task. That is just Makasing, not to mention the other seven nations. Just covering all the Free Lands is still an enormous task. Instead, we suggest you start your game in the city of Cahokia. Focusing on a single metropolitan city will give you a chance to steep yourself in this world while also giving us the space to tell you about this amazing place in greater detail. Below is a description of daily life in Cahokia and what the city feels like. Additional details about telling stories in the city will be detailed in the chapter Forging Your Saga.

The Basics

Cahokia is the largest city in Makasing. It is home to over two million people and is widely considered the most diverse and culturally expansive city in the world. As a sovereign city-state, it bows to no one and has powerful treaties and alliances with every other nation in the world. It does not rule over the Free Lands, but it leads the other cities and municipalities through strong relationships and a shared understanding.

COYOTE & CROW

The other city-states and governments within the Free Lands are autonomous and bound loosely through alliances with their immediate neighbors and Cahokia. Cahokia itself sits on more than 500 square miles of land along the Mizizibi river, roughly where the real-world city of St. Louis exists, and extends south.

The city has a long and fascinating history. Structures date back more than a 1000 years. The city was mostly abandoned prior to the Awis, but was revitalized years later as trade became more essential than ever. Eventually, the city became the birthplace of modern exchange, the root of a common trade language called Chahi, the most spoken language on the continent, and the originator of the most recognized currency in use, nizi.

Cahokia is a sprawling, energetic city, but not a hurried or crowded one. Between the large underground tunnel system, plenty of available land, and the warming weather, there is space for everyone. During the day, people work, play, learn, and farm. At night, there's a growing entertainment and leisure scene as people begin to truly reap the rewards of their hard work and advances.

Without the poverty and inequality present in our real world cities, there is not as much petty crime. But that doesn't mean that Cahokia is a safe place or that there aren't dangers. Clashing belief systems, political and spiritual, are always simmering below the surface. There are secrets around every corner and new threats lurking in every shadow.

CAHOKIA

2

PAPANSHIN
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NAHKOONGI

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MATAAWI
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HAPAKI MININAN
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CHIZLI
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NABANAMO
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WIIJIWANKA
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23

KEY

Subterranean Rail – Soko Uraku	– – – –
Subterranean Rail Stations	◯
Mound	▬
Built Structures	▪▪▪

Annotations

1. **Papanshin** - agricultural area on the western shore of the Mizizibi

2. **Gichi–Michim** - a floating market in an artificial bay east of Chizi specializing in foods

3. **Chizi** - northernmost district of Cahokia, physically separated from the rest of the city by the Mizizbi and Minishoshi rivers

4. **Chizi Market** - a market in the Chizi district specializing in exotic tech and goods from outside Makasing, as well as gats of every description

5. **Chizi boat yards**

6. **Chizi housing area** - primarily occupied by boatwrights and traders

7. **Chizi community gardens**

8. **Chizi Port**

9. **Nabanamo District**

10. **Yosna Nizig Hotel**

11. **Niwaanaki** - fine dining restaurant

12. **Mnondamwin** - home cooking restaurant

13. **Wooncha** - comedy club with less than trustworthy dining

14. **Nookaroobi** - night club

15. **Olowag Yipihachankana** - retro night club aimed at elders

16. **Yitiisi Gami Lake**

17. **Wiijiwanka District**

18. **Natsoo Wanka Hapaki** - Cahokia's largest teaching hospital

19. **Natsoo Wanka Hapaki Medicinal Garden** - where botanists, healers, and their students work together growing and gathering plants for nutritional and medicinal purposes in addition to developing new varieties with increased efficacy

20. **Pikisi Wanka Market** - specializing in clothes, beautification, personal adornment

21. **Nasokootoo** - public sauna

22. **Nigikitho** - tattoo shop

23. **Housing developments** - for doctors, comedians, poets, deathworkers, beauticians

24. **Wiijiwanka Community Gardens**

25. **Nahikoongi residential district**

26. **Housing developments** - for farmers, builders, makers, tech scientists, and city workers responsible for the health of the city, each with their own community gardens

27. **Nahikoongi Market** - the place for handmade goods and Cahokia-specific items at good prices

28. **Akalaw-** Tokwet's carefully tended botanical garden

29. **Mataawi District**

30. **Mataawi Building -** The meeting place of the Council of Twelve and central government building

31. **Nigichazii -** census building

32. **Baya Wanka -** public aid office

33. **Hanayan -** post office

34. **Nithiicha-** public works

35. **Anpa Gatchoo -** eastern Gatchoo stadium

36. **Wiya Gatchoo -** western Gatchoo stadium

37. **Nawit -** handgame arena

38. **Housing areas for bureaucrats, clerks,** mid-level comedians and poets, athletes, and sports related professions with fairly sparse community gardens

39. **Michim ga Wayoopiki Market -** mostly food and tech, close to government offices

40. **Hapaki Mininan District -** the five island district where all Cahokia's children are educated through university level

41. **Chikan Thunwi Plaza -** the newly rebuilt plaza, original to the ancient city, one of Cahokia's proudest new public works

Cahokia

The metropolis built by the mound-builders was not known as Cahokia to its real world inhabitants. The word Cahokia comes from an Algonquian-speaking nation in the Inoka Confederation, which inhabited the area around Cahokia in the 1600s. The Inoka are more broadly known as the Illinois, an English understanding of a French take on an Anishinaabe word — a common pattern throughout Indigenous history.

So if Cahokia wasn't called Cahokia (or Inoka, or Illinois), what was it called originally? Unfortunately, as of this writing, we don't know. What we do know is that the English word Cahokia has tremendous resonance within the Indigenous community. It is representative of an economic, spiritual, and political center that was thriving long before any inhabitant of Turtle Island had met the Europeans who would eventually colonize the continent. The word might not fit our world — but the sentiment it evokes does.

Further Cahokia Descriptions:

Modern Cahokia is a city that has grown long and narrow over the years on the eastern shore of the Mizizibi River, with the western shore given over to agriculture.

This western agricultural district is criss-crossed by a network of canals, used for agricultural transport, irrigation, and flood control. Cahokia itself radiates from two centers of activity; one in the north where the Mizizibi River and Minishoshi Rivers meet and to the south, the Old City of Cahokia.

The northern hub rests on a tongue of land between the Mizizibi and Minishoshi Rivers, giving the district its name of Chizi, or tongue. This northernmost district of the city of Cahokia is easily the most populous and energetic. A natural site for riverboat building and repair, as well as trade, the northern end of Chizi is the home of many traders and boatwrights, as well as the site of Cahokia's thriving river port. However the biggest draw to Chizi is its massive tech market, a large portion of which revolves around the buying, selling, and repair of gats. If you want tech, Chizi is the place to find it.

Across the Mizizibi is a large man-made bay Gichi-Michim, which serves as a floating food market. Gichi-Michim boasts foods from not only all of Makasing but even the far reaches of the Ezcan Empire.

Immediately beside the shores of Gichi-Michim is the thriving Nabanamo district. Nabanamo serves both traders, visitors, and citizens alike, buzzing with activity in a throng of hotels, restaurants, theatres, and nightclubs. Two popular restaurants are Niwaanki for upscale dining and Minondamwin for a more down-home fare. Nabanomo's offerings run the gamut from haute cuisine to simple stalls with no seating. Comedy clubs like Wooncha provide cheap eats and entertainment as well as a venue for up-and-coming comedians and poets hoping to work in either a major arena or one of Cahokia's hospitals; in other words, the Big Time. Night clubs offer an array of musical genres. Theatres ranging from groundbreaking avant garde productions to the classics are performed in a variety of venues. Almost all of Nabanamo's residents work in the district, near or even in their workplaces.

Natsoo Wanka Hapaki is a large teaching hospital and supplies healers to hospitals in other districts of Cahokia and is located just outside the agreed upon boundary of Nabanamo. Natsoo Wanka Hapaki is a sign you have reached the Wiijiwanka district.

Located directly adjacent to Natsoo Wanka Hapaki are the Natsoo Wanka Hapaki Botanical Gardens where botanists and healers, as well their students, work together growing and gathering plants for nutritional and medicinal purposes.

Wiijiwanka is mostly populated by healers and those who work with the care of the self, from tailors to beauticians to doctors to the highest level of storytellers and comedians, as well as deathworkers. Comedians in particular are important in this district, as those at the top of their art form perform in Cahokia's hospitals where they are known to be a necessary part of the healing process. The Nansyakt Market in Wiijiwanka is renowned as a place to find the most beautiful clothes, personal enhancements, and relaxation services. The inhabitants of Wiijiwanka are not known for being excessively humble; some other districts may even consider them to have too high an opinion of themselves.

South of Wiijiwanka is the district of Nahikoongi. Nahikoongi is largely residential. The biggest groups in the district are farmers, builders, makers, scientists, and city workers responsible for the health of the city. Nahikoongi is easily the most beautiful part of the city, with lovely and productive food gardens. The Nahikoongi market is an amazing mixture of handmade art and goods local to Cahokia and while it may lack the exotic merchandise of the Chizi market, it is definitely cheaper than the markets of either Chizi or Mataawi

The southern district centers around the Council of Twelve building, which shares its name of Mataawi with the district. It is immediately surrounded by bureaucratic offices. Among these are the census building called the Nigichazii, the public aid office or Baya Wanka, Henayan or the central post office, and the public works office or Nishiicha.

Beyond the official government buildings are an array of temples and several large stadiums. Two massive outdoor Gatchoo stadiums tower on the east and west sides of the Mataawi, the Anpa Gatchoo and the Wiya Gatchoo

respectively, and to the south lies a specially-made indoor handgame arena, the Hapa Wanka. Chunkey, Ollama, and 12 Hole centers also draw people to the south side of the city for pleasure and gambling rather than business. Bureaucrats at all levels and those in the sports industry live in nearby housing developments, as well as some mid-level comedians and poets. Storytellers, poets, and comedians are an integral part of events in all the sporting arenas. Interestingly, a good number of farmers also live in housing areas in this district because of its proximity to nearby river crossings to the agricultural district's canals. These farmers also operate a market in Mataawi that capitalizes on its proximity to government buildings and busy arenas.

Hapiki Mininan is the name of a district made of the islands in the middle of the Mizizibi River where no one permanently lives, but where the schools for the children of Cahokia are located. The islands are naturally occurring but have been stabilized and had their size augmented by the Cahokians. Hapiki Mininan is the showplace of Cahokia, where each city district tries to outdo the others in generously supplying the best for the students of the city.

Politics and Government

The city-state of Cahokia is run under a set of principles that are very similar to a market socialist government with elements of a gifting economy. Citizens of Cahokia generally believe that no one can truly "own" land. While most people have permanent homes and many live within the city all of their lives, everyone understands that the land they build on is not something that is theirs individually, but something they have collectively agreed to share. That doesn't mean that there are no concepts of stewardship of land or ownership in general. The best way to understand the attitude of Cahokians is that rather than having "land rights" they have "land responsibilities."

While the government has plenty of its own industry — engineering and infrastructure, medicine and science, defense and law enforcement, education, food, water, power, safety, etc. — there are also plenty of private businesses that are free to operate under the watchful eye of the Council. Overall, almost one fourth of the population works for the Council in some form or another. Another large percentage work directly in

trade, shipping, and other associated business. The rest of the population are either children, the retired or infirm, and those working in the arts or private businesses.

The primary ruling body of Cahokia is the Council of Twelve, often abbreviated to the Council. The positions are lifetime appointments, in theory. Council members may step down, retire, or be removed, but that rarely happens in modern Cahokia. Council members propose new members and the citizens vote on an approval, but proposed members are almost never rejected. The original twelve were selected by their respective tribes as representatives of the twelve most influential in the city. However, over the years, the Council has morphed into being more about individual families retaining their positions through inheritance and nepotism. The current Council of Twelve are from among the most powerful families in the region and they all maintain a delicate balance between doing what is best for Cahokia and doing what is best for their lineage.

Cahokia has no official army, although all citizens must participate in some form of community

"Suyata"

Suyata doesn't look like a Chahi word, because it isn't. The word itself is the Keetowagi word for "chosen." The position itself originated in that federation, and served to help bring together a multi-ethnic society within one common rule of law. Since then, the model of selecting marshals from many small areas and giving them broad authority throughout the entire nation has spread throughout Makasing, including in Cahokia. Chahi speakers have many slang words for the Suyata, including yata — a derogatory term for a gossiper, carrying the connotation of talking oneself to death.

service for two full winters, either upon adulthood or before being granted full citizenship. There are many types of law enforcement officials in Cahokia and throughout the Free Lands and other nations, but most are local, on the city level. One of the exceptions is the Suyata.

The Suyata are something similar to marshals. These people travel throughout the Free Lands and have extensive authority. They act as officers during times of war. They often work in small groups, but can work alone. There are upwards of 10,000 Suyata serving at any one time, although the Council of Twelve keeps their exact numbers and locations a mystery for security reasons. The Suyata, or Chosen, are feared by some, respected by many, operating with impunity and above the laws that they enforce. At the same time, they are held to very high standards and go through rigorous physical, moral, and spiritual training. Their duties vary from espionage and warfare to daily order maintaining and disaster aid. They arrange and enforce treaties and act as border patrol, security for VIPs or events, and even as rangers into unknown lands. They are seen as fair, just, powerful, and skilled. Yet they are still human; there are many who resent their seemingly unchecked authority. People who aspire to be Suyata often fail the exhaustive training process and end up being local constables or other law enforcement with less stringent requirements.

Demographics

The citizens of Cahokia claim more than 200 different tribal affiliations and people from all twelve nations call it home. The average home in the city has three generations living in it. Due to the massive leaps in technology over the last 100 years, the life expectancy and birth rate has escalated quickly and infant mortality has plummeted. While it hasn't caused a crunch yet, public officials are already warning that the coming population explosion will be a major hurdle soon.

A large majority of the population considers themselves spiritual to some degree. Even those who don't hold deep beliefs almost always observe tribal and family traditions. Roughly 75% of the population lives within five miles of the river bank that the city stretches along. The other 25% are spread out of the remaining 16 or so miles, mostly among farmland.

Of the two plus million inhabitants, more than 99% have gone through the Adanadi. Since the number of people who gain superhuman abilities from the Adanadi is about 20%, almost 400,000 people are Adanadi-gifted.

Infrastructure and Architecture

While none of the original structures truly still stand, the center of Cahokian government still utilizes the largest of the ancient mounds, which is more than 100 feet tall and now supports a twenty-two foot tall structure atop the mound. Originally, the mounds were used for various ceremonial and special purposes. When Cahokia was re-invented and re-populated, the cold drove the new residents to find fresh purpose for the mound. They dug in from the top, creating underground dwellings. Once deep enough, some of the primary structures were connected by underground tunnels, enabling people to traverse from one mound to another while avoiding the harsh outdoor winters. Modern homes in Cahokia have a majority of their livable square footage underground in mounds, while a small amount of space is left up top for a couple of rooms. These are often left unused in the colder weeks of winter.
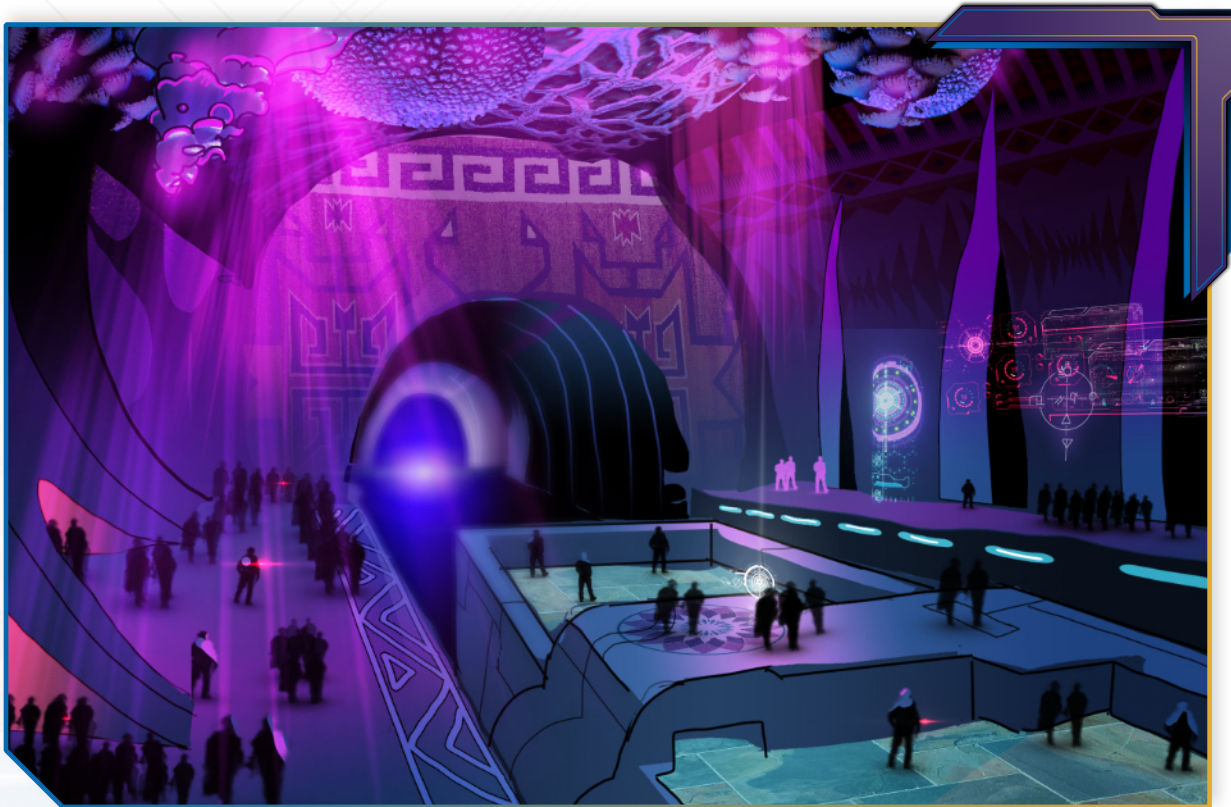
Power is delivered to citizens through their own highly efficient solar panels, wind turbines, and hydroelectric taps in the river. There is no city grid or overall power structure, as most homes have multiple ways to generate more than enough for their own needs.

Walkways flow between these mounds and to tunnel entrances. A dozen yutsu trains continuously move through the singular circular route around the city, providing transportation to those who have to get to the other side of town. Overhead, silent, flat bottomed yutsu barges float just above the rooftops, like giant boats in the sky, carrying cargo and passengers to far away places.

Human-made objects stand out distinctly from natural objects in color and presentation. The people of Cahokia celebrate their cultures and their tribes with vibrant paints and elaborate patterns. The structures and technology are designed to co-exist side by side with fastidious gardening and greenery within the city.

Even more than the rest of the world, Cahokia is buzzing with the latest technology. Geothermal, wind, hydroelectric, and solar power all contribute to a clean and powerful supply of energy within Cahokia. Heat, cooling, electricity, and other power are plentiful and consistent.

Human waste is funneled to four treatment facilities outside of the city and diverted away from water sources. These waste treatment plants are tiny fabricated islands with enclosed structures. Inside these autonomous facilities are millions of beetles and grubs that consume the waste and breed inside the enclosed spaces. Surrounding these facilities is a deep narrow moat filled with fish that eat any beetles that escape.

Separately, yutsu technology is used to help pump in fresh water for drinking, irrigation, and bathing from the river and other water sources. It goes through strict filtration measures before being allowed to pass back to the place it came from.

Places to stay for short term visits, similar to a hotel or short term rental apartment, are available for travelers, but it's just as common for visitors to stay with acquaintances, colleagues, or distant relatives who often have room to

spare. With larger family units, it's not uncommon for visitors to stay with friends for extended periods. There are no people facing homelessness in Cahokia. All permanent residents are given homes to suit their needs.

No one is required to work, but almost everyone of adult age who can pay taxes does in some form or another. Operating a private business within the city limits is taxed heavily, but not so much that it drives away business. Cahokia is still at its heart, a trading city, and its market center is unmatched.

» *Arriving at Gashigish's door, the party is greeted by a whirlwind of chestnut hair, a wide grin, and flashing green eyes flecked with gold.*

» *"Welcome" the woman who opened the door says, "Follow me!" She leads everyone through a room with whitewashed walls adorned with paintings, colorful carved gourd masks, and vibrant finger-woven tapestries; a cozy living space furnished with overstuffed chairs and so many plants they almost forget they have stepped indoors. A wide set of intri-*

cately carved wooden doors open onto an inner courtyard paved with sandstone. The walls are lined with shelves stocked with squash of every size and shade, exquisite woven baskets brimming with root vegetables, and intriguing clay pots with contents carefully labeled but still mysterious to the untrained eye. Bundles of herbs and braided strings of chiles hang, drying in the sun, which dapples through an open roof crisscrossed with rough hewn beams, entwined with honeysuckle and wisteria. Their rustic appearance all but conceals the retractable skylight panels, which are folded upon themselves to welcome the clear, cool afternoon air.

» *On the eastern end of the courtyard, an earthen oven flickers beside another cooking fire built directly on the stone floor. A cooking grate sits over the fire, supporting a number of heavy-looking pots, the contents of which fill the space with aromas that are at once familiar, comforting, and beguiling. The array of simmering vessels are tended by a figure in a sweeping long skirt and apron,*

crouched carefully, stoking the fire with a long gnarled branch.

» *"Grandmother," the bounding guide calls out to her, "our first visitors are here!" The figure stands and turns toward the group, revealing a warm, weathered face, framed by the same chestnut hair, the same flashing green eyes flecked with gold, but deepened with age and untold wisdom.*

» *"Oh welcome, so glad to see you!" Gashigish says, her glowing smile resting comfortably in the lines of her face, telling the story of so many years of sharing her hearth and hospitality. "Roast turkey in the oven, it'll be just a while yet, please come in, sit..."*

» *Gashigish motions to a long cedar plank table at the center of the courtyard. The table has been set with a motley of handmade terracotta tableware, linen-lined baskets of warm chestnut bread, jars of kaleidoscopic-hued pickled vegetables, and steaming pitchers of fragrant tea. "We've got a few more friends to join us tonight, please sit, sit, have some tea!" Gashigish's voice lilts over the*

sound of the crackling fire as she bustles around her work bench, chopping, stirring, a dance of productivity. The party settles into a well-worn armchair at the table and pours mugs of tea; the bouquet of curative herbs and relaxing floral notes melts everyone into their seat even before the first sip. There is an unmistakable sense of home.

Food and Farming

The classic food triad known as the Three Sisters is a culinary centerpiece for many in Cahokia and the surrounding Free Lands, and indeed, across the continent. The Three Sisters — corn, beans, and squash — are planted together, as the nature of each individual plant helps the others grow, much like three sisters nurturing and supporting each other. Corn is planted in the center of a mound, and the beans and squash are planted at the base. As older sisters often do, the corn provides support for the beans to climb through the squash vines, winding their way up the cornstalks toward the sunlight. The beans hold the sisters close together, pulling nitrogen from the air and bringing it

to the soil to nourish all three plants. The squash spreads along the ground, her large leaves shading the roots and preventing weeds from growing, the prickly hairs of the vine deterring pests. The three plants have been cultivated to withstand even the harshest of winters and the shortest of harvesting seasons. Individual tribes have carefully preserved the genetic integrity of a wide variety of each of these sisters; corn varieties in particular are protected from hybridization, as tribes have sacred ceremonial uses for their specific ancient strains in addition to their culinary uses.

Modern agricultural sciences have broadened the variety of food that can be farmed throughout the Free Lands areas. While the Three Sisters remain at the heart of traditional cooking, they are now supplemented by an array of new and diverse crops. Through advances in communication and newly opened trade routes, farmers are able to share and exchange seeds with seedkeepers from other regions, introducing previously unavailable foods to the people of Cahokia. Tomatoes, sweet peppers, chiles, chia seeds, and melons from the Diné Repub-

lic flourish year-round in large, climate-controlled greenhouses. Fields of diverse arrays of ancient grains like amaranth and quinoa, and newly introduced vegetables like potatoes and sweet potatoes, surround the city and reach out into the Free Lands. With expanded travel to other regions, a market has also emerged for specialty food items that cannot be produced in Cahokia. Delicacies like smoked salmon from the Ti'Swaq Alliance, maple syrup from the Haudenosaunee, piñon nuts and cholla buds from the Diné Republic, are brought in by travelers and traded or presented as gifts.

In addition, vast organized ranges of buffalo, elk, deer, and antelope are managed by stewards, who use a system of game hunting permits to ensure they are kept at healthy population levels and that the meat is properly respected, obtained, handled, and transported to the city. These animals are not penned or domesticated in any way, and are still hunted in their wild habitat. Hunting is performed by both professionals who supply meat for citizens of Cahokia and by the citizens themselves. By ensuring that the wildlife population

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is healthy and free to flourish naturally, the balance between flora and fauna is maintained without disruption by human intervention.

Though modern agriculture has provided a freedom from struggle for subsistence, the people retain their traditional knowledge of the wild plants of the region that are used for food and medicine. This connection to and communication with the land is an integral part of the identity they share on a tribal level and as inhabitants of the city of Cahokia and surrounding lands. Harvesting wild onions in springtime, berries and other wild fruits in summertime, and nuts and autumn fruits as the days grow colder is a vital and cherished part

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of social life, in addition to these wild foods being an important part of the people's diet. These plants are not so much truly wild as cultivated with a light hand, not by any specific individual but by the community as a whole through generations of stewardship.

Because there is nearly full employment, a wide range of healthy food options, a connection to the land through active lifestyle with time spent in nature, and a social safety net, citizens of Cahokia are well-fed and healthy, for the most part. The diet of the average citizen is majority plant-based, and supplemented with wild game as it is available. With a vast amount of grazing and farm land available, there will not likely be any food issues for the foreseeable future as long as the weather continues to improve.

Home cooked meals are still the most common way for people to eat, but a concept similar to restaurants has blossomed in the city where the diversely gathered tribes have access to so many ingredients and customary foods. Establishments will serve a complete pre-arranged meal on particular days, instead of a menu to choose from. The concept of individual dining is not unheard of, but it is fairly rare; meals are intended to be shared, especially in a restaurant setting. When people visit a restaurant, they are essentially being welcomed into the home to sit at the hearth of the chef who lives and cooks there. Everyone, whether they arrived alone or with a group, enjoys the meal together as a family, with the understanding that sharing a meal under the chef's roof creates a connection among them.

Nearly all chefs are also healers, using their extensive knowledge of plant and animal medicine to prepare remedies and heal the sick in their community. When individuals visit the chef to enlist their skills as a healer, the chef provides medicines specifically suited to heal their ailment, and the individual is encouraged to stay for the meal as part of their treatment. All of the other diners attending the meal that evening offer prayers for the person's recovery and renewed strength, as the well-being of each individual is the concern of the community as a whole.

The Economy

Cahokia is a vast mix of peoples and goods. While heavily regulated by the Council, there is still a thriving free-market at the heart of the trade economy. In fact, Cahokia is the birthplace of the concept of abstracted money in Makasing. A unit of currency known as a nizi (the word is roughly equivalent to the word dollar) has spread across the continent as the primary monetary exchange format. While originally on hemp paper, in the last forty years it has made a full transition to digital currency and paper is generally no longer used in city limits. Paper is still sometimes used in remote communities though, so it can be obtained when needed from city run banks.

Almost anything can be purchased in the central market. There are few restrictions on purchases. Black market trade centers offer recently developed drugs, experimental cybernetics, and weapons that go beyond uses for hunting. What makes both the Cahokia economy unusual, and indeed all of the modern world a little different, is the proliferation of complex, bio-fueled 3D printers called gats. In short, basic items can all be printed at home for extremely low cost.

What can't be easily printed are customized or complex items, artistic items, technical enhancements, or anything edible. This means the market tends to be full of hand-crafters, tech savants, artisan food makers, and fringe chemists. It's a thrilling time to be an inventor in Cahokia.

Justice and Law

Within Cahokia and most modern cities and towns, there are strict laws against theft, assault, murder, and other violent acts. However trespassing and other concepts around land ownership are much less regulated. Within Cahokia city limits, the city actually maintains stewardship.

Violence isn't always illegal. In Cahokia two or more people are allowed to engage in arranged combat, even lethal combat, so long as there is a seven day waiting period, an agreed upon location, and neutral witnesses to the agreement. This arrangement isn't considered murder, and isn't a crime. Because of this, violence is rarely more than a fist fight and murder isn't a common occurrence. Most people cool off or find other solutions before anyone is killed.

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Every city in the Free Lands has a panel of judges and those judges have the final say. Trials happen up to three times. The first time, the judge makes a decision and then explains to the person what they would need to do to reverse the decision. A second trial happens and if the judge rules the same way, the decision is final. If the decision is reversed, it goes to a third trial. These three trials can happen in one day or over a course of months, depending on the crime and evidence involved. While most people accept these judgments, many who oppose the Council believe that the judges are corrupt and favor the wealthy and the powerful.

As for justice, the Suyata have the authority to kill anyone if they believe that anyone else's life is endangered or would be if the Suyata themselves died. However, Suyata are not authorized to kill someone if they are defending themselves. Instead, they are expected to use non-lethal force to restrain the offender.

At trial, the worst sentence that can be handed down is twenty years of forced community service. In community service, the offender loses all privileges as a citizen. They cannot earn money, they become a ward of the city, and they live in a city barracks. Their sole job is to do assigned labor and rehabilitation toward the community they have harmed. They are marked as an offender and lose all privileges provided by their tribe.

If an offender attempts to flee the city or escape punishment, the Suyata are sent after them. If anyone is convicted of multiple murders or is convicted multiple times of murder or other serious crimes, a judge has the option of banishment. These extreme punishments don't happen often, but when they do, there is almost always backlash against the government, usually from the offender's tribe, who feels they should have greater say in punishment or forgiveness than the city.

Rehabilitation is important in Cahokia. Serving community service is less about punishment and more about compensation and understanding. Once a sentence has been officially completed, there is a welcoming ceremony where the offender is publicly acknowledged and the aggrieved party is offered an opportunity to physically embrace them, which they often take. In general there is a sense that there is equanimity among the citizens of

Cahokia. However, a vocal minority claims that The Council and the judges play favorites at best, and are deeply corrupt at worst.

Natives: Many belief systems from real world tribes are still adhered to in this world. If you're playing a Character who is a member of your tribe, we encourage you to work with your Story Guide to incorporate your beliefs and customs into the game play.

Non-Natives: If you are not Native, we recommend you don't really look at belief and faith in Coyote & Crow the way ancient Romans believed in gods like Jupiter or Mars or modern Christians view Jesus. Instead, do some reading on Animism, dualism versus materialism, and spiritualism. Please do not ascribe real-world Native beliefs to your Character. Feel free to leave your Character without spirituality or instead, make up something whole cloth from the materials in this book. In this way, you won't inadvertently be misrepresenting actual Native beliefs.

Spirituality and Religion

Spirituality is important across Cahokia and throughout the Free Lands and the rest of the civilized world. Very broadly, almost everyone believes in dualism over materialism in some form. That is to say, most people believe that there is more to the world than that which can be seen or touched.

It's important to clarify here that this section describes only the broadest sense of spiritual beliefs, and only in the city of Cahokia. Just like in life, whole volumes could be written on the beliefs, practices, and spirituality of even just a small region of the world. The Great Spirit is a fairly common thread through many people of this world and She embodies Nature, the Universe, and more. Tribes and regions may have different names for the Great Spirit or different concepts about Her nature or origins. Other beings like Crow, for example, are both a singular entity and simultaneously represented by everyday interactions, such as all of the crows one can see. They can be called gods or spirits, but neither word really summarizes them. While Crow might have powers or abilities, it is still just a being of the world, like all are, and still falls under the care of the Great Spirit.

There are dozens of holidays, traditions, and festivals in the city of Cahokia. These are observed by many tribes in various forms. In the city of Cahokia especially, these celebrations are reasons for tribes to join together collectively, away from their specific tribal practices.

Winter Rebirth: This is a conglomeration of many different beliefs and traditions. In Cahokia, it's a seven-day long celebration in two parts. The first three days are somber, a time for prayer, fasting, and contemplation. This is to remember all who fell during the time of the Awis, and the great sacrifices that were made to stay alive. It is a time when people thank many of the animals and spirits that helped their ancestors along the way. The fourth day is the Winter Solstice, the shortest day and the longest night of the year. During this day, families and friends gather to spend time fasting and preparing food. Small gifts are often exchanged and are almost always practical items. This is a day of solidarity and unity, of human beings banding together in their darkest time. The next three days are celebrations. Food is eaten, little work is done, games are played, marriages are performed, and many children are conceived. It is a time of rebirth and resilience.

Dancing Bears: This tradition is practiced across many tribes in many different ways. During the three days of Spring Equinox (the day before, the day of, and the day after), unmarried adults of all genders make ostentatious displays toward intended(s) to display their suitability as a partner. It often involves elaborate costumes, dances, and parties. At the parties, individuals open to partnership sit in a large open circle while individuals seeking partnership dance, cook, and sing for those they intend to pursue. There is no sense of obligation or judgment involved. If an

individual approves of someone's advances, they approach them privately after the festival is over.

Fire Festival: There are many forms of this event and when it is celebrated varies slightly between tribes, cities, and continents. In Cahokia, and many other places, it is celebrated for five days, roughly between the Fall Equinox and the Winter Solstice. During this time, many people costume themselves as animals or spirits and often pretend to be those spirits. This is done with good humor on the surface, but underneath is a sense of reverence and of paying homage to the animals and spirits represented. Without the Great Spirit,

many believe that appeasing the animals and spirits is about keeping allies close and not angering enemies. In addition, there are a number of feasts; people often have large gatherings to share recipes and food. This tradition honors the time when heading into winter often meant that it might be the last good meal people eat for many months during the harsh cold of the Awis. The name is a generic one and many people have a culturally specific name for this festival and the traditions that go with it.

Great Spirit's Day: This occurs over Summer solstice and is a very serious day in most cultures. It represents the time at which most people pray for the return of the Great Spirit and thank their mothers for carrying on during dark times. Ways to celebrate include doting on their mothers, fasting, prayers, songs, sacred dances that are performed publicly only on this day, special meals prepared once a year, and extended solitary walks into the wilderness. Even for those who no longer believe that the Great Spirit left them to fend for themselves, this holiday is a reverent and solemn one. Violence isn't tolerated on this day and no nation in Makasing has violated this

premise by waging war since the date became a common one to celebrate more than 400 years ago.

Education

Organized general education within Cahokia and throughout Makasing is relatively new compared to many of the other advances and changes that have occurred over the last few hundred years. It wasn't until around the year 350 that there was a real advancement. At that point, math was sacred and was borderline becoming a religion. But in Cahokia, there was a mathematician who disagreed with their peers, saying that its very sacredness was the reason math needed to be shared with everyone. In a passionate speech, they convinced their peers that because math was everywhere, in every aspect of life, that people should at least be able to see the beauty of it and to understand it.

Up until that point, education was extremely compartmentalized and structured in an apprenticeship-style format that often led to knowledge being siloed within certain groups and families. Once the mathematician opened up their school to anyone who wanted to attend, attitudes began to change. The space that was used to teach math was used as a dance hall afterward and many of the students there to learn math began to stay for dance. Slowly but surely, this program expanded and became a university. Parallel developments were happening in other major cities as well.

Now, people from all walks of life who have expertise in their fields often take time, anywhere from a year to a few years, to go to a university and teach. Few individuals make a lifetime of teaching, however.

Children are often educated at home around 11 or 12. Once they and their family feel they are ready for more, they are allowed to begin attending university and taking classes they are drawn to. While people still often end up in the professions of their parents, it is not looked down on to break away and do something different. There are no degrees or certificates given out, but people do base their expertise on a topic around how many years they studied it at university. Education at the university level is funded entirely through the Cahokia government.

Science

In the past 400 years, nothing has changed the daily life of everyone on the planet more than the rapid advance of technology, not even the Adanadi. Some people believe the two are entwined, but it's important to note that technology and devotion to sciences were well underway before the Adanadi was utilized in its current form. In fact, without a deep understanding of the world, the true power of the Adanadi would likely never have been unleashed.

Most people in Cahokia and indeed, much of Makasing, live a daily life filled with both science and spirituality and the two do not conflict.

In the scientific world, there isn't much direct international or internal cooperation between groups. It's an unregulated environment and technology can come in flares; individual scientists can often work for years entirely on their own. There is also a tendency for scientists to go a little slower, despite their lack of regulation. It's not a lack of ambition, but instead a sense of curiosity that drives most scientists. This does sometimes lead governments, businesses, and organiza-

tions to feel like scientists don't work fast enough on certain projects. For the most part, governments are not yet drivers of science and are often reactionary to new discoveries.

Time

Time is looked at very differently between cultures and the world of Coyote & Crow. The Awis caused years of darkness and cloudy skies. Without the stars or the sun as a constant, many cultures struggled with not just things like calculating seasonal changes, but even tracking the general passing of years.

While some explicit records were kept, especially in Abazang and the Ezcan Empire, it was centuries after the Awis before accurate record keeping came along. That had much to do with a Two-Spirit mathematician in the Diné Republic. Their revelations regarding the number 12 changed everything, including how everyone in the world eventually tracked time. Time is tracked in years, starting from the Awis at year zero. Each year is broken into twelve months. Different nations have designated different names for these months, but they're often named after important spirits, animals, or cere-

monies. The first seven months have 30 days in them. The last five months have 31. Each day is made up of 12 segments, what we might call hours. Each hour is broken down further into 12 segments and so on.

These changes are superficial mathematical changes though. More important is the perception of time. Non-Natives might see themselves moving through time the way they might move through space while traveling up an escalator. The escalator is already moving. They step on. They are now moving forward in time. There is only one direction the escalator moves in and you are along for the ride even if you walk up it. You don't ever pass something you passed previously. However, the people of Coyote & Crow see things a little differently. They might see themselves as being on a treadmill. The conveyor is still moving, they are still walking. But the conveyor itself is a cycle, a circle, moving in place underneath the walker. Each new year isn't the next in a line, it is a restart back to the beginning. While this won't affect your general gameplay, it is important to note that we can all live in the same world and still see time very differently.

CHAPTER 5

Culture

Cahokia, probably more than any other city in the world of Coyote & Crow, is a continuous, glorious clash of culture. Hundreds of tribes celebrate thousands of traditions. Some overlap, and citizens have plenty of shared interests and pastimes. Many popular things in Cahokia transcend tribes and are things that help unite the citizens of the Free Lands.

As a hub city representing a myriad of cultures, it is both a good example of general culture, and a totally unique mixture not found elsewhere. Addressed below is a vast generalization and should only be applied to Cahokia.

Art

In Cahokia, art as a distinct activity had a late start. Instead, art is infused with the design of everyday objects, and permeates daily life. Because it began as a functional trade location, inter-tribal art exchanges were not the first priority to many struggling to survive. Eventually a slow trade developed and some pioneering artists took up residence, hoping to use Cahokia as a way to get their art to a wider audience than just their tribes, testing the idea that art could simply be art for arts sake.

This was first met with a backlash from some tribes, as art styles and practices were considered personal, private, and sometimes sacred. Much art still is. Yet new styles developed, especially with the refinement and production of hemp paper and canvas, and then digital technology. While the most globally-known art often comes from the Ti'Swaq Alliance region of the continent, Cahokia has become a place known for displaying and selling art, as well as cultivating the status of new artists.

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In a world where 3D printing provides all the prerequisites for survival, handcrafted items imbued with personality and history, even practicality, are highly respected. Many people who live in cities proudly own unique pieces of art from outside their tribe, often because they feel they have a direct connection with the artist or to the artist's tribe. However, most would not have a piece of art on their wall or in their wardrobe from a different tribe simply because they liked the way it looked. It is always respectful to know the artist, their background, and the meaning behind the piece. That said, there are movements within the art world that are starting to buck those trends. Some younger artists believe that art doesn't have to have separate, independent meaning, but can simply exist for its own sake.

Music

Throughout the continent, tribes built music based on drums, vocals, and wind instruments. String instruments exist but never caught on in any real fashion and continue only in obscurity. A smattering of other instruments are usually used in support of the primary three. By the 7th Century, complex percussion and wind instruments dominated most music in Cahokia. Vocals varied from solo singers to large choruses. More traditional messages and themes in songs are still popular — ancestors, important moments in history like the Awis, being thankful for various things, etc — but currently there is an upswing of songs about personal experiences — romantic, political, philosophical — and songs about the Adanadi and about the world outside of traditional geographic borders.

Socially, music is vital to most tribes and nations. Most citizens participate in music in some fashion — for holidays, festivals, and ceremonies, among other reasons. Musical groups do exist and tour, however there are few that make a living that way. Part of that is due to the fact that music isn't considered owned by anyone, so no one person or band can profit from claiming an individual song. Anyone can duplicate a song or improve on it. Anyone can transmit a recorded piece of music for free with permission from the artists and in some cases, the tribe.

Recorded music is only ever listened to virtually and privately

while using Second Eyes. Any music listened to in a public setting is always done by live artists, even if they are using synthesizers or other electronic instruments. No one programs, pre-records, or lip syncs in Cahokia.

There are genres of music that cover all types of styles. The lack of ownership over songs though has created a drive within the music world to sound different or innovative enough that other artists can't duplicate their sound. In this way, musicians are able to differentiate themselves and become recognizable. Musicians in this world are often healers and music is just a part of what they want to

bring to people. They see themselves as altruistic, bringing their songs, spirits, and power to listeners in a humble fashion.

There is also a strong tradition of satire and politics in music. Musicians often write songs that slam tribes, individuals, or governments for decisions. They sing about corruption, murder, controversies, and do so in a way that often spread incredibly fast, raising awareness of social issues. Prior to modern communication, song was one of the fastest ways to transmit news. A more recent development is musicians writing comedy songs; sometimes meant to convey funny para-

bles, but also often poking fun at political or popular cultural figures.

Lastly, it's important to note that some music isn't about lyrics conveying a specific message or story. Instead, the song is simply about a feeling, a connection, and the sounds are meant to tap into something deeper than can be conveyed with language. These songs are there to connect to something higher.

Comedy

The people of this world, just like real-world Indigenous people, have a tremendous sense of humor. Born through a combination of personal struggles and keen observation of the world around them, laughing is a vital part of almost every tribe and nation in Makasing.

There is a huge tradition of humor that comes from storytelling. Comedians of Cahokia are closely tied to poets and they both use very specific cadences. For comedians, the idea is to tell a complete story while making the listeners laugh along the way. They don't want to ever stop telling the story, so they have to pace their story in a way that the audience stops laughing long enough to keep up with the important parts. Comedians are often judged by how long their stories are and by how long they can keep their audiences both laughing and following along. Some of the best comedians can tell stories that last for more than three hours, keeping their audience in stitches the whole way through.

The typical career trajectory for comedians is to begin in the seedier clubs of Nabanamo. Mid-level comedians are often part of arena events, and the most highly regarded comedians perform in hospitals as part of the healing process.

Poetry

Unlike comedy, most poetry is short in Cahokia and the surrounding region. Finding the right words for a poem from across dozens of languages means that most poets are multi-lingual and freely switch languages within a poem where needed. The poems in this world cover everything from love, death, politics, the weather, spirituality, sex, and family. Short poems are often no more than four or five words, while longer ones cap out near 100. Poetry nights are popular in Cahokia at smoking dens.

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Theater

Theater in Cahokia developed from re-creation of fables and myths into modern storytelling. Styles and presentations of stories — indoor/outdoor, short form, multiple episodes — vary wildly across the continent. Most types can be found in Cahokia. The most popular stories resonate across tribes and are often recorded to to be seen on Second Eyes. Many of the stories involve supernatural creatures, spirits, and ghosts. For these, technology has allowed elaborate special effects and costumes. Modern plays are very visual displays of fantastical stories and many involved in theater are deeply invested in using the latest technology to add greater layers of fantasy and excitement to their stories.

Sports

Sports and athleticism are intensely important in Cahokia. As a cultural hub, the city and its neighbors have adopted sports from around the world. Sports, rivalries, and a culture of competition run deeply through Makasing and all of the world. Sporting victories can be held over the heads of the losers for years. Modern athletes under the influence of the Adanadi tend to be very overpowered and often have short careers. Beyond the elite professionals, sporting play and more friendly levels of competition run deep in all societies across Makasing. The mix of people in Cahokia means that dozens of sports are played at a wide variety of levels, from children's leagues to casual adult play to elders.

These are just a few of the sports played and attended in Cahokia.

- **Chunkey:** This game involves rolling a small ceramic hoop away from the active player, who then throws a spear-like object attempting to come as close to the hoop as possible, or through it, before the hoop stops rolling.

- **Ollama:** A game with origins in Abazang, this game is played on a court by two teams and is a competition to deliver a hard rubber ball through opposing goals. With hard surfaces and a dense, heavy ball, this game has come under scrutiny lately for being potentially too violent to continue being played. Nevertheless, it's also a game that people wager heavily on. Some of the star players who last more than a season are hailed as heroes by their fans, tribes, and nations.

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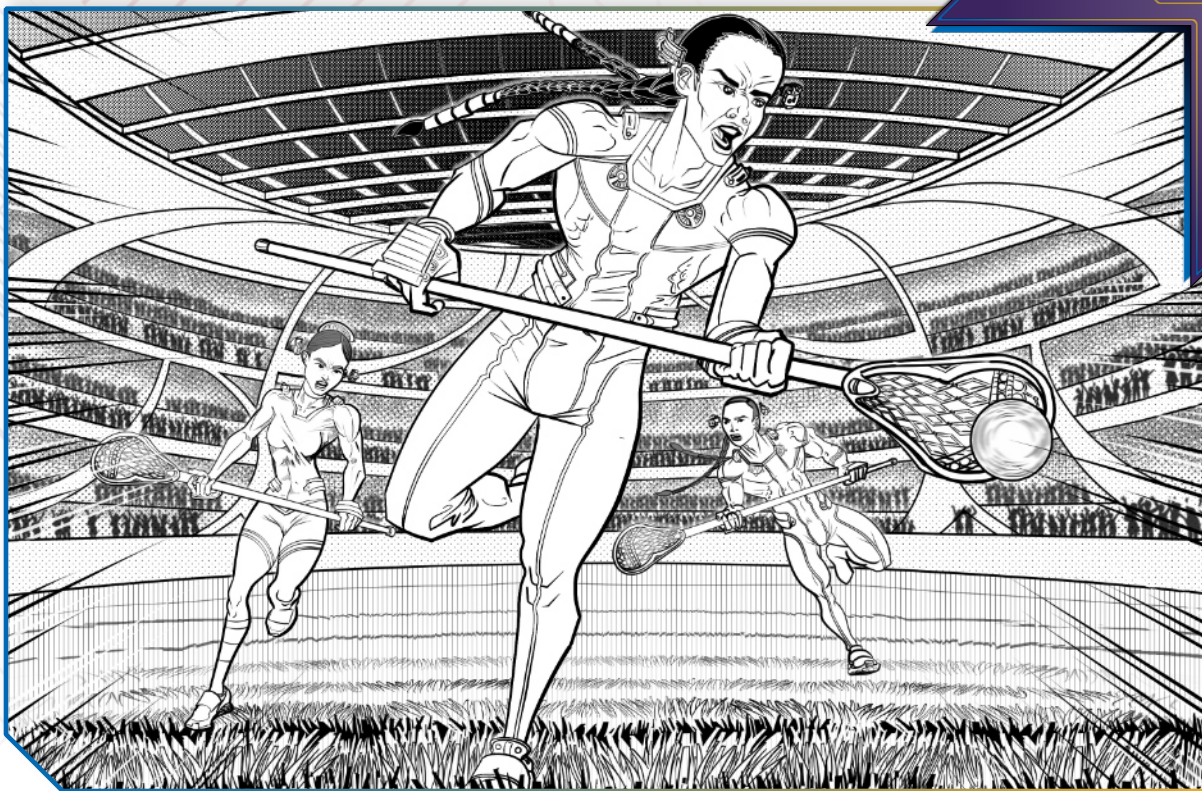
- **Tawaraton:** Similar to lacrosse, this game is played extremely casually most of the time and involves tossing a ball into the air on a playing field. Two teams attempt to catch the ball in small nets attached to sticks, pass it to each other, and throw it through the opposing team's nets. However, four times a year, there are major competitions when large teams form to play in highly-ritualized events that are taken very seriously and bet on heavily.

- **Hunting:** As a sport, this is always played in a non-lethal fashion and is more niche. Hunters tag a specific animal with a temporary visual mark and the winner is the first hunter who can find the animal and put a hand on it, marking it with a distinctive temporary dye.

- **Gatchoo:** This game is played on a large open grass rectangle and involves kicking a ball from one end to the other by two teams. Like Ollama, this game has come under fire lately for being dangerous to Adanadi-powered players, who were often hurt badly when playing the game even in the centuries before they had the Gift. Despite the lethality of the sport, this sport often hosts the most attended events in all of athletics.

- **12 Hole:** A sport that has blossomed due to technology is 12 Hole, which has its roots in Keetoowagi marbles (and plays somewhat similarly to the game of cornhole in our world). The modern version of the game is played in a five walled arena that has altered gravity fields through the use of yutsu technology, creating a three dimensional playing field with changing levels of resistance. The game requires keen hand-eye coordination and a sharply strategic mind. It is a huge source of gambling.

- **Other Sports:** Racing Skimmers and Sunwings, foot races, marathons, tracking competitions, archery, wrestling and other fighting style competitions, and dancing are all done competitively in various forms and at various levels of professionalism.

Games and Leisure

In the past, and to some degree currently, sports took the place of war. It was a way to release physical aggression without going to actual war. It also allowed people a sense of pride or to have something to hold over their rivals. As the climate has eased, and the burdens of food and survival have lifted, people are increasingly finding the time to enjoy more leisurely activities. No longer restricted to specific holidays or festivals, the pursuit of casual fun is something rapidly growing in Cahokia and many places around Makasing.

Cahokia offers a wide array of things for people to do when they are not working. It's important to note that alcohol and the culture around alcohol in our world doesn't exist in this world. That does not mean there aren't social equivalents, but there aren't bars, nightclubs, pubs, or breweries in Makasing.

Game lodges are increasingly popular and can be thought of as a parallel to pubs and bars in our world. Games played in these lodges are often board games, but are not limited to that. There are games that use dice, cards and other pieces. There are games that require acting or social skills. Others involve physical dexterity. Some are played in five minutes while others might take place over days. One of the most popular games currently in Cahokia is called Sky's Voice. It is a dice based game where instead of numbers, the symbols on the six sided dice represent stars in the sky. As a player rolls the dice, they match

them into fictional constellations that tell stories about the birth, life, and death of a fictional world based on the star patterns. Players vote on who told the best story. Another popular game is one where players roll twelve sided dice and attempt to get a high score without busting.

Dance clubs proliferate in the Chizi and Nabanamo districts with a fair few in the district, catering to those who are in the district for work or play. Dance is a very popular pastime in Makasing, often bordering on obsession. Musical tastes and new styles are constantly shifting. Even the number of dance clubs in the city at any given time is impossible to estimate, as clubs are constantly closing as others spring up like mushrooms overnight. A few of the most popular genres include:

- **Kamayak:** Love Music - evolved from Plains flute music, although electronics are often now an important component. The theme of Kamayak is love and seduction. Kamayak clubs frequently feature heavy elements of romance and seduction, though non-romantically-inclined individuals favoring Kamayak music often visit as well. While many individuals visit Kamayak clubs expecting hook-ups

or lasting romances, romantic or sexual intent is not necessary to enjoy Love Music.

- **Tomoyak:** Thunder Music - is a passionate musical genre featuring drums and highly complex vocal arrangement. Tomoyak clubs host a style of dance that is both freeform, highly athletic, and sometimes gymnastic in style.

- **Ttsaknayak:** Rapid Fire Music- is a genre of fast-paced electronic music usually associated with angry young people. A degree of drugs and violence is more associated with Tutsakunayake, although no one disputes the musical talent necessary for those who perform at these clubs.

- **Soomoyak:** Lung Music - is essentially highly complex choral music that has become increasingly sophisticated over the years. This style and the accompanying dance genre is appreciated by both young and old, but is often associated with the nostalgia of Elders.

- **Yawpon Mayak:** Psychedelic Music - although the name literally means tea music, the deeper connotation is the late night mind-altering substances added to the popular drink, yawpon tea. These clubs are popular among intellectuals and artists and are frequently the centers of all sorts of innovation.

- **Nanipana Olowan:** Bragging Song- is a form that combines poetry with drum and electronica. It is highly energetic and associated with an experimental form derived from traditional dance. Both cutting edge and chic, much new fashion comes from Nanipana Olowan bands and dancers alike. Many popular Nanipana Olowan bands come from rural agricultural communities and play to packed clubs in Makasing.

- **Wohbya:** War Song - A highly rigid but highly aggressive genre based on drum and voice. It goes hand in hand with competitive dance. The standards are high, and while some people consider the genre "stodgy," clubs are incredibly popular, as much for the dancing as for the music.

Smoke lodges dot every neighborhood in Cahokia. While the overriding spirit of the smoke lodge is religious, they also serve as social organizations and benevolent societies; members use these spaces to work together to achieve aims beyond the ability of individuals. Many smoke lodges trace their origins to the second founding of the city, while others are fairly new associations that have only been around for a few decades. Conflicts can and do arise in smoke lodges, particularly when it is felt the lodge's leadership is faltering morally by becoming greedy, vain, arrogant, or in some other way self-seeking.

Sweats take place all over the city, pretty much anywhere people live or work, and are taken very seriously. Families may sweat together, or friend groups, or co-workers. It is an act of trust and hospitality to invite an acquaintance or associate, let alone a stranger, to join a sweat. Sweats run continuously outside all the city's hospitals. Sweats as a whole aren't presided over by any official hierarchy, although elders, of course, are honored and deferred to. The leader of each individual sweat is the organizer, who is as much a servant as a leader. During the sweat, participants speak as they are moved to about each other's struggles and stumbling blocks, spoken and unspoken. It is considered deeply transgressive to discuss what was said inside a sweat outside the sweat. To take part in a sweat with another person is profoundly intimate.

Yawpon Houses, like the popular spot Hooba, are frequented by every level of society. Although Yawpon Houses can be found in every neighborhood, the majority are located in Nabanamo district.

During daylight hours, most of these tea houses are sedate places to get a nice drink containing mild stimulants as well as assorted delicacies. Depending on the Yawpon House, the service can be very formal or fairly casual. As the sun goes down however, the atmosphere shifts and all but a few Yawpon Houses offer a variety of mind-expanding additions to their lowkey daytime fare. The use of psychedelic substances has been seen by some as pivotal in the Cahokian people's ability to adapt to a series of upheavals and dramatic shifts. Keeping one's thinking from becoming too rigid is respected as long as use does not inhibit daily functioning. Of course the less respectable Yawpon houses, like Pahtsi's, serve mind-altering substances from sunrise to sunrise and are seen as gathering places for the lost and struggling.

Daily Life

Medicine and Health

In Makasing, the lines between physical, mental, and spiritual wellness blur or simply don't exist at all. While there are certainly specialists, most practitioners of healing in Cahokia recognize that their area of expertise is not necessarily the only path toward helping a patient. When discussing health in Makasing, it's common to discuss it holistically, covering all areas of a patient's life. There aren't any cure-alls or perfect solutions to the complex problems behind mental health issues, but there's very little stigma attached to them. It's quite common for someone in pain to be treated by physical, mental, and spiritual healers, all of whom are working in tandem.

There are multiple distinct paths to being treated for physical injuries or illness in Cahokia – public, private, traditional, and modern. First, patients have the option for free medical treatment from the city. Cahokia society sees providing medical care as keeping a member of the community active and productive, which benefits all. There is a focus on preventative medicine and keeping people healthy.

COYOTE & CROW

Patients also have the option of private health care. This is paid for with nizi or gifting. Some doctors and healers in the private sector claim to be better or have more training, but there's little evidence of that. It's mostly personal preference and a sign of wealth. Patients can also choose from traditional or modern medicine, or hybrids. Cahokia recognizes both equally and patients are free to choose whichever they would like. While traditional methods, which include herbalism and prayer, don't totally eschew technology, they do keep it at arms length. Conversely, modern medicine almost ignores traditional medicine outside of the Adanadi, which proponents of modern medicine see as a cure for everything and at the root of all progress. This has created a subset of people who believe the Adanadi is actually dangerous, despite generations of use.

Modern science has also led to the ability to create high-tech prosthetic and micro solutions to many problems. However, many people are ambivalent about the idea of artificially modifying their bodies. A person who loses their arm in Cahokia is far more likely to just adapt to having one arm then get a cybernetic replacement.

Sex and Sexuality

Sex in Cahokia manifests in several different ways, which sometimes overlap. Within the society of Cahokia, there is no judgment when it comes to sexual orientation, and no stigma surrounding casual sex between enthusiastically consenting parties. Outside of Cahokia, smaller towns, tribes, and subcultures have varying views on sexuality – for example, one village's culture maintains that sexual attraction to all is the proper norm and cutting yourself off entirely from any gender is unnatural. For many, casual sex centers around pleasure without commitment. Partners need not commit to each other, only truly consent to their time together. Likewise, no stigma exists for those individuals who choose not to engage in sexual activity, or who feel no sexual or romantic desire or inclination.

While much of the culture of all peoples in Coyote & Crow has been greatly affected by the Awis and for generations, people had to carefully balance the population between too few to survive and too many to feed. Now however, the population is exploding. Mortality has plummeted, including

infants, and life expectancy is sky-rocketing. With no recent wars, famines, or plagues, the population is growing so fast that governments are somewhat alarmed. While there is no current law against having any number of children in Cahokia, the city is debating regulation or taxation before things get out of hand.

The average family has three children and the average gestational parent gives birth to four children over their lifetime. In Cahokia, having children is a very conscious choice. Birth control regardless of gender is at nearly 99% efficacy and accidental pregnancy is very rare. As such, having sex for procreation is a very deliberate choice and may be loving and romantic, a familial obligation, a lo-

gistical decision, or any number of other reasons. Tribal and cultural traditions vary wildly when it comes to these kinds of obligations and many of them are adapting to new norms.

Ceremonial sex, while no longer as common as it once was, still exists within Cahokia society. Some people see it as a throwback or an outdated practice. Among some tribes or individuals, sex to consummate a marriage is expected. This is always a consensual act and it's almost always brief, similar to the way an enemy might begrudgingly shake their opponent's hand. Other times, it's part of a ritual. While ceremonial sex should be pleasurable, its main focus is to appeal to certain spirits or respect certain customs. Most

of the time it is a private affair, but there are certain rituals where it is done in view of others or in a more orgiastic setting.

As time has progressed and modernization becomes more commonplace, these ritualistic versions of sex are becoming both less common while also conversely becoming less of issue for people who aren't participating. Many just shrug and say things like, "That's just what they do in that tribe. No one's getting hurt, so who cares?"

Gender

It's important to remember that while the people of this world have the same ancient history we do, they also have different customs and perceptions, even from real world Native Americans. To the people of Coyote & Crow, gender isn't just a spectrum, it's also less important culturally. Part of that is because gender roles are not as strictly enforced, but also because traditionally, those that do not conform to standard binary labels of man or woman have often been considered blessed or in possession of a greater connection to the spirit world.

In addition to any existing terms or ideas about gender which you may utilize in your game, a few easy umbrella categories exist in Coyote & Crow: women, men, and tahood (or "third"). is an in-world term which covers everything in our world that is not cis men or women, including Two-Spirit, trans, non-binary, and more.

It's important to note some overall things about gender in Cahokia (and most of Makasing). Gender isn't assigned to infants or children; children present however they like and may assume, combine, or change gender identities freely, including not actively acknowledging a gender for themselves or at all. There's no real stigma around a person changing their gender identity at any point in their lives.

Native Players: Feel free to assign your Characters a Two-Spirit identity if you feel playing that role is appropriate for you.

Non-Native Players: Please do not assign yourself a Two-Spirit identity.

Marriage and Family

» *VOWS*

» *Wayata of the Long Haired clan and Uugi Luss of the Turtle, have pledged themselves in marriage. All members of their families have blessed this union, and great honor has been given from their elders and council.*

» *Wayata, as a warrior, has been accepted into her Wife's clan of Turtle, and so any children they may have will be known as Turtle. Uugi Luss, having adopted her nephew Atdanii, has put him as her first born and heir. This is known and accepted by all.*

» *They have both agreed to move to Uugi Luss' home, within the compound of the Turtle clan. Wayata, married into Turtle now, will now be formally instated as a Turtle warrior. Her honors as a Long Hair warrior will follow her, and her rank will stay the same.*

» *Wayata and Uugi Luss have come before The Great Spirit and have asked for the chance to build a home and hearth. Let it be known that all who stand before this couple have blessed them, and hope to see this marriage prosper.*

Marriage is a very broad description covering hundreds of tribal traditions in Cahokia. In the most comprehensive sense, it is a union between two or more consenting adults to care for and love each other. Offspring or land entitlements are not automatically part of this equation. Relationships are usually non-hierarchical and few are prescribed as permanent. Instead, they're often evaluated at intervals and recommitted to as appropriate.

Because of the nature of marriage in Cahokia, the attitude towards it, and because of the efficacy of birth control, children are not often born without intention of marriage. Committed pair relationships are the most common, but far from the only relationship types, and the composition of that relationship varies widely. Many couples — or other combinations of partners — marry for any number of practical or logistical reasons and not necessarily for romantic love.

Because casual sex is socially acceptable, people do not feel compelled to have a long-term relationship with every person with whom they are sexually involved.

It is therefore not uncommon to see very close friends marry, while having occasional sexual/romantic dalliances outside of the relationship. Unless sexual and romantic fidelity is an agreed-upon aspect of the relationship, sex outside the marriage is not seen as a potential family disruption. Likewise, partners may be romantically involved with one another but sexually involved outside the relationship, or they may simply marry for companionship at any age with no sexual or romantic component whatsoever. Many variations of love, partnership, sex or lack thereof, and marriage exist and are the norm.

The broad interpretation of marriage, as well as the intergenerational family living arrangements common in Makasing, allow for a person to work a job where they have to travel far from home, knowing that their spouse and children are being looked after while they are gone.

In Cahokia, family is rapidly climbing the list of the most important social labels, even approaching the importance of tribe. In this world, lineage is important, even if not as crucial as it used to be. Knowing your cousins, second cousins, and familial lineage is almost a default. Few people are raised by total strangers and no one would refuse to take in a child who was vaguely related. Thus, households are often ten or more people, three or more generations living together. Household duties are shared and while technology

has taken away much of the manual labor, there is still a very strong inter-family work ethic. Siblings often take care of other siblings. Grandparents, great grandparents, and increasingly, great-great grandparents are taken care of in-home. There are orphanages and elder homes in Cahokia and across the continent, but they are the exception, not the rule; strong social and medical support from the Cahokia government enables families to care for aging and disabled individuals within the home.

Because of the governmental structure of Cahokia, no family goes hungry or without a roof over their head. While the land may be controlled by the city-state, there is no shortage of overall space and most families have room to spread out and plenty of resources. While Cahokia is a mix of hundreds of tribes and traditions, the government has settled on a matrilineal organization for the purpose of record keeping and logistical purposes. Following suit, most families recognize a matrilineal family structure, even with relative equality between all genders.

Old Age and Death

For generations in the aftermath of the Awis, the life expectancy of the population dipped into the low forties. With the arrival of better weather, technology, and the Adanadi, that has taken a drastic turn. Life expectancy is now nearing 100 years on average and the oldest known person in Cahokia is 142. The number of people living well over 120 is rising fast.

The increase in the aged is something new for the people of Makasing and it isn't something they have entirely come to terms with. It wasn't even two centuries back that a tribe might only have a dozen people over 70, all considered elders and wizened. Soon, the elderly will be the dominant demographic; it is changing everything people know about wisdom, age, and death. More and more aged members of society are finding that their voices in politics are powerful. While there is a strong culture of respecting elders and their wisdom, some younger people are starting to worry that in this new era, the aged may hold them back, or worse, hoard power. With both the young and older populations booming, there is a looming clash between yesterday's and tomorrow's ideas.

Advances in science have transformed what it means to be older. Adult and middle-age life has been stretched out. People who would have been feeble at 70 are still vibrant, healthy, and active.

Death is a different story. Many people feel like when the Great Spirit abandoned them during the Awis, it was Death that took Her place, killing more than 50 percent of the population of Makasing in the first twenty years. During those years, tribes were often forced to leave members unburied if they were on the move. Sometimes they had to burn them rather than give time and resources to traditional burials. In the darkest of some histories, there are even worse stories.

These radical changes have altered every single tribe's approach to death. While there are still a variety of death rituals across the continent, cremation or composting has become prevalent, especially in areas of high population density, like Cahokia. There are also varying views on suicide in old age throughout the city and the region. While many believe

it's personally not desirable, others still view it as relieving a burden from the tribe. As such, there are some who plan their death either at a specific age or past a certain milestone — like being unable to walk from a familiar point like home, to another, like a nearby river. Once they can no longer make that journey, some decide to end things for themselves, often with the help and blessings of their tribe and family.

Life and Conception

As with all things written here, this is a generalization and is focused on Cahokia and the city states of the Free Lands. Abortion is legal and considered entirely the purview of the gestational parent. That said, because of the quality of contraception, accidental pregnancies are rare which in turn means defining the point of conception has little significance, culturally speaking.

Paternity isn't as important in society either. Because of a lack of focus on inheritance and land ownership, parenthood is generally broken into two categories: biological and cultural. Biological parenthood holds little weight, either socially or legally. Culturally,

a person who steps into the role of father for any child is seen equally or more prominent in the child's life compared to the non-gestational biological parent.

While divorce is a thing, there are not really parallel concepts of stepparents. Nor do children 'lose' parents to divorce. They simply have more than one and all parents involved interact with their children as fits that specific relationship. Children with split parents often live freely between two or more homes. Still, divorce is uncommon due to the less restrictive nature of marriage. Additionally, a maternal uncle is often as strong a parental figure to a child as the child's father.

While all life is considered sacred for the citizens of Cahokia, infants are not considered fully fledged humans until after the typical age they would stop breastfeeding. Recent changes in technology have radically altered infant mortality rates though and many people have had to face tough moral choices that they wouldn't have just a few generations ago. For example, if an infant is likely to die shortly after birth, is it acceptable to experimentally give them the Adanadi-based drugs to attempt

to keep them alive or cure them? If an infant is born deaf, is it moral to give them cybernetic implants at birth? None of these kinds of questions have clear answers yet.

With technology spreading quickly and without centralized legal control, often, if a parent doesn't like the answer a healer gives them, they can simply take a child to a different city-state or to a neighboring nation to get treatment that suits their desires. There is an ongoing debate about the rights and motives of parents in relation to invasive permanent medical procedures before their children can meaningfully consent to them..

Tribes

Before discussing how tribes are integrated into daily life in Cahokia, we need to define what exactly a tribe is, how it relates to real world understandings of tribes, and what it means for Players with heritage indigenous to the Americas.

This needs to be stated clearly here for both Native and non-Native Players. Real world tribes and nations exist in Coyote & Crow. They are still vital, vibrant parts of the fabric of society and play an important role. With that said, not many are mentioned in this book for some very important reasons. While the writers of this book come from a variety of tribes, we obviously would not speak for all tribes. Instead, it is our view that the fate of real world tribes in Coyote & Crow should be written in future volumes by writers from those tribes. Of course, some are mentioned either directly or indirectly in this book but usually in larger picture terms such as in the formation of nations. The detailed histories of real world tribes will not be detailed here.

As a collective label applied by the members of the tribe and by outsiders, a tribe is a group of people who share cultural, familial, and often geographic ties. As such, tribes exist in Coyote & Crow and in Cahokia specifically, but they don't exist as the dominant social unit. As previously mentioned, family is a strong social label. Additionally, being a citizen of Cahokia carries weight. Some people strongly identify as being part of a nation— or not part of a nation, as citizens of the Free Lands tend to think of themselves. Others strongly identify with their Path or clan.

Tribes certainly still dominate certain geographic regions, and often claim control or authority over that area. But in places like Cahokia, it's understood that to partake as a citizen, citizens have to partition their tribal identity and accept that they have more than a single label. For many, this is easy to do. But some tribes have long histories of confrontation and struggles and those aren't as easily overcome.

It should also be mentioned that there are tribes that exist in Coyote & Crow that do not exist in real life. 700 years since the Awis began putting extreme social pressures on the people of Makasing is more than enough time for tribes to not only be pushed into living together, but for generations of co-survival and alliances to create whole new tribes and subcultures. Feel free to create your own for the purposes of playing this game. Just remember to not reference real world tribes unless you claim that heritage yourself.

Native Players: If your Character is from a real world tribe, you're welcome to explore these dynamics further.

Non-Native Players: We ask that you not assign your Character to a real world tribe. While your Character might have one, it is perfectly plausible that the designation simply is not a part of their life that is significant to gameplay. Their citizenship, their family, and their Path can all play a vital role in how they socially identify.

Paths

There will be more on Paths in the Character creation section, but for now, what is important to know is that in Cahokia, there are fifteen common Paths, all based on animals. Since choosing a Path is a lifetime decision done at puberty when consuming the Adanadi, many feel a sense of kinship with other people on the same Path. Many also deeply connect and relate to the animal associated with the Path. There aren't many analogies for this in our real world — for Native players, this might feel equivalent somewhat to some clan structures. In addition, certain other social groups, clubs, cults, etc., base their membership on people being on the same Path or having the same Ability within that Path.

Day to Day Living

Despite all of this information, you might still be wondering what life is like in Cahokia, what people do on an average day. It isn't that far from our real world in the broad sense. People fall in love, go on dates, have children or don't. They participate in government, they go to work, either for themselves or for someone else. They make money, pay taxes, get sick, get better, and do their best to carve out lives with meaning while hopefully creating a better one for their children.

There are differences too. A forty hour work week is not a standard. There isn't a standard at all; people tend to work as many hours as are comfortable for them and their family. People are far more involved in their local politics than they are in their national politics and the idea of nationalism is an anathema to most. There isn't as much discussion or tension around social issues like sex and marriage because no dominant religious force has assumed authority over the entire region. People still get sick and injured, but it is a world with a comprehensive and readily available health system. While there are certainly very powerful companies in Makasing, most people don't work

for them and they do not have any strong political clout outside of their immediate geographical area.

All of this might sound pretty easy and straightforward, but it was a long road to get here for the citizens of Cahokia, and doesn't mean they live perfect lives in a utopia.

The Five Nations

Commonly referred to as "The Five," there are five nations in the northern section of the continent called Makasing. On their northern border is the slowly retreating ice shelf, the Permanent Ice Zone, and to the south is the Ezcan Empire, an uneasy neighbor with a tense border and a fraught history with the Five. All five nations will be discussed below. These places will be explored in greater detail in future books. These are meant to give you a little flavor for the rest of the continent and to give you context for the world your Characters will inhabit.

This information was collected and collated by envoys from Cahokia who have traveled abroad and have returned with various observations. As such, keep in mind that these are their individual observations and may be laden with biases, faulty information, rumor, and conjecture.

Haudenosaunee Confederacy (Hadanosani)

Introduction

Haudenosaunee — Hadanosani in Chahi — is a powerful confederation of nation-states in the Northeast made up of dozens of people groups. If the Free Cities are the gathering place of nations, Hadanosani is the crucible. When refugees flooded the area around the sogami, the five nations who lived there formed a confederation to ensure long-term stability and maintain local dominance. Those who were willing to assimilate into the clans of the region found themselves accepted as equals. When Haudenosaunee began waging war against the smaller tribes that surrounded their homeland, they too were integrated into the broader confederacy — not as assimilated individuals, but as quasi-independent vassal states. When the All Tribes War broke out, captives from the Keetoowagi Federation and the Free Cities were offered citizenship and integrated into the clans that captured them in battle. As a result, the five founding nations have forged a motley assortment of refugees, conquered nations, and willing allies into the most populous and cosmopolitan nation on the continent.

Government and Politics

Haudenosaunee is ruled by a Grand Council that operates via consensus-based principles that extend throughout all levels of government. There is no single head of state, but the five original nations each elect a Sachem to serve on the Grand Council. No major decision can be made without unanimity among these five. Similarly, legislation is determined by the Council of Sagamores, a bicameral body composed of two houses of 56 members each. The senior house, Kanonhsa Lakoia, is composed entirely of women and has the power to remove members from the lower house. The lower house, Kanonhsa Rake, is composed of men. In order for any piece of legislation or treaty to be passed, both houses must agree to it and 75% of the members of each house must approve the legislation.

Economy and Technology

The cities of the northeast are some of the most densely populated on the continent. As the Five Nations amassed inhabitants from the north, their immediate environs, and eventually the far reaches of Makasing, their historical homelands became powerful centers of trade, diplomacy, and finance. Today, the largest single megapolis in the continent lies between the eastern shores of Esogami and the eastern seaboard. Much of the cities' success is owed to the Algonquin refugees who came to form a crucial component of the trading class, building trade routes and canals that connect the Haudenosaunee heartland to the Free Cities.

Technology in the Confederacy is eclectic, with significant inventors contributing to agriculture, communications, and warfare over the years. Daso technology owes a particular debt to the Hadenosani. Some of the base contributing technologies originated as methods to extend markets and integrate far-off subordinates. Additionally, centuries of conquests have led to entire industrial bases being incorporated into the Haudenosaunee war machine, which once threatened the entire continent.

Society and Culture

In many ways, Haudenosaunee is incredibly tolerant. Anyone can become a full-fledged citizen, regardless of the circumstances of their birth, including former prisoners of war. However, for those who choose not to assimilate and choose to retain their own practices, languages, and beliefs, disenfranchisement is almost total. While Chahi remains an important aspect of trade, those who speak it as a first language often suffer as second-class citizens in a Confederacy that prides itself on cultural legacies that extend back before the Awis.

At the top of the Haudenosaunee social schema are the Yavi, hereditary descendents of powerful individuals from the inception of the Confederacy. Not only do they enjoy a privileged role at home, but they also operate as major power brokers across the continent. At the bottom are the Unlad, primarily migratory descendents of Cree and Anishinabe peoples who have taken on roles as international traders and domestic workers without fully integrating into the rest of the Nation.

Descendants of mixed blood, called Gatli, have their own distinct culture and role within Haudenosaunee society. There are a handful of towns, primarily along the northern border, inhabited entirely by Gatli. Although these towns have resisted full assimilation, they have been granted partial enfranchisement. All non-assimilated Gatli voters vote for a single seat in the lower house, and a non-voting representative to the Grand Council. This largely ceremonial role has accumulated power over the years, and now serves as an intermediary between other members, often helping to resolve deadlocks. In everyday life, many Gatli work in the dangerous business of exploring the northern permafrost to study and collect unusual manifestations of the Gift and difficult to obtain ores and elements.

Factions and Groups

Keepers of the Fire: A hereditary society that holds no official power, but tremendous political influence. The Keepers perform the ceremonies that invest government officials with power, remove them from office, and inaugurate and dissolve each legislative session. They also serve as the de facto regulators of Adanadi.

Mingo: When members of the Five First Nations moved westwards, a few of their number stayed in the area to dispense a brand of frontier justice. Today, their successors are known in some parts as brave lawmen who preserve order between the cities. To others, they are vigilantes or bandits themselves, extorting travelers and traders and leaning on their heritage to escape legal consequences.

Kari Kehro: Builders and engineers, the members of Kari Kehro are the foundational political force in Haudenosaunee cities. With control of the labor market comes control over political favors; control over political favors brings incredible wealth, which in turn helps solidify control over the labor market. This political machine often hires freelancers to enforce their power in extra-legal ways.

Northmen: Almost all Gatli, the Northmen are explorers who forge their way into the permafrost where rare flora and fauna, and the Adanadi that accompanies it, can be found. The territory they venture into is lethal to the uninitiated and takes more than a few Gatli lives every year. In return, the North provides the fuel that has

kept Haudenosaunee strong for generations and the Gatli relevant in a society that would gladly see the eradication of their culture.

Major Cities and Locations

- Tadodahan: Capitol city

- Chalakatha: Major Unlad city built on six hills

- Karonto: Northernmost city and ancestral homeland of the Gatli

- Saginaw: One pole of the Hadenosani megapolis, on the east coast

- Ganadag: The western end of the megapolis, serving as the ceremonial center of Haudenosaunee

Ti'Swaq Alliance

Introduction

The northwestern coast was spared much of the Awis and its people adapted quickly to the consequences that ensued. The sea, once calmed, returned her bounty to the people. While their crops wilted, they did not starve. Today, technological innovation continues to fuel prosperity. The Ti'Swaq are not mighty militarily among the nations, but their wealth and influence are a force that cannot be ignored. Even Ca-

hokian fashions, dress, theater, and Second Eyes entertainment are influenced by trends that first emerged in the far west. A Ti'Swaq abroad needn't look far to see echoes of home, but seeking new experiences is a national pastime for those who can travel.

Government and Politics

Unlike the largely democratic nations of Makasing, Ti'Swaq retains a hereditary ruler. A complex system of spiritual, military, and political power provides the framework by which former enemies stand united. When raiders from the north fled south following the Awis, the courageous weaver Sholeetsa brought warring factions together. Ever since, the eldest daughters of her eldest daughters have continued to ceremonially host potlatches that bring the nation's nobility together. They convene the most powerful figures in Makasing and provide instruction that guides the nation. While anti-monarch sentiments have arisen from time to time, freedom of movement and economic prosperity have generally led to stability, as have democratic reforms that have allowed many local hereditary rulers to be replaced with elected autocrats.

CHAPTER 5

Looking abroad, the Ti'Swaq enjoy largely peaceful relations with the other nations of Makasing. The deserts and basins to the south historically separated them from the Diné, and the wide and spacious plains to their east have facilitated more trading competition than violent conflict with the Free Cities.

Economy and Technology

When the cultivation of the Adanadi came, the Ti'Swaq assimilated slower than some others. Their gifted children were rare and they were slower to cultivate the mark among their plants and animals. As a result, the Ti'Swaq are only now widely integrating The Gift into larger society. Without broad use of the Gift, the Ti'Swaq had to push harder for technological advancement, but their cunning revealed an opportunity. Other nations developed grand machines; the Ti'Swaq kept their attention on more portable technologies. While other nations harness the sun, the Ti'Swaq invented compact and powerful batteries. While others built airships, the Ti'Swaq perfected the gats that the other nations now rely
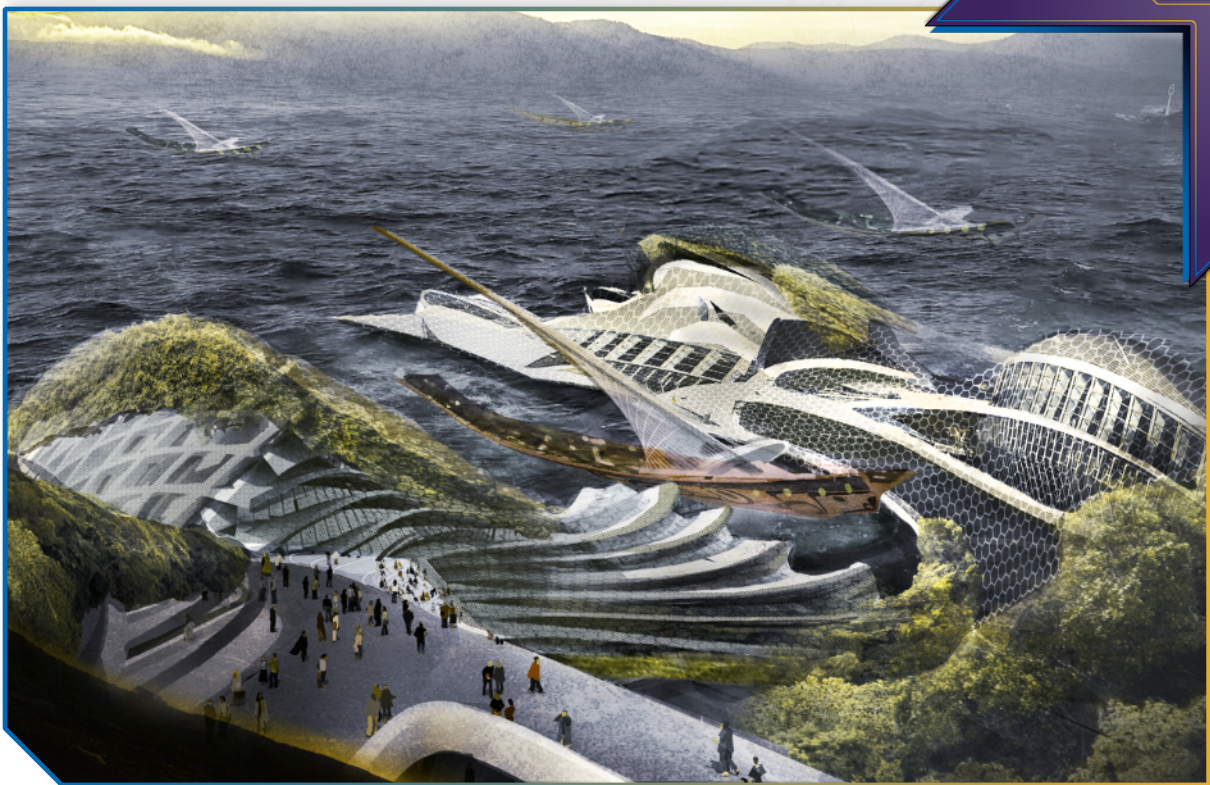
on, and still produce the strongest synthetic materials to supply them. While others developed weapons, the Ti'Swaq developed the initial code to harness the dasu. Through cunning and diligence they remain a technological force respected far and wide.

While they have an excellent fleet of ships with a hardened group of sailors and navigators, their success along the coasts has made them somewhat reluctant to explore too far to the north. Many feel that keeping the status quo is more valuable than taking unnecessary risks. As such, the economy is increasingly insular and more focused on preservation than expansion. The hills, mountains, and forests that dominate Ti'Swaq have broadly remained free from economic cultivation. The bulk of the nation's farmland is nestled between the hills to the east. Cities are found in small clusters in the west, along the Whulge Sound and the bases of mountains.

There, buildings hundreds of feet long and taller than trees stand along meandering paths, with a stage or totem pole always in sight. Within each longhouse, the ground is dominated with spaces for gathering and gardens. Above, there are hundreds of apartments with generations living side by side. Along the waters, glimmering ribbon collectors produce energy from the movement of the water and around every volcano a geothermal station. Rather than roads, yutsu barges travel as the crow flies, hovering just above dense majestic forests.

Society and Culture

In the west, Ti'Swaq know where they stand, their caste set by their birth. Laborers, derisively called stick people, tend the factories, fields, and fisheries. Merchants serve the wants of the community and bring in trade. Aristocrats maintain diplomacy, create laws, and advise the elected Grand Chief. However, not every TiSwaqi lives in the caste they were born into. Historians and other culture-keepers maintain traditions, while artists and engineers create beauty and technologies for rich and poor alike. Walking through the emerald and glass superstructures on the coast, a visitor can almost always find someone with a couple of tools to fix your Second Eyes, a dance or trick to use at a party, or an entertainer who is going to hit their big break any day now.

The eastern portion of the nation is a more egalitarian, but less prosperous world. More humble than their cousins, traders from the Free Lands often underestimate these cunning and savvy farm bosses. Separation from the political influence and opulent wealth of the west breeds resentment and a growing wonder where the east's allegiances should lie. These dynamics actively fray the alliances that formed the nation. The poor, in the east and west, are beginning to grow weary of toiling for little reward. Meanwhile, forces work from within to control who tells the stories.

Recently, the Ti'Swaq have started to explore and settle the nearby islands revealed by the ice's retreat. Even the historians know little about what to expect and have found burial grounds long forgotten. A new science, archaeology, is developing and its practitioners seek to find the memories the islands hold.

Major Cities and Locations

- **Si'ahl:** Major city on the sound with a rich dramatic tradition

- **Sholeetsa:** The capital at the foot of Ti'Swaq

Diné Republic (Dinada)

Introduction

The Diné Republic is one of the stronger and more cohesive nations in North America. This is primarily due to being on the front lines of the last war with the Ezcan Empire. While their southern border has stabilized, it wouldn't have been possible without the other four nations of Makasing contributing to that outcome. Despite that, the Diné don't generally think of themselves as a militarized nation the way the Ezcans do. The republic is spread out across a vast area and they have access to a deep well of wealthy farm land just inland from their western coast. A young Two-Spirit leader from the region is known widely as the person who invented the duodecimal math system after a weeks long fast in a darkened cave. That discovery not only led to increases in engineering, including irrigation, but ended up becoming the basis for all higher math throughout the world. It is a key reason that the number 12 has taken on sacred significance. The Diné Republic is one of the largest exporters of food and even now trades with the Ezcan Empire during the uneasy

peace. The real-world site known as Chaco Canyon isn't just the capital of the Diné Republic, called Coyote City; it is often thought of as one of the centers of philosophical and spiritual thought, perhaps only rivaled by Cahokia.

Government and Politics

The incredible linguistic and cultural diversity contained within the Diné Republic demands a system of governance that affords equal respect to the peoples of the arid scrubland and those who live on the beaches of the Sikugami. As such, the vast majority of governance happens on the local level, with the clan or band as the core unit of citizen participation. Each of these units governs an area somewhere between 50-1,000 miles. These units are represented by hereditary delegates, whose authority passes down through families matrilineally. Clans are generally afforded a wide berth and recognized as the experts on the challenges their communities face, the resources their environments provide, and the help their people need from the national government.

Unlike many other nations, there is not a significant secondary level of government. Instead, major cities, called Kivas, serve as regional meeting places for clans. The clan leaders come together on an annual basis to decide what must be communicated to the national government. These missives are then brought to the National Council by spiritual leaders, reflecting the religious origins of the Kivas themselves. On the federal level, the Diné are governed by a council made of democratically elected delegates, priests, and military leaders. This council controls foreign relations and the military, as well as commerce and trade. There is no single head of state.

Economy and Technology

The economy of Diné is one of the most powerful in the known world, built off a backbone of scientific advancement. Coyote City in particular is a critical research hub for the biotechnology, agriculture, climate restoration, and studies of The Adanadi. The Adanadi in particular has been a source of tremendous prosperity for Diné, and scientists in the region have historically pushed the envelope on what has been deemed possible with the Gift.

The Republic also plays a significant continental role in military and exploration. The Tomal Islands, off the Sikugami Coast, once served as the critical launching point for westward exploration and continue to serve as a critical military base to ward off naval incursions from Azayang.

Society and Culture

While the Diné Republic enjoys tremendous cultural diversity, the primary religion of the nation is Hozho, or the Way. This syncretic belief system takes a holistic view of the world that is fundamentally beautiful at the core. Liturgical life for those who follow Hozho is marked by regular participation in rituals that reenact the primordial journey of the Diné out of the underworld. Those exhibiting albinism are afforded particular honor among practitioners of the Way, and more albino people live in the Diné Republic than anywhere else on the continent. Despite the strong economy and unifying faith, significant cultural fractures exist in the Republic. The most significant form of discrimination in the nation is linguistic, with Uto-Ezcan peoples afforded suspicion following the wars with Azayang.

Major Cities and Locations

- **Yaanga:** Major city nestled in the valleys of the Western province
- **Pimu:** Military and exploration frontier city on an island
- **Coyote City:** Major research hub and capital of The Republic
- **Tseyi:** Major spiritual site and agricultural center
- **Ni Alnigi:** Ceremonial hub of the nation without permanent dwellings
- **Green Mountain:** City built into the side of cliffs which played a pivotal role in the All Tribes War
- **Oraibi:** This small town is famous for one reason: it is the oldest continually inhabited town in the known world and its establishment predates the Awis

Factions and Groups

Keepers of the Ancient Ones: The Keepers are an ancient religious order who are dedicated to the preservation of ancestral knowledge. In ancient times, they were dedicated to discovering and recording petroglyphs. In more recent days, they applied the knowledge gained from the teachings of the Ancient Ones to the Gift. Today, they are represented in both

Kiva ceremonies and in the halls of academia.

Corn Pollen Keepers: In Diné, groves of corn are carefully and spiritually tended. The genetic lineages that emerge from this sacred science are used in a number of Diné's most significant scientific advances. Corn Pollen Keepers tend these groves. The role is typically passed down from mother to daughter, but exceptional horticulturalists are sometimes selected to contribute.

The Twelve: Some members of Diné society are neither male nor female. Throughout much of history, 12 such individuals are specially chosen, with a replacement nominated by a retiring individual or chosen by the rest of the cohort in the event of an untimely death. They also serve as ambassadors between different clans, cities, and regions of Diné. The Twelve additionally play a critical role as the diplomatic core of the Republic.

Coyote Crime Lords: Coyote City is a thriving center of biomedical research, and a hotbed of crime. The production and cultivation of various corn-based synthetics and derivatives have been a lucrative opportunity for the unscrupulous for years, and seven clans currently divide the black market.

The Ancients: While the dominant spiritual philosophy in the The Republic is a modern blend of traditions that focuses on the concept of balance and harmony, a few souls have adhered to more ancient paths. In the Canyon of the Ancients, many have dedicated themselves to the ways of their own ancestors and resisted any attempts at syncretization. Though they are subject to a great deal of religious discrimination, these societies also enjoy certain legal protections and have formed a strong voice for independence, inspiring many others. In most cases these groups are entirely peaceful, though a few are more paramilitary in nature.

Keetoowagi Federation (Kitowagi)

Introduction

While the Federation is stable and prosperous now, it has a past that looms over it and a hazy future. The Keetoowagi Federation was the last modern nation to eliminate indentured servitude —

something that other nations like to remind the Keetoowagi of. It doesn't matter that it's been more than 200 years. They were the last to end it.

It has only been 30 years since there was open conflict with Haudenosaunee and attitudes on both sides are still raw. While there hasn't been a full on war in more than a century between the two, there is a continual biting edge to their relations with each other, agitated by tribes and families that live across both borders, as well as age-old territorial claims.

Government and Politics

There is an old Kitowagi proverb that goes something like "a farmer's family will never go hungry, but a lawyer's family will always be full." The truth in that aphorism can be found in the nation's government itself. The Keetoowagi Federation is made up of six nation-states and 42 electoral provinces. The federal government is made up of two houses of officials, one for the nation states and one for the provinces, each with three members from the nation-states and electoral provinces. With a total of 144 members, it is the largest, most complex governing body of the nations in the world. Each nation-state has internal treaties and binding agreements with the others, but only the federal government can negotiate with other nations. This creates a labyrinthine legal system requiring intense academic knowledge of its innerworkings. Despite that, other nations often model their legal documents, court systems, and treaty processes after the Keetoowagi, who have become known as master diplomats and legal scholars.

However, they have also received significant pushback from the other nations of Makasing for trading with the Ezcan Empire. Very specific post-war trade agreements were set up after the war ended and other nations have accused the Federation of going beyond or around those trade agreements. The government denies doing this, saying it has perfectly obeyed the letter of the treaties, even if others may think it hasn't honored the spirit of them.

The Federation also has a unique, if small, military force. While one of a few nations that has a standing military, even in times of peace, it is the only nation that uses a combined fighting force for

all situations. The soldiers in the Keetoowagi Federation military are equally trained in naval, land, and air theaters. While the military isn't currently deployed against any other nation, they are active in combating a growing piracy problem in the gulf and along the coast of the Kangami ocean.

Economy and Technology

The Federation built its considerable wealth through ocean and inland trade — to Cahokia and Abayang respectively — as well as pharmaceuticals, herbalism, and bio-tech. Warm gulf currents helped alleviate much of the cold weather from the Awis and the tribes of the Federation were some of the first to not only unlock the potential of the Adanadi, but to begin advanced biomedical research. With an abundant variety of plant life, advances in traditional and modern medicine skyrocketed in the Federation, increasing life expectancy, the survival of wounded soldiers, recovery and prevention of disease, and more.

The Federation trades openly with other nations, revealing the ingredients, production methods, and chemical combinations that have made their biomedical advances so potent. However, there is an undercurrent of wealthy individuals within the nation who not only believe it is wise to begin hoarding that information and only selling or trading the final products, but to actively pursue the intellectual theft of similar advances from other nations. These individuals are often referred to as etisus, or quartermasters, by others. The general populace think of these people as trying to stockpile, ration, and control important resources in a way that only profits themselves. Many of these etisus have become so wealthy and powerful, however, that they think of themselves and their employees as their own nation or tribe, separate and above others. They believe the Federation thrives because of them.

Four major pharmaceutical companies have facilities that are essentially small cities. They employ almost the entire population surrounding them, either directly or indirectly. The drugs that come out of these facilities are used around the world; they provide everything from basic pain relief to cancer-fighting drugs to combat stimulants and focused altered-state hallucinogens. These companies also have advanced private

security forces and some whisper about a massive espionage network that spans around the world.

Fishing and water farms are huge industries throughout the entire coastline of the Federation and advanced fishing techniques provide an enormous bounty of food and more than enough for trade. These industries provide much of the internal parts of the nation with fresh fish and other regional food.

Society and Culture

Culturally, the Keetoowagi Federation, like most of the modern nations, is built on the foundations of dozens of tribes and cultures. The two largest are the Kituwa and the Este Muskogee, both of whom had significant influence on the overall nation and its development. Sharing is at the cultural heart of many tribes of the Keetoowagi Federation, and the concept of individual private property is a new and still mostly disdained concept; hence the dislike of the etisus. That does not mean that there aren't still regional claims between clans and tribes. Often the Keetoowagi Federation finds itself squabbling internally over petty grievances that are dragged out endlessly in courts.

Mound building as a foundation of architecture is prevalent, but unlike in Cahokia, it did not result in extensive underground tunneling, as often the foundations were either too brittle or too wet. Instead, cities often spread out low and flat, which helps prevent sinking foundations. Most cities are centered around rivers or waterways. With air travel more common, there are even fewer developed ground paths between cities, towns, and rural residents. Waterways continue to be the dominant paths of travel. In the northern part of the nation, cities still have defensive fortifications and limited access points, left over from their conflict with the Haudenosaunee.

Major Cities and Locations

- **Keowee:** Capital
- **Pensacola Bay:** One of the largest ocean ports in the world and the main access point for goods coming from Abayang on their way to Cahokia
- **Ocute:** East coast city with river access to the Kangami ocean that sees significant trade and shipping

The Free Lands

Introduction

While considered one of the Five Nations of Makasing, The Free Lands don't really fit into the same mold as the others, since they don't claim borders. Instead, the city-state of Cahokia leads other smaller governments in the idea that no one, and no government, can claim such large swaths of territory for themselves. The autonomy of the Free Cities and their resistance to consolidation are a point of pride for Cahokia and the smaller groups within the Free Lands. In reality, they all likely survive due to the international influence of Cahokia. The following are some of the more prominent groups found among the Free Lands. These people are made up of a variety of pre-Awis tribes and nations and now claim their own identity separate from real-world tribes.

The Paha

The Paha people, pejoratively known as Pikwi by their neighbors, inhabit the coastal region. The Paha have a great love of trade and haggling, they also have a love of bureaucracy and details. Culturally, they are somewhat pedantic. In earlier times, their civilization was dominant, but as the climate has begun to recover they are now suffering a loss of lands to flooding. While trade has always been vital to the Paha, these days many displaced Paha fishermen, aquatic farmers, and coastal farmers have become traders, navigating inland waterways by the use of small crafts. Among the goods provided by Paha traders are a highly sought after patterned farmed cloth, made of specially developed algae that grows in human-made tidal pools.

The flooding and loss of Paha lands has destabilized their once hereditary power structure, leading to a battle between two opposing factions: the Nhapi are led by Noopyi, a somewhat conservative trans woman descendant of hereditary female leaders. She believes it is the rational but also devout thing for the sea-faring people to accept the changes in the coastline caused by the great thawing and move further inland. Her rival Toosa is an upstart from a bureaucratic family and leads the Reclaimers. She is also a woman, but lacks the innate religious authority offered to a trans person of Paha. Toosa stresses technology and a break with the past. She and her followers want

to reclaim the lands lost to the ocean with a bold plan for dikes and human-built islands. The Nhapi believe Toosa's plan will ultimately result in the deaths of more Paha people.

The Anikora

The Anikora live just to the north of Cahokia. Their society is one of rigid social hierarchies and definite class divisions. They are often considered somewhat humorless by their neighbors. During the long period of cold and hardship brought about by the Awis, the Anikoras took their society underground. Unless one is aware of their existence, all signs of their city are invisible from above ground. Over the years, the Anikora have become expert architects and builders. They developed many building materials and techniques used by other peoples. They often leave their city and its surrounding area to consult on building projects. Their underground city is a beautiful, well-lit community, complete with underground lakes, springs, and fountains as well as gardens. The Anikora have a very strict but effective educational system which is reflective of their society overall; orderly, polite, and effective.

Many of the Anikora definitely believe some people are better than others.

The Nahoonak

The Nahoonak people live at the northernmost edge of the Freelands. These are a break-away people who were once part of the Anikora. These people are often looked at with bewilderment by the other nations as a mass of contradictions because they seem at times to be the exact opposites of the Anikora. Although they live in the coldest part of the Freelands, the Nahoonak have long dwelt in huge clusters of clear glass domes with 12 facets, which they rarely leave. This allows them to grow as much food as they desire, and is probably how they came to be strict vegetarians. They also tend to wear minimal clothing as their dwellings are quite warm. The Nahoonak have a consensus government where every individual has a say. The contention can be very intense within the Nahoonak nation, but their loyalty to their own way of life and people is fierce. They also are known as somewhat arrogant. The Nahoonak are seen as having fiery but short-lived tempers. They are also renowned for their ability to

manipulate plant genetics and have religious prohibitions against eating either fruit, grain, or vegetable not marked with their own variations of the Adanadi. Unlike their relatives, the Anikora, it is unusual to see a Nahoonak away from their domes, as they are an insular folk.

The Makokamit

The Makokamit people live between Cahokia and the Paha and are primarily occupied with animal husbandry, particularly buffalo, antelope, and turkey. The Makokamit have as close a relationship with their various animals as the Nahoonak have with their plants. They are also notable cooks. Because of the necessity of managing large herds of animals, the Makokamit also excel in the production of personal transport vehicles. Theirs is the most rural of the Freelands city-states with the most widely dispersed population. Unlike the other nations, they tend to spend brief rotations living in the city portion of their city state. Their government would be considered democratic, but without an authority compelling compliance to group decisions as long as they don't affect the whole. The Makokamit are more male-dominated than most Freeland people, particularly compared to their neighbors the Paha. The Makokamit are also committed gamblers and considered the most boisterous of the Free Lands people. Although the Makokamit are considered somewhat coarse by their Paha neighbors, this is objectively an unfair characterization, as the Makokamit are keenly interested in fashion and personal ornamentation as well as music and dancing. The Makokamit are nothing if not flashy.

The Tomoha

The Tomoha inhabit the forested area in a strip along the eastern edge of the Freelands. The Tomoha do not clear forests to build or expand their city, but rather live and work in the trees in highly developed tree houses that accommodate the growth and motion of the forest, gathering energy using the same solar technology used in Cahokia. The Tomoha were among the first people to develop human flight, and the one or two-person solar powered fliers called pehe — meaning seed, the inspiration for the flier's design — are commonly used.

The Tomoha have a complex governmental system, consisting of a hereditary religious leader, an elected leader, and regular votes by the general population. The Tomoha are seen as very politically and socially stable by the other city-states of the Free Lands. The Tomoha are extremely egalitarian, perhaps even more so than the Nahoonak, though they are more restrained. The Tomoha value harmony as one of the great virtues. This encompasses everything from their dress to their homes, insisting that they blend harmoniously with their environment. For this reason they are sometimes referred to as The Invisible or, for obvious reasons, tree-people.

The Nakotoo

There is a small sixth group, entirely nomadic, called the Nakotoo. They consider themselves a people, although others may consider them a nuisance or a religious cult. Many of them, or their parents or grandparents, originated as citizens of the Free Lands city-states and joined the Nakotoo. The Nakotoo are entirely traders; however, that is just their means of survival. The Nakotoo consider their real mission in life to be to balance the scales of the universe in all ways. They travel in small bands or family groups. It might be argued that the continued existence of the Nakotoo is a monument to the tolerance of the Freelands. While the Nakotoo are happy to help any traveler in distress, they also see it as their duty to provide balance, robbing or fighting any they see as too lucky or too successful. If there is any nobility to thievery, the Nakotoo have mastered it.

The World Beyond Makasing

Abazang

While this region — what we in the real world think of as Mesoamerica — is technically part of the same continent as Makasing, it has its own regional name. This is primarily due to the history of large cultural, geographic, and climate differences. It is home to only two nations and they couldn't be more different from each other.

The Ezcan Empire: No nation in the world has been more expansionist and antagonistic to its neighbors than the Ezcan Empire, which has grown continuously every year for the last 400 years,

right up until the end of the All Tribes War. The Ezcan Empire's technology and their approach to it is vastly different than other nations. It focuses much of its effort on a nationalist zeal that frightens most other nations. That also belies the fact that the citizens of the Ezcan Empire, who almost all have ancestors who were brutally conquered by their own government, now live in relative peace and harmony. While there is a strict class system in place, topped by the military government led by the Emperor, the standard of living for everyone is high. The Ezcan Empire sees its growth as freeing people from lesser governments. The Emperor is fond of saying, "I look forward to the day I can lay down my sword because all people are Ezcan."

Raramori: Raramori is both the name of a people and the name of their nation. It is a tiny nation in the middle of the mountains in the northern part of the Ezcan Empire. Unwilling to be conquered, they moved into rugged terrain and have fought the Ezcans to a stalemate for centuries. Raramori are the most feared and legendary warriors on the planet. Very little is known about their secretive culture, other than their enduring hatred for the Ezcans and their desire to not be conquered. Some say there are only a few thousand left. Others say there are millions hiding in deep networked caves.

Abayang

The large and long continent dominated by sprawling and rich rainforests, majestic mountains and desolate high plains south of Abazang is known as Abayang. Home to five dominant nations, these people, each with their own unique cultures and histories, have been locked in tense relationships for centuries. In the past, these disputes were settled on the battlefields. Now however, diplomacy, trade deals, and shifting alliances are the standard method.

Tawantin: The oldest unified nation of Abayang, Tawantin is ever expanding, although slowly nowadays. Contrary to the military expansionist Ezcan Empire, Tawantin uses diplomacy, arranged marriage, and treaties to expand their domains. Wars are uncommon, but not unheard of. Their domains extend through most of the western region of the continent, all along the mountain range.

Known for their solar technology advancements, which are closely linked to their main spirituality tied to the Sun God Inti, the scientist-priests of the empire hold great respect and influence. In Tewantin, science and religion are connected and go hand-in-hand. Many of the temples throughout their territory work as a school or university, and education is accessible to any of its citizens. It is also accessible to most foreign visitors who choose to live and learn with them, so long as they agree to work for the community for six years afterwards. At the end of this period, the student is also offered full citizenship and the option to bring in their family.

Cambaba: Located in the northern central part of Abayang, along the Amazon Basin, east of the Tawantin lies Cambaba. Due to its location, Cambaba is protected by wetlands, making the nation's military conquest by others very difficult.

Being the largest supplier of food and agricultural equipment of the continent, thanks to the rich soil and nutrients brought by the river, Cambaba is prosperous and highly populated. They are also proud of their culture and some may consider themselves more cultured than their neighboring nations.

This leads many to make efforts to distinguish themselves from others, making it clear to anyone looking they are from Cambaba.

The nation is also widely known for its textile industry and art; some of its cities are cultural references for the region, attracting people from all over the world.

Aniil: Aniil is a small nation in the southern portion of the continent, following the mountain range and with access to the sea through an extensive channel system. Famous for its trading hubs and expert merchants, Aniil is home to the greatest trading companies of the continent.

These merchant organizations are so important in this nation that they can effectively run parts of the cities they operate in, having participation in the nation's government. However, each company is run by their workers, who administer all the aspects of its operations, making sure the people are satisfied, well-supplied, and well-compensated.

People from all over the continent and beyond visit the markets of Aniil, the great city from which the nation took its name, both to make business and to experience the world through their markets.

United Tupi States: In the central eastern portion of the continent lies a great nation composed of several small states that could very well be their own nations. The United Tupi States formed an alliance to better preserve their territory and people in the face of the threat of the All Tribes War.

The many states all share a common origin in the past, as they all descended from the first Tupi people who migrated all over the continent thousands of years ago. Now, each of them has their own unique customs, traditions, and identity, even though they see each other as brothers and sisters, especially in the backdrop of the much wider world.

This nation is well known for being self-sufficient in many ways, focusing more on internal development and trade than carving a niche for it in international affairs. It took a long and hazardous task to unite all the states into a single united nation, and they intend on making it as strong and unified as they can.

Confederacy of Bocatá e Hunza: Located in the northernmost part of the continent, the Confederacy of Bocatá e Hunza is notorious for its mineral resources, booming industry, and technology.

The mineral resources from this nation range from coal, salt, and copper to gold, emeralds, and even lithium, now a very sought-out material, thanks to the technological advancements around the world. This makes the Confederacy a very rich nation, but one which was dependent on extracting its natural resources for its prosperity.

This is why the Confederacy has invested in the development of a rich and large industrial complex, focusing on metallurgy and robotics. Now, the nation is a leading developer of technological advances in those and many other fields, with each of their member states focusing on an area of expertise.

And Even Further...

We have focused on Cahokia, described the other nations of Makasing, and even outlined the nations in Abazang and Abayang. It's time to set our sights on what lies beyond. With the exception of the Ice Zone and Tanogami, the places listed below are referred to by their real-world names because the people of Makasing haven't given official names to these places yet.

The Permanent Ice Zone

The white area in the north of Makasing is a brutal mix of permafrost and slow-moving glaciers. The first few years after the Awis were so cold, dark, and violent that it pushed all life southward in a wave. Now that the weather is improving, the glaciers are retreating and the permafrost is thawing somewhat. Many expeditions have been sent north from Makasing into the zone over the last few decades, but few return. Even during the summer, the storms can be sudden and brutal. While much of the wildlife either migrated or became extinct and many people relocated, it is unknown if anyone — or anything — actually calls the zone its permanent home. Some say that there just isn't a way to support life there, long-term. But others claim to have found signs that point to life in the far north. Either way, until sea or air travel becomes more feasible, making the trek to other continents will need to be done over land and through the zone.

In addition, despite seven centuries having passed, there are many that want to attempt to reclaim their ancestral homelands taken by the permafrost. This is starting to cause some tension in political circles.

The Tanogami

While not part of the Twelve Nations, the people of the islands east of Abazang and south of Makasing survived the Awis. The turbulent seas cut them off from regular contact with the mainland for centuries, leaving them out of the brutal wars and many of the technological advances made in Makasing and elsewhere. Now that the seas are calming, more reports are coming in every day from the sailors who have visited the islands, or from traders and diplomats arriving in various ports from these places. Their cultural evolution since the Awis is still somewhat of a mystery, but that's likely about to change.

Hawai'i

No one in Makasing has any direct proof that anyone from the Hawaiian Islands survived the Awis. Nevertheless, there are persistent legends that some brave souls back in 512 managed to reach the islands and returned with tales of incredible magic being wielded by the population. The sheer ludicrousness of the stories are such that most people in Makasing have dismissed them and it is widely believed that the islands were likely battered in the aftermath of the Awis and that no one survived.

Africa

A few intrepid ships on the east coast of Abayang are said to have made the trip across the Kangami to the coast of western Africa. No one in Makasing is sure of what they found, or if anyone actually made the journey and returned.

Asia

No one has been there and returned with any kind of reports. As with Hawai'i, there is wild conjecture that those in the islands of the southwest Sikugami survived, but it is generally dismissed as fantasy.

Australia

The people of Makasing, Abayang, and Abazang are aware that the continent exists. Beyond that, nothing is known.

Europe

As with Australia, it is known the continent exists, although it is thought of as part of Asia as they are a single land mass. Recently some explorers have considered following the coasts of Makasing up north and attempting to reach Europe by land hopping, but most are unsure what the point would be, as the Kangami ocean is still fairly unpredictable and there seems to be little reason to make the effort.

LANGUAGES AND COMMUNICATION

Overview and History

Rugged geography, centuries of forced migration, and millennia of cultural exchange and trade have led to incredible linguistic diversity in Makasing. Today, there are nearly 250 distinct languages spoken across dozens of language families. Bilingualism is common throughout the continent, with most individuals speaking both the common language of their respective nation and an ancestral or cultural language that helps maintain cultural identity, even in areas that enjoy diverse and shifting ethnic populations. In major metropolitan areas, a third language is commonly spoken: the trade tongue, Chahi ("The Mix"). In Cahokia, nearly every adult is a fluent speaker and every child a student.

"The Mix" is a blend of Ojibwe and Lakota with a smattering of vocabulary and grammar from the other languages Cahokian traders encountered. When the Anishinaabe and other Algonquin-speaking peoples fled south due to a rapidly shifting climate, they first settled in the islands and riverlands on the southern shores of the Great Lakes and nearby waterways. Those Anishinabek refugees utilized far-flung social networks to gain a unique niche as traders and merchants. As these speakers assimilated more words from the dominant Lakota, Dakota, and Nakoda peoples, a new language began to form. Today, Chahi is a wholly independent language, whose vocabulary largely derives from Siouan languages, with Algonquin grammar and phonology.

COYOTE & CROW

LANGUAGES AND COMMUNICATION

Characters understand Chahi by default during Character creation and do not need to spend points on it. Any Skill points spent on Language are additional languages beyond written and spoken Chahi. Most of the words in this book that are not English are Chahi. If there isn't an accompanying definition of the word when you first see it, there's a glossary at the back of this book.

When playing Coyote and Crow, you can assume that all Characters speaking are using Chahi, unless a Player or the Story Guide calls out otherwise. Besides Chahi, many people speak a tribal language and often additional languages, usually those of neighboring tribes.

For more on Chahi, including:

- Phonology and Morphology

- A Wiki

- A Character Name Generator

Please visit our website at: **www.CoyoteAndCrow.net**

Elements of Chahi

Chahi has several features meant to evoke Indigeneity:

- **Double-vowel writing** system: In Coyote and Crow materials, Chahi is written using a system reminiscent of Ojibwe's.

- **Animate/Inanimate grammatical gender:** While many romance languages categorize words as masculine or feminine, other languages (like Algonquian and Athabaskan) mark words as animate or inanimate - which can sometimes reflect cultural concepts of what is considered alive.

- **Mixed Language:** Chahi is a Mixed Language - one that developed from the intersection of multiple peoples incorporating aspects of their own tongues. There are many Indigenous parallels - including Michif, Chinook Trade Jargon, and Kaqchikel-K'iche'.

- **Vocabulary:** Many Chahi words can be traced back to Ojibwe, Lakota, Cherokee, or Numu Tekwapu, among others.

Plains Sign Language

Chahi is not the only language that helped bind the peoples of the Free Lands together. Long before any Ojibwe headed south, the Plains tribes were already using a fully-formed sign language to communicate among themselves (this is true in our world as well). This language is taught in schools and continues to serve as a lingua franca for the peoples of the Great Plains. All Player Characters in the Free Cities can take this language for free at Character creation, and may use it to communicate silently at any time they have line of sight to another Character. It is also considered the standard language for the hearing or speaking impaired.

Written Language

On ancient stone monuments in deep Abazang are endlessly complex symbols carved with almost perfect precision. These glyphs, often taking the shape of faces or animals, represent individual syllables or even entire words. In the modern era, similar but simplified syllabaries can be found throughout Abazang and farther south. Over 100 unique symbols represent individual syllables, with no particular relationship between symbols for similar sounds.

LANGUAGES AND COMMUNICATION

Centuries ago, when trade networks began to knit Abazang and Makasing together, the inhabitants of Makasing adapted the art and science of writing, shaping the Abazang syllabary to their own languages. Over centuries, what has emerged is a relatively standardized alphasyllabary. Like the Abazang system, each syllable is represented by a single character. In this system, there are characters for each consonant, which take on small alterations based on the vowel that follows. This means Chahi is written with just 20 base characters, which can each take on one of three permutations, with an additional marker indicating if a syllable's vowel is long or short. There are also three rarely used standalone symbols for vowels. Each of the characters Chahi uses have diverse origins - some are adapted from Abazang glyphs, others are taken from Plains Sign Language symbols, and others emerged from pictographic rock paintings or birch scroll bite-markings.

While other languages have their own writing systems, the system used by Chahi has proven adaptable, and has been used as the basis for writing systems across Makasing.

THE ADANADI

The Adanadi is arguably more world-altering than The Awis. It touches almost every living thing in Makasing and is a key factor in the latest wave of social and technological change, bringing people enhanced abilities and newfound powers. It has changed the very fabric of daily life for human beings and completely altered the trajectories of every society. But what exactly is the Adanadi? Why was it called "The Gift"? And how did it come to be harnessed?

Most stories of the Awis, regardless of where they originate, usually involve the color purple. These stories all predate the appearance of the Adanadi. Ancient written records in the Ezcan Empire refer to the color multiple times. Stories usually call back to a purple streak that crossed the sky the night of the event. It was bright and shimmering and big enough that the trail could still be seen well into the next dawn. In Makasing, the color purple has since become associated with the Great Spirit.

Within roughly two hundred years, reports began circulating of small purple splotches appearing on animals, plants and people. Often no larger than a few centimeters, the spots were taken as blessings from the Great Spirit by some, while others feared it was the beginnings of a blight or plague. People with the marks were sometimes considered chosen, wise, or gifted. Soon, the purple marks became ubiquitous and people began to see them as omens that the Great Spirit would return one day to heal the Earth and set things right.

Over the centuries, these purple marks began to root themselves in various ceremonies and traditions. The areas containing the discoloration were separated from the plant or animal and used in hundreds of different ways – from ointments and teas to components of mind altering drugs and as part of ceremonial paints and inks. No tribe on the planet was left untouched by the Adanadi. The name became common during the trade explosion between the Keetoowagi Republic and Abayang. Still, it has more than two hundred recognized names and thousands of nicknames throughout the world.

The real power of the Adanadi began to be understood when advances in biology and chemistry began unfolding. Discoveries through a number of nations over the course of a decade around the year 370 peeled back the first layer of mysteries behind the purple-hued marks. The marks were not cancerous or malignant in any way, yet there were similarities. The tissue was different from its surroundings in a way that some labeled as a mutation — one that coexisted harmoniously with the nearby tissue. Further study revealed that there was a massive variety in how the Adanadi presented itself from species to species and that the Adanadi itself represented a form of life previously not seen on Earth. It had aspects similar to bacteria, eukarya, and archaea, but fell into none of those families exclusively.

How the next step was achieved is the source of debate among many. No person, tribe, or nation claims it as part of their history. It was discovered that by taking the affected tissue from an animal, distilling and purifying certain aspects of it, and injecting it into the brain stem of a human during the peak of adolescence would cause a radical and permanent change in their physiology. Doing this procedure too early or too late in life produced no results and the changes, once initiated, could not be stopped, altered, or added to. This was the beginning of Paths.

It was quickly discovered that plants could not be used in the same way as animals in this procedure. There were simply too many biological differences. But with the injection of the animal Adanadi, people changed afterward, often taking on the culturally associated traits of the animal.

In some cases, between 15-20% by some estimates, people actually developed an ability that was outside of normal human parameters, a power. Those who took the Path of the Fox might find themselves more agile and strong of spirit, two traits associated with Fox. They might also find themselves with a special ability related to their agility or spirit. The people granted these extra gifts often go on to become important figures in their community.

A side effect of this was that as certain people grew up with Adanadi- affected intellect, perception, and wisdom, the collective speed of scientific progress across both continents skyrocketed. Medicine, agriculture, and engineering were already progressing rapidly, but the Adanadi became such a profound change that it put huge cultural pressure on people and governments.

Within decades, war broke out. This further accelerated the technological and scientific advancements happening, as war often does. Things were getting out of hand.

It was during this period of rapid change that certain trends and

procedures began to become more deeply embedded in cultures and traditions. Within a century, taking the Adanadi and choosing a Path hadn't just become widespread; it was the default. It's estimated that 99% of all people alive currently have undergone the ritual of the Adanadi.

It has become a celebration of passage into adulthood, a reason for communities to gather and rejoice. With the current peace across the continent, two full generations have been able to grow up working to develop the full potential and range of their gifts. The shape, style, and substance of these celebrations vary wildly from region to region, but they no longer involve painful injections into the brain. These days there are a number of less invasive methods; among the most popular are concentrated eye drops.

Additionally, animals are often no longer directly harvested for the Adanadi, especially for more rare species like eagles. Instead, scientists have been able to take tissue samples from an animal and culture them in a lab. Scientists can now occasionally predict what kind of abilities a person might get from various animals, but most

people have integrated tradition into their Path choices and select from culturally significant animals rather than basing their choices on what ability they might receive.

Still, it's important to note that while science has been able to explain the what, where, and when of the Adanadi, researchers still don't understand the why or the how. They know that the unusual cells in the Adanadi activate certain latent genes in human brains and sometimes alter DNA, but not much more. The spiritual voices in the community remind their communities that the traits they receive from the animals match traditional stories about those animals.

There are new uses for the Adanadi around every corner. Yutsu technology is a prime example. Over a hundred and fifty years ago, scientists discovered that by taking Adanadi tissue and exposing it to focused electromagnetic energy, it would emit negative gravitons. This discovery led to the hover technology, called yutsu, used by most modern vehicles in the world today. It's also used in magbows, plumbing, and a number of other inventions.

The Adanadi is everywhere, in everyone. It is part of daily life for every human, animal, and plant known. But what it actually is and how it does what it does is still, at its core, a total mystery.

The Abilities of the Adanadi

Undergoing the Adanadi is generally considered a positive and happy occasion. The choice to take a particular Path is decided in a variety of ways from family to family, tribe to tribe and region to region. The normal results of that Path are predictable and safe. There is virtually no rejection rate or long term side effects.

But the Ability that one receives, if a person does indeed get one at all, isn't chosen. From what even the best scientists can tell, it's random. Those who look for more spiritual answers will tell you that it's not random at all. Either way, no one knows for sure what Ability they'll end up with.

Once they've taken the Adanadi, the full process is complete within 48 hours. The person undergoes a brief fever and overwhelming urge to sleep, but it is otherwise painless. Within a week of the process,

the person will have an intuitive feeling of whether they have an Ability, as well as an understanding of what it is and how to express it.

Roughly 15-20% of people who undergo the Adanadi receive a power. While a true census is difficult to obtain, this seems to be true in all nations and regions. The actual Abilities obtained are more of a mystery. The Abilities listed in this book are the ones that commonly present themselves in the Free Lands. But it is by no means all of them, or all that are known. What also isn't known is whether Abilities within a particular Path are more or less likely than others to manifest. In a city of 2 million people, like Cahokia, almost 400,000 people have Abilities. But with fifteen Paths and six common Abilities per Path, there are just too few people to do conclusive studies.

Nevertheless, some Abilities have affected the fabric of society more than others. They have added to the already mounting social pressures on rapidly changing cultures and governments. Inevitably, some divisions have formed between people of certain

Paths or around those who have certain Abilities.

In sports, there are debates about limiting the use of Power of the Bear, Gecko's Heart and Cougar's Grace. The level of physicality across multiple games and sporting events has inspired discussions about both fairness and safety.

Wasp's Sting has started a very real scientific debate about the nature of reality and physics as people understand it. Affecting another person across distance without a detectable energy being transferred is understandably concerning to those people who are interested in codifying the measurable nature of reality.

Abilities like Raven's Call, Stag's Smile, and Coyote's Gaze have raised serious concerns about consent, privacy, and thought control. They have inspired numerous conspiracies about shadow governments and mass mind control.

Walk the Black, Mother's Voice, and Read the Earth might be the most controversial however. These Abilities grant the users a direct line to insights and experiences often reserved for those who had participated in specific ceremonies or are of particular reli-

gious status. Having these experiences, formerly reserved as ethereal and subjective, becoming available at will has created severe backlash among some.

This to say, having an Ability, while common enough that no one is shocked by them, is still an unsettled matter among most people. People with Abilities sometimes brag about them or show them off. Others are more cautious, wanting to gauge their audience. Many attempt to simply work their Abilities into their daily lives in such a fashion that it becomes less obvious they are using them at all. Since most Abilities don't have visual or auditory aspects, this is a real possibility for many. Those without powers have a wide variety of reactions, from mistrust or hatred to envy and admiration. There are social clubs and even cults around specific Paths and Abilities. How these perspectives change will likely be determined by how those with these Abilities choose to use them over the coming years.

It might be tempting to think of individuals using these Abilities the way superheroes do. They just reach out a hand or their eyes glow. A thought from the charac-

ter simply manifests an action. However, it's not how it plays out in reality for most people. Science and spirituality are deeply intertwined when it comes to Abilities and how people summon them depends greatly on the person's background, beliefs, and the Ability itself. If an effect is instantaneous, a person might yell out a whoop, war cry, chant, or call out an ancestor's name. They might gesture with their eyes or chin or make a signal with their hands. If it's something that takes longer than a Round, there might be chanting, singing, or dancing involved. None of these are required as a game mechanic, but it's important to remember that these Abilities are expressions and extensions of the character's Path and culture.
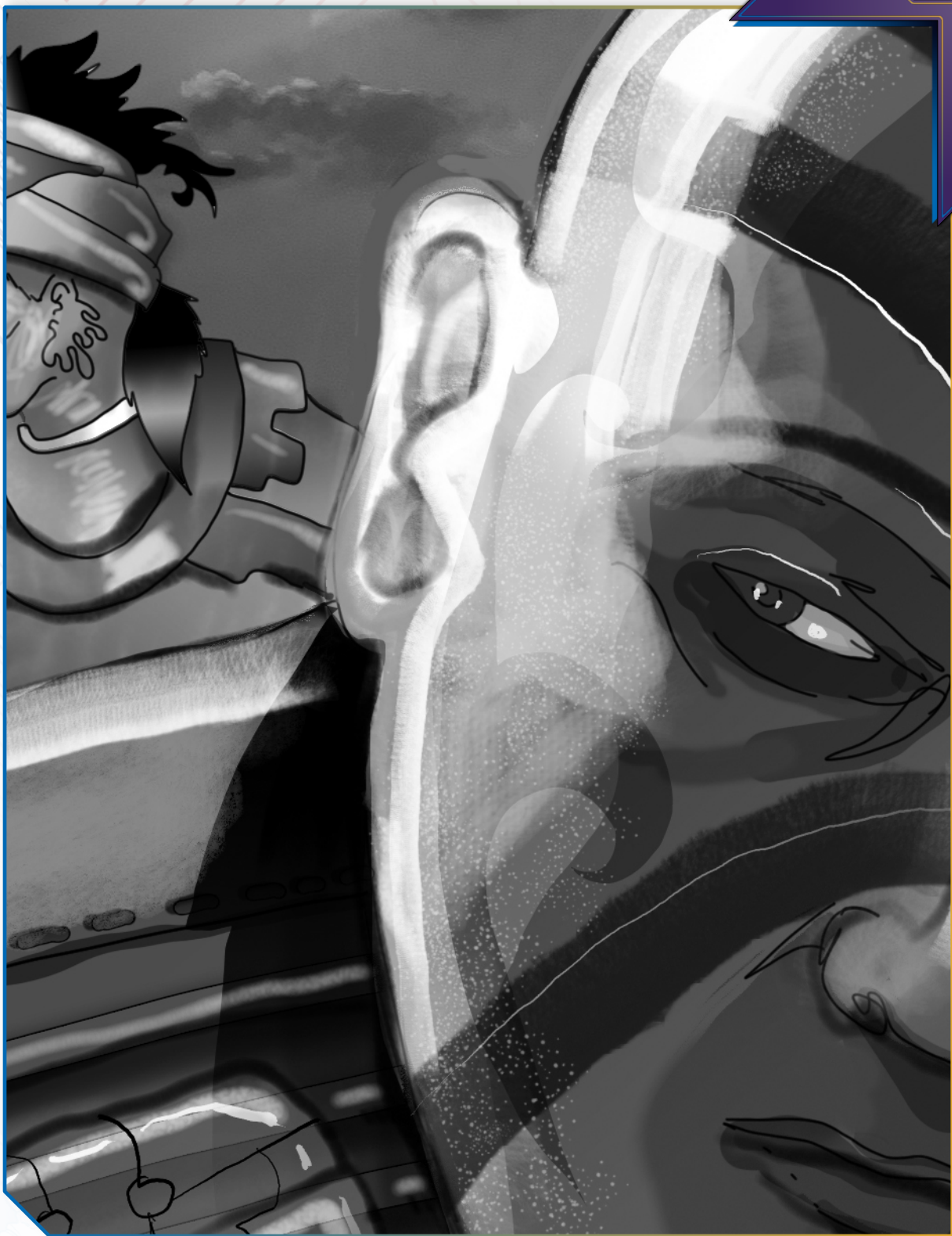
TECHNOLOGY

In many fictional worlds, the tools and technology found are based on a developmental path that has roots leading back to western European sources. In fantasy, these are often things like broad swords or plated armor. In science-fiction, it is often barreled guns or, well, plated armor. What's more, because of the industrialization in most science fiction settings, technology is thought of as mass manufactured and standardized. There are listings for things that read "The XR-22 is the most common handgun and is used by police forces throughout the City." The weapon has a specific official look and the one your Character buys in a shop will be the same as the one they get in any other shop, because it came off of a factory assembly line.

However, in Coyote & Crow, corporations and industrialization haven't really taken a foothold, at least not to the same degree. Instead, blueprints or recipes, commonly referred to as woyi, are shared for basic items, printed by gats at a local level as needed. Then, technicians and craftsmen customize the item to their own specifications or to the needs of their customer. In this sense, items in Coyote & Crow, while being more technologically advanced than our real world, are closer in feel to a fantasy setting, where someone might commission a blacksmith to make them a sword. The game-related stats for the sword might be exactly the same as from a sword a thousand miles away, but the actual weapon would likely be very distinct.

Below are some key pieces of technology that are used in Cahokia and the world over. You'll also find more detail and game-specific descriptions in the Equipment section. It is important to remember that these are broad generalizations and because of the lack of mass production, lots of exceptions and variations exist on everything in this chapter.

Solar Power

Solar panels are small and similar to reptilian scales in their presentation. Each panel is interconnected to its neighbors. They can be created in any color and often coat building exteriors and vehicle surfaces. Most people don't even notice they are there. These can be printed using commonly available woyi. In larger cities, there are even machines that will "paint" the scales, in any color or pattern, right onto structures or vehicles. This allows for ornate art that also generates power. Solar, despite the cloudy skies, is extremely prevalent and highly efficient. Excess or unused power is diverted to high capacity batteries.

Wind and Hydroelectric Power

Wind and hydroelectric power engines are also very efficient and deliver clean power directly to users or to batteries. Massive, narrow wind turbines stand atop most homes. Each is custom painted to show various images and patterns, depending on wind speed. Wind turbines tend to be massive, artistic structures while hydro-electric units are often small and portable, meant to be dropped into nearby rivers and streams.

Yutsu Lift Technology

This technology powers most of the vehicles in Makasing and many around the world. It works by applying an electromagnetic field to Adanadi tissue suspended in a vacuumed ring, which then emits negative gravitons. Attached to the bottom of a vehicle, it allows for it to hover and maintain a constant elevation by pushing off from the ground below it. Larger engines found on barges are able to lift heavy cargo vessels high enough that they can clear tree tops. Yutsu is a common slang word used to describe a number of vehicles that use the technology and is a catch-all term for whatever vehicle someone might mean in the context of their sentence. It might refer to a train, a sled, a personal mobility vehicle (or PMV) for the disabled, a barge, or any number of other vehicles whose primary power is yutsu tech.

Yutsu technology is also responsible for powering mag-bows, modern plumbing, and a host of other things that benefit from a reduction in gravity and therefore weight or drag.
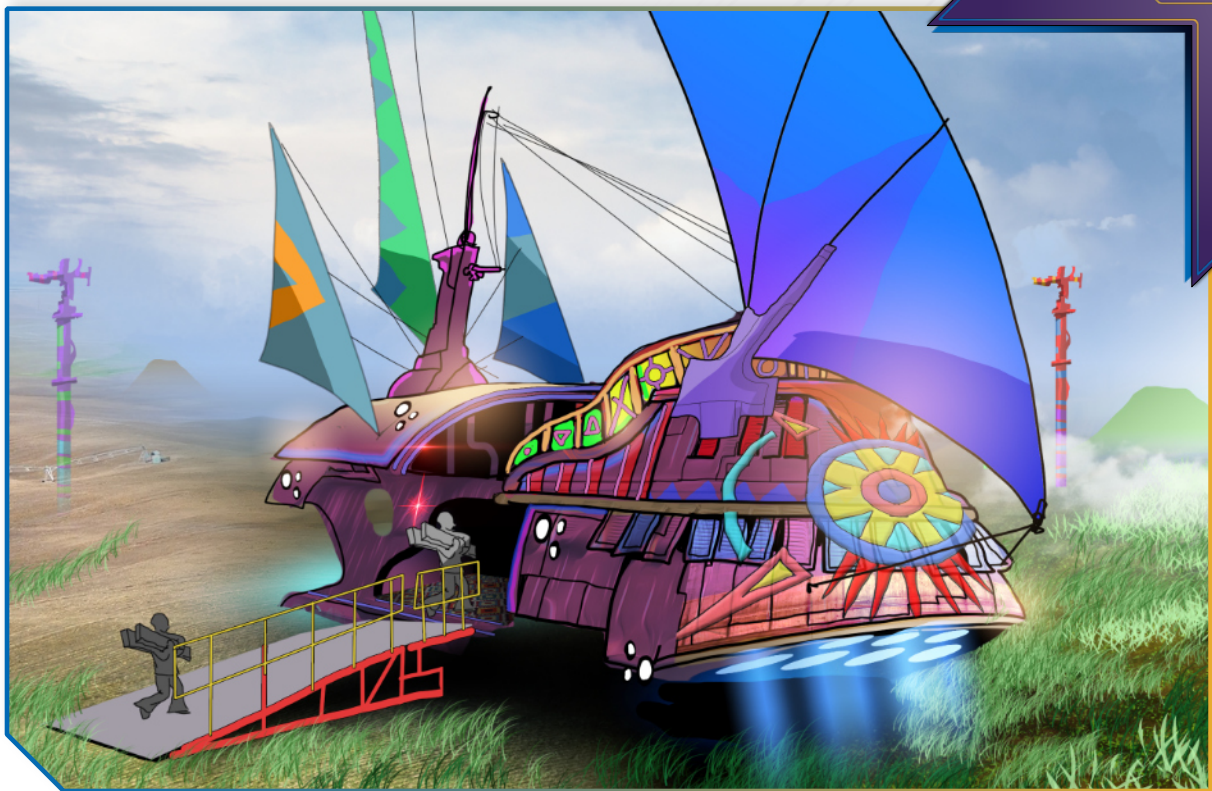
Second Eyes

To understand Second Eyes, and the important role they play in modern Cahokian society, you have to understand how quickly technology progressed over the previous 100 years in this world. It took our real world 120 years to go from the invention of radio to the ubiquitous use of laptops and wireless data transmission. But think how much of that adaptation happened in the last 20 of those 120 years. In this world, different kinds of evolutionary pressures, combined with the power of the Adanadi, made that same change happen in less than half that time.

While verbal transmission, hand writing on paper, and digital documents are still very commonplace, so are Second Eyes, thanks to 3D printers. Second Eyes are slim-fitting goggles with dark lenses. These goggles at first were hardwired into cable information systems that transmitted news, stories, music, recorded theater performances, and most importantly, spiritual content. These goggles are meant to convey a personal experience to the wearer; using them is seen as a private matter,

not done as something social. Watching something on Second Eyes wouldn't be done in a group setting. While you might watch a recorded theater performance, you wouldn't do it with someone sitting next to you, whether they were watching that same thing on their goggles or not. It would be disrespectful to use the goggles fully immersed with anyone in the room with you.

On the other hand, Second Eyes also have an augmented reality (AR) setting. These allow the goggles to become transparent and superimpose data over the wearer's vision. Younger people are more likely to do this, as are people in tech or military careers who need vital, up-to-date information. There are some worries that younger people are spending too much time isolating themselves from their community and culture using Second Eyes.

There are fully immersive haptic versions of Second Eyes that truly capture the virtual reality experience. However, these are still fairly uncommon and there are not yet a wide variety of applications.

One of the big differences between the sights and sounds provided by Second Eyes and our real-world version of virtual reality is that, outside of recordings of actual events like theater, there is no desire or inclination to try to make things more realistic. Indeed, many of the visionary designers of Second Eyes environments, interfaces, and entertainment intentionally make the experience surreal and as far away from reality as possible. This is part of the reason that Second Eyes lend themselves well to religious experiences.

Gats

Gats changed both continents more than any other single invention and are analogous to 3D printers in our world. A number of tribes and nations claim that specific people from their regions were the original inventors of the device; the truth is that the core discoveries came from the Ti'Swaq Alliance. The sharing of that knowledge, while often controversial among politicians, helped millions escape poverty and fight back against the elements. The printers vary in size from a paper printer to those that

can print entire walls at a time. 3D printers and their operations are very important and the technicians who operate them are highly trained and maintain an elevated status in their local societies.

The printers generally use biofuels for materials, mahiz for the most part. They are often solar powered, but run on everything from hydroelectric and wind to batteries and even hand cranks. Each of these devices is essentially a small factory and took the place of classical modern industrialization seen in our world. It gave small towns the ability to build durable, inexpensive homes from nothing more than food waste. It allowed cities to massively modernize and upgrade their infrastructures. Gats
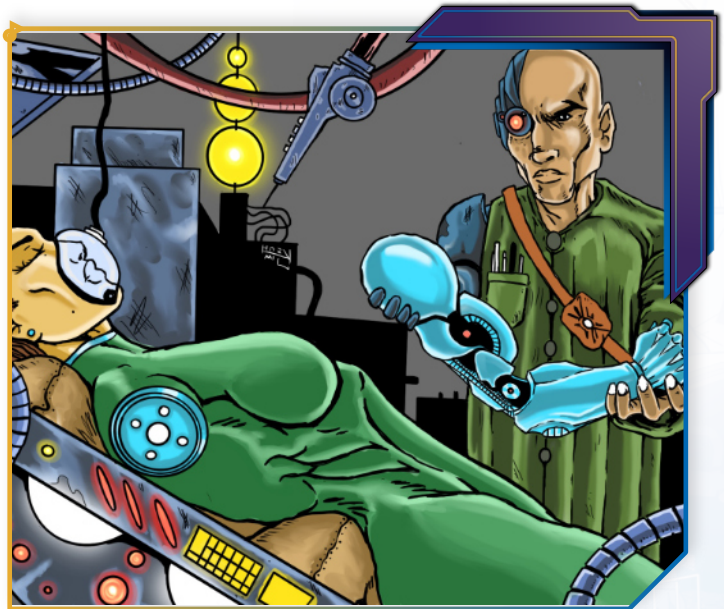
also allowed for new technologies to be replicated easily and rapidly.

While basic materials can be replicated simply, more complex materials, including those required to build additional gats, require more than just food waste. Still, the raw mineral and chemical components are relatively easy to obtain, and modern industrial gats themselves can often break down and reconfigure complex components into the materials they need. The technology continues to improve too. The latest gats can create weapons lighter and stronger than titanium that are also biodegradable.

There are two important things to note about these devices. First, while gats helped raise the standard of living across the world and are truly incredible, they haven't really changed how people work or go about their lives. Carpenters are still carpenters. Engineers are still engineers. Farmers still farm. The people of this world see these printers as tools, not an end to itself. Second, most standard objects that don't have complex digital or electronic components are, by default, made to be biodegradable over a few hundred years. This is partially since they are made mostly from biofuels, but it

also comes from a reluctance to build landfills, which are few and far between.

Just as important as the printers themselves are the woyi, or blueprints, for various items. These are often stored locally on the printers, like software. They are created, customized, and traded, but rarely bought and sold. Woyi are treated like a seed might be. It has little value in itself outside of a skilled farmer. Instead, it is the craftsmen who bring the final items to life that are considered valuable. The charge for the creation of almost any product is primarily based on the amount of labor necessary to create it, along with some costs for base materials. Rarely is the woyi part of that equation.

Niisi

Niisi are ubiquitous throughout Cahokia and most urban centers. They are personal computer devices that people wear on their forearms and often span the area from just above the wrist to just shy of the elbow. Frequently, they are customized to match tribal or personal styles. The devices act much the way our laptops and mobile phones do. Niisis can take photographs, store and transmit

video and audio, and operate software. Niisis take their name from a word that translates to "grandmother," which is an affectionate, generic nickname that covers all the styles and models of the device. It got this name when niisi became hooked into the Free Lands data network, which put vast amounts of historical and cultural data at the average citizen's fingertips, which some folk equate to having an elder at their side.

Some older folks either eschew niisi or only wear them when necessary, while a minority of younger people see them as a controlling tool of shadowy government forces and avoid them. However, most people use them on a daily basis for communication, business, and scheduling. It is also good to note here that digital photography as an art form doesn't really exist. While still image recording with niisi is possible, it is mostly done for record keeping and other practical issues.

People who do not have or use niisi can easily find public terminals throughout Cahokia. There are also home versions of the device, similar to our real world voice-activated and web-connected assistants.

Telecommunications

As mentioned above, most people use niisi for direct communication. It should be noted that the transmissions to and from these devices are routed through a series of below-ground cables and above-ground towers. No satellites are in orbit.

Additionally, people living in the Free Lands cannot communicate outside of the Free Lands on a whim. Communications across national borders are tightly controlled by governments, who have strong reasons to be suspect of electronic espionage. Communication lines across borders are limited to specific geographic points and are kept secret and guarded. Additionally, a person from one nation can't go into another nation and start using their information net (see daso, below). Their niisi wouldn't connect properly. This means the device, once out of range of its home network, can not effectively communicate back to its origin nation without serious technological assistance of some kind.

Over major cities like Cahokia, there are a number of dirigible

transmission hubs floating at about 20,000 feet. Between these, land towers, and cable systems, data finds its way to where it needs to go within a nation in most cases. These cables, towers, and systems are free to citizens and are considered public access.

Daso

The daso is the common term for what people in our world call the World Wide Web or the internet. It is distinct in many important ways though. Firstly, while people generically call any net space the daso, what they are usually referring to are a tightly controlled series of intranets. While the technology for digital sharing of information is commonplace, the networks for sharing that information is not. Coming on the heels of the All Tribes War, Cahokia and most other nations are very wary of allowing information to flow easily out past their borders. Instead, there are a series of localized intranets, either government controlled or private, that people can sign onto. As mentioned in the telecommunications section, the information is either transmitted by ground cables, towers, or high-altitude dirigibles. Cahokia has the largest network and can be accessed throughout most of the Free Lands. Trying to connect beyond those borders requires both a landline and a high-security access — or extremely good hacking skills.

Cahokia's daso is free to all citizens and is used for things like voting, city news, private advertising, chat and social platforms, event planning and information, educational broadcasts, and access to private companies that provide recorded arts and entertainment beyond Cahokian borders. Privately owned daso offer a much broader range of content at a cost; not all of it savory.

Hacking into local intranets and servers is illegal but common. For this reason, daso security specialists are increasing in demand as zagabaan, or hackers, are continuing to find ways into secure digital spaces, disrupting business, stealing information and data, and generally causing chaos.

Space

For most of their history, the people of Coyote & Crow had a very clear physical limit on how high an altitude they could physically

ascend to since they couldn't fly. With the advent of gliding and then propulsive flying, things changed rapidly. Wars propelled that technology even farther.

However, for a mix of historical, cultural, and technological reasons, most people, including Cahokians, have not pushed to fly or travel higher than about 30,000 feet. The largest culprit is a combination of societal will and the internal infrastructure necessary to test and develop the technology. For some, there just doesn't seem to be a reason to go higher. For others, there is a deep seated fear in going beyond the limits of the sky. Fears about what happened to the Great Spirit, why the world changed, and what place people have in this world have led some to want to stay close to home as sort of a cultural trauma.

That doesn't mean no one has tried. Solitary scientists and adventurers may have pushed that envelope. Many whisper that various nations, including the Free Lands, are trying to reach higher in secret, hoping to gain a surprise advantage over potential enemies in case of war. As of yet, no nation has claimed an intentional desire to go into space.

A Further Note on Technology That Doesn't Exist But Could

The technological breakthroughs that exist in Coyote & Crow happened in a similar way as in our world. They just happened in a different order and at a different pace. Much like a tech tree in a video game, some things can be skipped or diverted around. We took one direction, the people of Makasing took another.

A classic example is the wheel. The wheel exists in Coyote & Crow and is often seen in devices in Abazang, where it was in common use even before the Awis. But in Makasing, the wheel never took hold as a common device for vehicles. It wasn't necessarily needed for a number of reasons, like sea and river travel, and technology accelerated so quickly that science and culture simply bypassed it as the basis for further developments. Instead, they have things like yutsu technology, turbofans, magnetohydrodynamic propulsion and the myriad of ways people use waterways to get around, circumventing the need for wheels.

In addition, there isn't really an analog for film and television in Coyote & Crow. Part of that is because in our real world, there was a chain of interrelated discoveries in Europe involving everything from horses to gunpowder that fueled the inventions of photographic plates, film, flashes, and a host of other photography-related technology. Because of this, or rather the lack of this, film and television were never invented. The idea of a flat rectangle where images are conveyed does exist, but only for communication of information, not entertainment, news, or story conveyance. The closest analogy to the cultural impact of these forms of media are Second Eyes.

There are other items that could exist within this world, and indeed, may have already been discovered, possibly more than once, but haven't taken hold. The items mentioned here are specifically in relation to inventions and ideas that are common in our own world or in other popular eurocentric science fiction.

- Nuclear Power and Weapons
- Nanotechnology
- Large Scale Biological Weapons
- Large Scale Chemical Weapons
- Large Scale Explosives For Warfare
- Artillery
- Ballistic Missiles
- Fossil Fuel Production or Use
- Orbital Satellites
- Rockets

That is not to say these things could not take hold or play a part in the future. Maybe the implications or development of one of these might be part of your group's Saga. But for a myriad of historical, sociological, and cultural reasons, these things and others were never developed or widely implemented.

If you are unsure whether or not something exists in this world, use the resources in this book and then discuss with your play group to decide if a particular piece of technology makes sense to include in your story. If so, decide how widespread its use is, how commonplace it is, and how recently it was developed.

How The Moon Got Its Dents

Coyote loved to play with the animals; most of all he loved to kick ball. All day long, they would play under the sun, until the very last of twilight would seep away, and the dark night would settle under the low, low moon. As the animals would head to sleep, Coyote would cry and cry to keep playing, but they could not see the ball in the dark, and did not want to get hurt.

So Coyote sat in the dark, waiting for the sun to return. Oh, how he wished and wished there was a way to see the ball at night, so he and the animals could play as long as they wanted. Suddenly, as he stared up at the bright moon, Coyote had an idea!

Deep in the forest, Coyote knew of a tree taller than any tree before. He went to it, and began to climb. He climbed and climbed, until he reached the very top. Then, he waited, until sure enough — the low moon, full and bright, passed right over the tree. Coyote leaped from the top of the tree — and he grabbed the moon! He cackled in his cleverness, for he now had the perfect ball to play with the animals. He quickly woke them up, and in their amazement at this new bright ball, they all began to play again. They played and played, kicking the moon around, laughing in delight.

Soon enough, Great Spirit awoke from her rest. But she was startled when she did not see the sun's rays, and even more when she did not see the moon's glow. How would the hunters hunt without morning light? The weavers see their work? The people live? She began to search for the moon, checking the heavens and then moving lower, until she stumbled upon the clearing where Coyote and the animals were playing ball.

Coyote, Great Spirit said. *You took the moon from the sky! The day cannot come until the moon is put away. Give it to me, that I may right your wrong.* And though Coyote cried for his cleverness to be halted, he did as Great Spirit asked. And Great Spirit wasted no time in placing the moon back into the sky — this time, so very high that even She would have trouble getting it down.

But to this day, you can still see the marks from their game upon the surface! All the kicks the animals did give. What a great game it must have been, for in the lonely night you can still hear Coyote cry for the moon to sink low again.

COYOTE & CROW

SECTION 2

Crafting Your Hero

CHARACTERS

Before you begin creating your first Character, we highly suggest that the Story Guide gather all the Players together and do it as a group exercise. This is discussed further in the Story Guide section, but in short, you'll find that discussing the story you want to tell, the Saga the Story Guide wants to run, and the Characters your group wants to create will improve everything if they are molded as a collective experience.

It may intimidate you to create a Character if you don't know the rules. However, don't worry about the numbers aspect of making your Character just yet. If you are really interested or have a lot of experience playing roleplaying games, don't be shy about looking ahead to the rules section. In short, when you are playing Coyote & Crow, you are going to be rolling a group of dice to determine whether you achieve Success or Failure.. The more dice you roll, the more likely you are to not only succeed but succeed well.

Characters are at the heart of Coyote & Crow and frame all of the storytelling. Story Guides will help shape these stories, but it's you, the Players, who will write the legend. Building a Character in Coyote & Crow has a few goals:

- It provides a shareable, measurable set of descriptions so that all of the Players can understand what choices are available to them.

- It informs the Story Guide how to craft adventures that will challenge and entertain you.

If you have never played a role-playing game, creating a Character is often the first part of your game experience. The Character is a hero in the story but they are also your hero. You may spend dozens, even hundreds, of hours with them. You will help them learn and grow and walk them through triumphs and tragedies. It is a big responsibility.

Creating a Character is about finding their place in the universe and how they fit with the other heroes, played by your friends. They will spend the game expanding and growing, crafting their legend — one that will be told by the people of Coyote & Crow for generations to come.

It is also important to note here that unlike many other roleplaying games, your Characters should feel like heroes right from the start. They are the stars of the stories you will be telling, and while heroes might have humble beginnings and grow over time, they should always feel just a little larger than life. Your Characters will likely be better at doing many things than the average citizen. They aren't gods or morally superior, but they should feel like they are ready to take on the world — because they are!

A lot will go into building your hero, but not to worry. We have formatted this process in a way that should help you craft a unique, complex, enjoyable Character that will pop right out of the Character sheet.

At the back of this book, you'll find a blank character sheet. You may also download them at **www.coyoteandcrow.net**
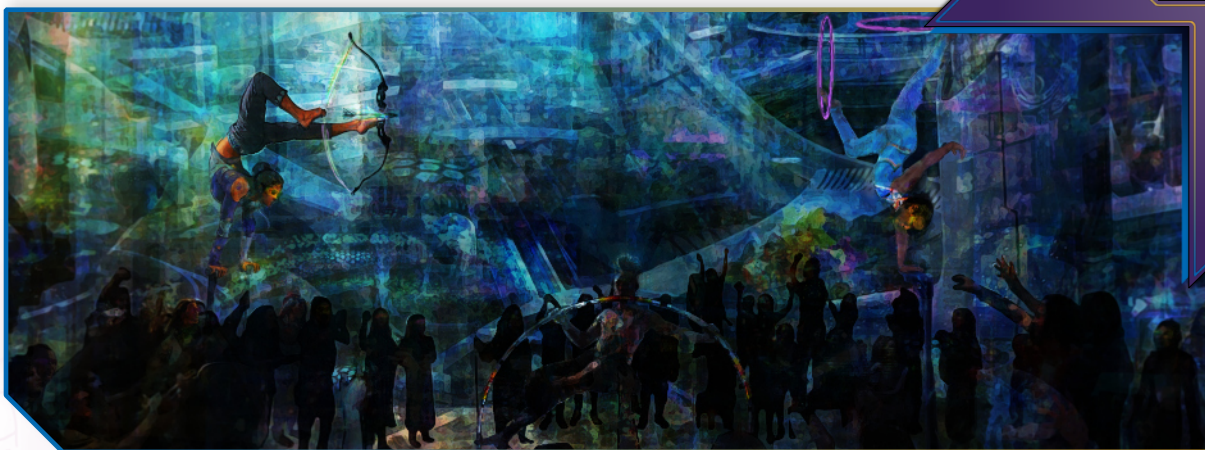
CHAPTER 9

Steps to Creating a Character

Here's a brief summary of the steps involved.

1. Choose and Define a Motivation
2. Choose an Archetype
3. Choose your Age and Other Identifiers
4. Choose a Path
5. Receive Your Starting Character Points

   5.a. 5 Points for Gifts and Burdens

   5.b. 42 Points for Stats

   5.c. 42 Points for Skills

6. Choose Gifts and Burdens
7. Determine Stats
8. Determine Skills and Skill Ranks
9. Choose an Ability
10. Determine your starting Equipment
11. Determine Derived Stats
12. Write your Background
13. Determine Initial Short and Long-Term Goals
14. Choose a Name for your Character

Note: The suggested order in this list isn't going from top to bottom on the Character Sheet. That is quite intentional. This order is done in a way that will help you build your Character step by step in a logical way. Once they are built, the order presented on the sheet will make much more sense.

Motivations

Motivations are at the core of a hero's behavior. They help you determine your Character's relationship to the story. Humans are complicated beings, so they won't always act as their Motivation suggests they might, but they will drive their hardest when following their heart. It is possible to change your Motivation later, but only as the result of completing a Long-Term Goal (more on that in the Goals and Progress Section).

Consider the core drive of your Character. What makes them tick? What gets them out of bed each day? When your Character is faced with a dilemma, large or small, why do they choose what they do? As you play, and especially as you move toward your Short and Long-Term Goals, you will use your Motivation as a guide.

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» **Optional Rule:** When taking an Action, your Story Guide may increase or decrease the Success Number by 1 if you are following or contradicting your Motivation. If you think an action should be modified, let the Story Guide know and they will make the final determination.

Anything can Motivate your Character; you and your Story Guide should agree on something appropriate if not listed here. This is a short list of Motivations and a brief description for each. You don't have to use these exact definitions for your Character, but if you deviate from the below definition, you might want to note it in your Background. You can also expand or further define your Motivation using the Background or Other Identifiers section of your Character sheet as necessary.

Acceptance: You long to find true acceptance for you or someone else, from a peer group, community, or society as a whole.

Curiosity: You strive to learn for learning's sake. You are moved by knowledge and can't resist a closed door, a locked box, or an unanswered question.

Family: Nothing is more important to you than family, whether biological or chosen.

Honor: You have a strict code of honor and strive to live up to it. What code do you follow?

Idealism: You serve a single core idea, a concept, that should be adopted by everyone. This could be anything from the elimination of poverty to survival of the fittest.

Independence: Freedom is your true calling, whether from governments or ideologies. You will fight for your own freedom and for others.

Order: You need things to be structured. You may need to impose your order on the world around you, whether it is your personal world, or perhaps everywhere.

Power: More isn't enough. You crave power — whether raw physical strength or mastery of an art, you always strive for the next level.

Control: You need to take control of part of your life as small as your own emotions or as grand as the weather itself.

Love: You are driven by the love of a person or thing, or perhaps the desire to be loved. Maybe you are searching for it. Love is at the core of all your important decisions.

Wealth: The acquisition of things and money is at the core of your being. In the end, the winner is the one with the most toys.

Status: Wealth and power are fine, but you want recognition. You want a title or an office and the praise that comes with it.

Altruism: Putting good into the world is the job and the reward. Giving, whether for charity or duty, defines your actions.

Justice: You follow an endless trail in an attempt to balance what is wrong in the world. The world is a better place because of the equanimity you strive for.

Revenge: How far will you go? What will you do if you get your chance? Your need for retribution wakes you up each morning.

Responsibility: Maybe you're taking care of a sick relative or you're on a sacred mission. It may be a burden or the fire in your soul — often it is both.

Nihilism: Not only is life meaningless, you need to prove it. Every time the universe lets you down, you feel vindicated in your beliefs.

Destiny: You believe in a greater destiny — either for yourself, your tribe or your community. It's your job to help bring it about or thwart it.

Validation: You are driven to prove and be recognized that you are either better or worse than others. Maybe you crave validation from a particular group or perhaps everyone.

Heroism: You strive to prove your bravery. Maybe just to yourself or to others. Being a hero is about recognition, even if it is just from a single person.

Protector: There are people more important than you, and you strive to be between them and danger. You feel your most complete when you sacrifice for others.

Vanity: You crave attention, adulation, fans. You're the best at everything, or at least you want people to believe that you are.

Archetypes

Archetypes can very roughly be associated as a combination of a Character's careers, aspirations, jobs, and personality. It's important to note here that this Archetype doesn't exist in-game. That is to say, if you choose Warrior as your Archetype, it doesn't mean that you have to have a violent job or your Character sees themselves as violent. Maybe you want to play a Character that aspired to be a Warrior but once they saw death for themselves up close, have chosen a different career path. Maybe they're a quiet farmer now. In the end, your Archetype is there to give you a Stat bonus, a Skill bonus, and to help you envision your Character. Don't let it box you in.

Within each Archetype, some familiar jobs are listed that exist in both our real world and in Coyote & Crow. We are also going to mention some jobs, called Key Roles, that will hopefully inspire your imagination somewhat. These are careers that are maybe rare in our real world or don't have a 1:1 comparison. They should help you get an idea about how different this world is and how you as a

CHAPTER 9

Player might view your Archetype from a different perspective.

Whatever your Character does for a job does not affect the game mechanics, but your Archetype choice is a permanent, one-time thing you will choose at Character creation. Each Archetype gives a Character a focus on a particular Stat, providing a bonus point and a Rank in a related Skill.

There are six Archetypes to choose from. There are no rules about which Archetype you can choose, but consider how the Character you are building sees themselves and how you think the world sees them. Often your Motivation can help determine your Archetype.

Warrior

Warriors focus on Strength and receive +1 to Strength during Character creation. They are often soldiers, bodyguards, and professional athletes. They are often comfortable with violence and generally solve their problems with direct physical action. Warriors receive a free Rank in Brawling or Melee Weapons Skills.

Key Role: Trail Defender. Travelers along remote routes are often troubled by bandits, animals, or other dangers. Trail defenders, often an inherited title, are known for protecting certain routes, ensuring those on the route arrive at their destination safely.

Scout

Scouts focus on Agility and receive +1 to Agility during Character creation. Scouts use their flexibility, speed, mobility, or precision in their daily life. They are runners, messengers, explorers, gymnasts, guides, archers, gamers, and more. Scouts receive a free Rank in either Stealth or Ranged Weapons.

Key Role: Seed Keeper. These people travel extensive lengths and sometimes face great physical dangers in their attempts to find, rescue, and preserve endangered strains of plants.

Tinkerer

Intelligence is the Tinkerer's focus and they receive +1 to Intelligence during Character creation. Makers, scientists, engineers, car-

penters, biologists, computer programmers, and anyone who's day-to-day work depends on their intellect are Tinkerers. They think their way through their problems and rely upon precise logic. Tinkerers receive a free Rank in either a Specialized Knowledge Skill or Crafting.

Key Role: Star Finder. Astronomers have found that with clearing skies, there is a wealth of knowledge to be discovered by looking up and asking the right questions. These people often want to travel, trying to find new, better vantage points for viewing and tracking, or experiencing new stellar phenomena.

Seeker

Perception is the focus for Seekers and they receive +1 to Perception during Character creation. Seekers range from detectives to philosophers to sociologists to bounty hunters, relying on attention to details and the uncovering of hidden things. Seekers see the world through an unusual lens and often question basic assumptions. Seekers receive a free Rank in Investigation or Tracking.

Key Role: Reality Seeker. Understanding the very nature of reality, or even realities, plural, is their goal. This role can often take the person to dark and dangerous places, put them in front of rare magics and ceremonies, have them travel to The Black, and face previously unknown spirits.

Healer

Healers are those who focus on Spirit and receive +1 to Spirit during Character creation. Healers make their way through the world with the strength of their heart and connection to the spiritual realm. Whether guiding herds, healing the sick, or acting as the moral center of their community, they have an ineffable quality. Faith and a belief in the intangible are often essential to Healers. Healers receive a free Rank in Medicine or Ceremony.

Key Role: Death Doula. When death comes, it is helpful to have someone there who can help guide loved ones in practical and spiritual matters during that difficult time. After the horrible death toll of the Awis, many felt a calling to take on a role that would help ease the suffering of survivors.

Whisperer

A Whisperer's focus is Charisma and they receive +1 to Charisma during Character creation. Whisperers make their way through the world by sheer charm and force of will and through the manipulation or influence of others, from actors and artists to politicians and con artists. Whisperers receive a free rank in Charm or Performance.

Key Role: Mockingbird. The core mission for these people is to listen to, understand, record, and preserve stories, memorizing them if necessary. So many stories were lost after the Awis, and so many new ones are told that these individuals are driven to save every one possible. While much of their job is about convincing those they meet to share their stories, they often find themselves relaying or recreating those stories later.

Other Identifiers

This section of your Character sheet is left open for a number of optional labels for your character. We recommend you at least choose an age for your Character, remembering that only those who have gone through adolescence will have undergone the Adanadi. This space is there for you to list:

- Your age

- Your tribe (if any)

- Your gender and/or sexuality (if you choose to specify)

- Any other labels you choose to attach to your Character that they find important

Age

As mentioned, most Player Characters in Coyote & Crow will be at least in their late teens. You are welcome to choose any age you like. Listing your age will have no affect on your Stats or other facets of your Character. However, it may help you build out your other relationships to non-Player Characters as well as to the other Player's Characters at the table.

Tribe

If you belong to a real-world tribe, feel free to assign your Character that same affiliation. Otherwise, you can skip this.

Gender

As mentioned in the Chapter "Makasing and the World Beyond," you may assign yourself any gender you choose, including those familiar to you from the real world or Tahud.

Sexuality

Feel free to assign your Character a sexuality if you so choose and if you feel comfortable representing that sexuality in your Character. A Character's sexuality has no game mechanic effect. The people of Coyote & Crow span a broad range of human sexuality but are also much less likely to feel the need to label themselves in any particular fashion. There is also little stigma around a person's sexuality evolving over time.

Miscellaneous

As with above, these are things that your Character believes are important to their identity but don't have a game mechanic attached to them. This might be membership in a society, a rank or title, faith or allegiance to a particular religion, or any number of other things. Feel free to get creative here if you feel the call, but anything that requires more than a short phrase should likely be part of your Background.

Paths

A Path is a one-time choice you make for your Character and represents the type of ceremony they go through as they pass into adulthood. Paths are integral to your Character and become locked in when they receive the Adanadi. A Character's Path is often not their choice alone, as it is typical to consult with family or community by tradition. Each Path is a careful procedure combining chemistry with ceremony. Once on a Path, future Adanadi has no effect. For more on the Adanadi, see Chapter 1-7.

A Path binds the Character to an animal in a literal biological manner, through the introduction of the animal's Adanadi tissue, as well as in a spiritual and emotional way. It is a deep bond that relates to many interconnected beliefs beyond just the science of the Adanadi. Some say that you consume the essence of your Path animal and that you take on aspects of its prowess and personality. Others say that it links to the animal in a way that it will watch over and protect you. It also acts as a cultural bond to that animal.

There have been numerous studies on whether that bond is something measurable, tangible. Do Buffalo react differently to someone who is on the Path of the Buffalo? The results have been inconclusive and most claims are nothing more than anecdotal. However, the changes in a person's physiology and the human cultural effects are very real.

While there are many Paths in many cultures, below are the most common in Cahokia. Each Path affects two Stats, granting a bonus point to each at Character creation. Additionally, when you reach the Abilities step of Character creation you may choose a single Ability from one of the Path's Related Stats.

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Path Name	Related Stat	Related Stat
Path of the Eagle	Strength	Wisdom
Path of the Bison	Strength	Will
Path of the Beaver	Endurance	Perception
Path of the Coyote	Agility	Intelligence
Path of the Fox	Agility	Spirit
Path of the Owl	Endurance	Intelligence
Path of the Badger	Intelligence	Will
Path of the Deer	Wisdom	Charisma
Path of the Spider	Perception	Strength
Path of the Falcon	Perception	Spirit
Path of the Snake	Spirit	Endurance
Path of the Crow	Spirit	Wisdom
Path of the Salmon	Will	Agility
Path of the Bear	Charisma	Strength
Path of the Raccoon	Charisma	Intelligence

Character Points

The next three steps in creating your character will be accomplished through a point buying system, called Character Points. Each step has its own pool of points, as listed below. The first, Gifts and Burdens, may give you extra points for the next two steps. Each section will describe how you can apply your points and what they mean. Your starting point pools will be:

Gifts and Burdens: 5 points

Stats: 42 points

Skills and Skill Ranks: 42 points

Any unspent points from Gifts and Burdens can be applied to either Stats or Skills on a one-for-one basis. Unspent Character points are lost after Character creation.

Gifts and Burdens

Gifts and Burdens are the unique challenges, features, or resources your Character has access to or must deal with. They are often things your Character didn't choose; rather, they are thrust upon them. These aspects help define who they are and what makes their lives take the shape they do. The Gifts and Burdens presented here are suggestions — feel free to create your own with the approval of your Story Guide. The Story Guide chapter has guidelines for building them.

A Character may have as many Gifts or Burdens as you would like, with your Story Guide's approval. Work with your Story Guide to choose options appropriate to the Saga. Gifts and Burdens are factors that are impactful to your Character's life, more so than trivial facts. By their very nature, they must be so impactful that they affect the mechanics of the game.

For example, let's say your Character has a very close relationship with their little sister. More than just having a sister, they are close with them in a way that you as a Player want to acknowledge through game mechanics. Their relationship with their sister may be a Gift, a Burden, or both. As a Gift, she could be a technological genius who helps create gadgets and gear that your Character would benefit from. She could also be annoying or dependent, always following your Character around and causing trouble or needing to be saved as a Burden.

Again, you can choose as many Gifts and Burdens as your Story Guide approves — keep in mind that these will place extra administrative restraints on both you and the Story Guide. Each of these will be something that you and your Story Guide will have to incorporate throughout your games. Consider carefully before piling them on. You can also make an idea an element of your Background rather than trying to add it as a Gift or Burden. Just because you don't take a particular Gift or Burden does not mean that an element can't be in your backstory. If your Character has a sibling or a physical quirk that has no effect on gameplay, let your Story Guide know so they can reflect it in the story.

You start the Character creation process with five points to spend on Gifts. **Each Level of Gift *costs* one point.** You can also accept Burdens for your Character. **Each Level of a Burden will *grant* you one point.** When you are finished choosing Gifts and Burdens, you must have at minimum zero points remaining. You cannot have negative points at the end of this step.

If you have points left over once you've finished choosing Gifts and Burdens, you may add them to either your Stat or your Skill point pools on a one for one basis.

Gifts and Burdens come in three levels. Level 1 is mild or trivial. Level 2 is serious, consistent, or important. Level 3 is constant, pervasive, or critical. You and your Story Guide may need to adjust levels appropriately for your specific Saga. A character whose presence enrages buffalo would not feel burdened in an urban Saga, for example.

Take care when choosing Level 3 Burdens. These are the kinds of obstacles that will change the course of your Character's life. Taking more than one of these during Character creation is not recommended.

The same Gift or Burden may be taken multiple times in any combination so long as it makes logical sense. For example, a Player might choose to have two sisters who are extremely important in their life. One might be both a level 1 Gift and a level 1 Burden, while the other sister might only be a level 3 Burden. Families can be complicated.

In general, the Level of a Burden will equate to a change in Success

Numbers (SN). This means a Level 2 Burden would provide a +2SN to related Checks, while a Level 1 Gift would provide a -1SN to related Checks. However, as you will see below, this isn't always the case. Additionally, you and your Story Guide are encouraged to come up with alternate mechanics and triggers for your Gifts and Burdens. For a few examples, check out the pre-generated Characters in the Encounter at Station 54 chapter.

An important note about Gifts and Burdens: Whether something is a Gift or a Burden is determined by the Player and through the eyes of the Character. Outside of the exceptions noted in the specific descriptions below, Players will decide if their Character sees something as a Gift or sees it as a Burden. For example, the Player will decide if their Character sees a relationship with their sister as either a Gift or Burden, or even both.

The Long-Term Goals section discusses how Characters can gain Gifts and overcome Burdens, even removing them in some cases. It also addresses how Players will be unable to avoid gaining new Burdens. Below is a list of Gifts and Burdens. They are described in

further detail in the following pages. The list is a broad set to get you started and to help you understand the basic concepts of Gifts and Burdens, along with their accompanying mechanics. Feel free to alter these to your Saga's specific style or to Player's needs.

- Family
- Allies and Opponents
- Financial
- Spirit World Connection
- Animal Connection
- Secrets
- Quirks
- Curses and Blessings
- Addictions
- Notoriety
- Companions

Family

As a Gift, Family offers support, resources, and comfort. They can offer refuge, information, or any number of benefits. This may be represented by lowered Success Numbers when making Resource checks or checks to gain information. Getting a sunwing on short notice is a lot easier when your

Character's cousin has one they can borrow, and their storytelling grandma gives you an advantage when trying to find a piece of lore.

Family can also represent painful conflicts, unfulfilled expectations, psychological damage, or demands on your Character's time and emotional energy. This may be represented with increased Success Numbers in a particular type of social situation or that the Burden affects your Character's ability to focus, affecting other Skills and Stat Checks. It may mean that the needs of your family interfere with your group's goals. The Level of Burden indicates the frequency and severity of the conflict.

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Allies and Opponents

Allies and Opponents come in a variety of shapes and sizes, from your mechanic pal who will drop everything to fix your mag-bow, to the cult that you stole that idol from, to the mysterious figure who foils your plans from afar.

When you choose this Gift or Burden, give a brief description of the ally or opponent. The Level will determine how often and to what degree they help or hinder you. A Level 1 Ally either can often help in minor ways or help in an important way only under very specific circumstances. A Level 3 Opponent might always be nipping at your heels but not amount to more than annoyance or could be a massive organization that is always looming in the background, with your Character never really sure when they're going to create total havoc.

Financial

A Character who takes this Gift/Burden has either greater or lesser access to material resources than the average Cahokia citizen. Under normal circumstances, Characters start with a Wealth Rank of 4 as a default (see the Chapter

Equipment for more on Wealth Ranks). This Rank might represent actual nizi, but it might also represent access to resources through family or business interests, connections with traders or crafters, or debts owed through underground channels.

It's important to note here that unlike some other options in this section, this works differently depending on whether it is a Gift or Burden. As a Burden, each Level reduces your Wealth Rank by 1. As a Gift however, it decreases the Success Numbers on your Wealth Checks by 1. This mechanic will be explained further in the Chapter on Equipment but it's important to call out the difference between the two here.

In addition, this Gift or Burden may affect the amount of gear your Character begins with at the start of your Saga. For games set in Cahokia and similar communities, basic benefits and care are provided to everyone. It's highly unlikely that anyone living in Cahokia would have a Wealth Rank of 1 as this represents true poverty. We don't recommend you create a Character with a Level 3 Wealth Burden in your first game.

Spirit World Connection

As a Gift, your Character is finely tuned to the spirit world and The Black. To them, the veil is both nearer and more transparent — the spirit world may be a daily part of their life. Success Numbers when dealing with Spirits and the spirit world are lowered by the Gift's Level at the Story Guides discretion. This Gift does not mean that Spirits necessarily have a more positive reaction to the Character though.

Chosen as a Burden, the Character is for some reason walled off from the spiritual part of the world or they otherwise have an aversion to facing it. They may deny it even exists or be resistant to any explanations that don't put logic and science at the front and center. Any related Success Numbers are increased by the chosen Level.

Animal Connection

People with this Gift have their Success Numbers lowered by the Level for animal social interactions. They have a natural affinity for animals and can convey basic intentions more easily.

As a Burden, animals find this person unnerving or unnatural. Not only does the Character face higher Success Numbers for every Level of this Burden, but animals are more likely to attack or flee the Character, at the Story Guide's discretion.
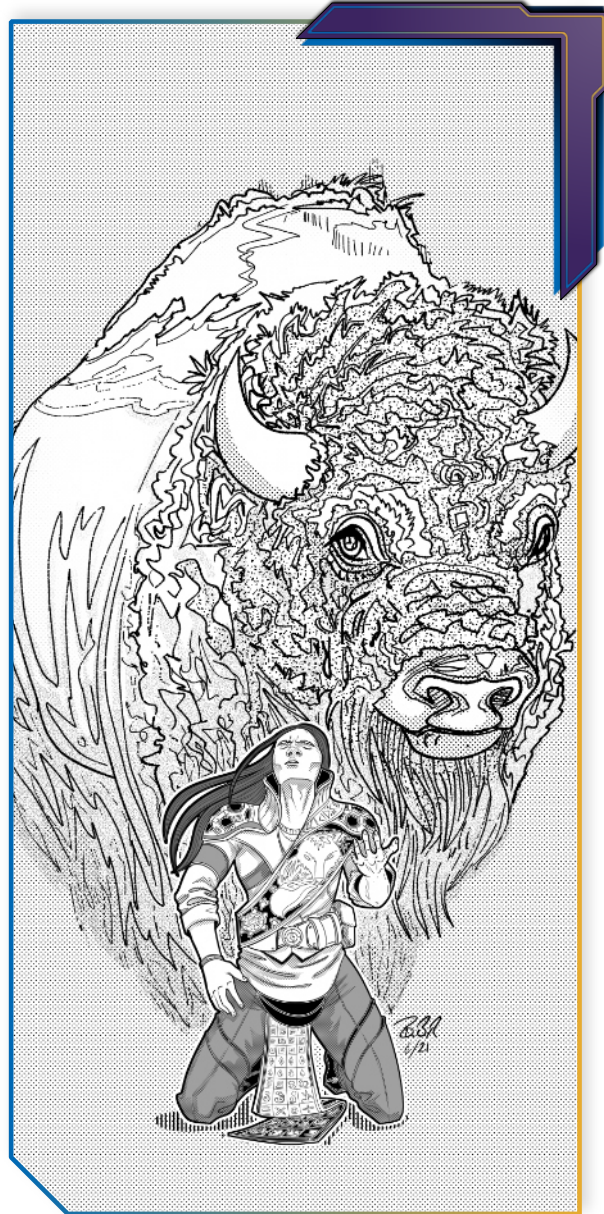
Secrets

Your Character has a Secret that could affect their lives in some way. Maybe it's something that would cost them their family or their job, or perhaps they would be shamed if their friends found out. Either way, a Secret must be agreed on with the Story Guide and have a consequence for the Character. While many Secrets have negative consequences, your Character may consider a Secret a Gift or having a positive side. Maybe your Character holds a secret family name that gives them access to a community or resources.

Whatever it is, when the Secret comes to light, the Character loses this Burden or Gift and replaces it with a Burden of the same level that would correlate to the exposure of the secret. Discuss in advance who else knows already and who might learn the secret without it being entirely exposed (other Player Characters for example).

Quirks

Quirks are a catch all for many things that make people unusual, whether Gifts, Burdens, or both.

Each level of this Gift or Burden will change the Success Number of appropriate Skill Checks by 1. These are intrinsic to the Character, something that cannot easily be changed. Examples of quirks include ambidexterity or eidetic memory. Essentially, Quirks can cover almost everything else that doesn't fit neatly into one of the other categories mentioned in this section. Players and Story Guides should discuss which Checks this Quirk effects.

Curses and Blessings

Sometimes people just seem to have uncanny luck, good or bad. This can be from a family charm, an evil spirit, a guardian ancestor, or a twist of fate. The Player should describe what has either cursed or blessed them and under what conditions. This fortune is limited by something — perhaps they have a good luck charm or suffer ill luck under the full moon. The Level should determine the frequency and intensity of the curse or blessing. While these can affect Success Numbers, the Story Guide may offer or accept other effects during play.

Addiction

Players may only take this as a Burden. Alternatively, your Character may receive this Burden through inappropriate use of the drugs listed in the Equipment chapter (see that chapter for details). Addiction requires that the Player choose something that the Character is addicted to. It must be something that is a physiological addiction, not just a psychological one. The Level of the Burden determines how often a Character must "feed" their Addiction. A Level 1 might be every few days, whereas a Level 3 might be at least once a day. If the Character does not get a sufficient supply of whatever they are addicted to, they will face penalties to Success Numbers equal to the Level of their Addiction for all Checks. Once they have access to their Addiction, the penalties are removed.

Notoriety

Notoriety can be both useful and intrusive depending on your Character's viewpoint. Whether this is a Gift or Burden, however, depends on the public's viewpoint.

When a Character chooses this Gift or Burden, they can only choose one or the other — Fame or Infamy, with Fame being the Gift and Infamy being the Burden. Fame is a positive reaction and based on the good impression the public has of your Character. Infamy is a negative reaction based on a bad impression.

The Notoriety level positively or negatively affects the Success Numbers for all social interactions the Story Guide deems appropriate. Additionally, at the Story Guide's discretion, the Character's Fame or Infamy can have the opposite effect if the Character is encountering an appropriate group of people. For example, if the Character chose Fame among the people of a certain nation, that Fame might act as Infamy among the people of the sworn enemy of that nation.

You can't choose Notoriety multiple times and you must specify what you are known for and among who. No one is famous among everyone in Makasing, outside of national leaders, and they certainly aren't always looked upon favorably.

Companions

Think carefully before choosing a Companion as a Gift or Burden. Unlike other options, Companions are fully fleshed-out lives that your Character will be responsible for. They might be a pet, a ward, an infant, or a host of other possibilities. At their core, they are Companions that are bound to your Character. Unlike Allies or Opponents, your Character and their Companion are emotionally invested, at least to some degree, and in each other's company most of the time. Your Companion will also have you as a Gift or Burden at the same level you do.

As a Gift, a Companion will be able to offer your Character their skills and resources. Even as a Gift though, a Companion requires maintenance. They have their own needs and if something bad should happen to them, your Character will feel that pain. If you choose a Burden, your Character will be hindered and delayed by your Companion. Maybe they need constant feeding or to be carried. That doesn't mean that they can't have positive aspects too. After all, there has to be some reason your Character chooses to stay in their company.

Regardless whether you choose a Companion as a Gift or a Burden, losing that Companion has severe consequences. If they die or the Character mistreats them and they leave, the Character must assume a new Burden equal to the level of this Gift or Burden. The new Burden should be agreed on by you and the Story Guide based on the relationship they lost.

You and the Story Guide should agree on what sort of Companion you have, and what sort of abilities and requirements they bring. From there, the Story Guide will craft an NPC to act as the Companion, writing out as many details as necessary (the Companion's Stats, Skills, etc). The Story Guide will play the Companion as your ally.

The Level of the Gift or Burden should reflect the value of the Companion and also the dangers. A Level 3 Gift might be a Character with Skills and Abilities equal to your own, a partner, lover, best friend, or spouse. A Level 1 Burden might be a pet bird, who often chirps loudly and at inappropriate times but can alert you to danger approaching.

Companions are great if you're playing with one or two Players but you would like to have a larger group of Characters involved in your stories.

Stats

In Coyote & Crow, a Character's Stats represent their range and capability with universal human traits. There are a total of nine Stats. Stats are generally ranked on a scale of 1 to 5.

A Stat of 1 represents a minimum level of competence, while 5 is the pinnacle of natural human ability. Most average folks have a 2 or a 3 in most Stats. It should be noted that the effects of the Adanadi can boost a stat above 5, although this isn't common. It should also be noted that anyone with a Stat of 5 or higher is going to draw attention to themselves. Anyone with a Stat of 6 or higher must also take the Notoriety Gift at Level 1 or higher.

The three categories of Stats are **Physical**, **Mental**, and **Spiritual**. Within each of these categories are three Stats that represent various ways humans interact with that aspect of reality. The first Stat in each represents raw Power: Strength, Intelligence, and Spirit. The second is Finesse in that realm: Agility, Perception, and Charisma. The last represents our Reserves when the world interacts with us: Endurance, Wisdom, and Will.

Don't worry too much about Power, Finesse, and Reserve. These concepts do not have direct gameplay consequences. They are mostly about giving you context and a framework for how the Stats are organized. Your Stats will also determine other abilities like Defenses and Initiative, which will be discussed later.

	Physical	Mental	Spiritual
Power	Strength	Intelligence	Spirit
Finesse	Agility	Perception	Charisma
Reserve	Endurance	Wisdom	Will

Generating Your Initial Stats

First, determine the amount of Character Points you have to spend on Stats. Each Character starts with 42 and then may add in any points they have left over from Gifts and Burdens. Second, you will buy your Stats with Character Points using this table:

Stat Value	1	2	3	4	5
Character Point Cost	0	3	6	10	15

Important! Once you have purchased your Stats through points, don't forget to add on your bonuses for your Archetype and Path. For example, Aya's Player has decided to spend 3 points on her Strength, giving her a 2. When she is finished spending points on her Stats, she adds an additional 1 because she chose Warrior, and another 1 because she chose Path of the Buffalo, giving Aya a final Strength of 4

Let's explore each Stat in a little further detail:

Strength

This represents raw physical power. It can directly equate to muscles, physicality, or the size of your Character's body. A Strength of 1 may represent someone who is infirm or elderly, an average adult has 2 to 3, while an athlete or bodybuilder may have a 4 or 5. A Strength of 5 indicates the peak of human physical strength and will likely draw attention to those who have it.

Agility

Agility is the accuracy of a Character's movements. It represents hand-eye coordination, but also the ability to run or dodge an attack. A fencer and a gymnast likely have higher than average agility. The terribly clumsy may have a low Agility. Someone with high Agility may excel in sleight of hand or athletics. It's important to note here that a person with a low Agility score might still have a very high rank in an Agility related Skill. For example, someone could be generally an uncoordinated person, but if you put a bow in their hand, they suddenly become deadly.

Endurance

This represents how much physical punishment your Character's body can take as well as how long they can effectively exert themselves. It affects how quickly they heal, how long they can hold their breath, and how well they fight off poison or illness. Characters with a 1 are often sickly while a 5 represents peak human resilience. These people are able to exert themselves to extreme levels and can recover from brutal injuries.

Intelligence

Your Character's ability to compute raw data and their ability to retain information is measured by their Intelligence. This is not to be confused with understanding that information, which falls under Perception or Wisdom. Someone with a 1 in this Stat would seem unintelligent even in a brief conversation. A person with a 5 seems brilliant to others, regardless of their level of education, and can comprehend complex ideas.

Perception

Not just the ability to perceive small details, your Character's Perception also measures their ability to interpret those details and draw understanding from them. A high Perception might allow your Character to notice someone's rapid heartbeat but also if they're lying, afraid, or perhaps in love. Characters with low Perception find that they are often the last to realize anything.

Wisdom

If your Character's Intelligence is their raw processing power, then their Wisdom is the prioritization and sorting of that information. For sustained thinking, or long battles of wits or debates, Wisdom represents their ability to keep up the effort over time and to assemble disparate information into actionable concepts. Someone with a 1 Wisdom may have difficulty keeping to task or focusing their thoughts into results. A 5 Wisdom represents someone able to keep their mind working even when their body is failing and their ability to see beyond facts to greater truths.

Spirit

Spirit is the measure of your Character's presence and the force of their personality. Characters with high Spirit seem to take up more space and their moods can be infectious, giving them a social gravity. A 1 Spirit represents someone who is not simply quiet, but meek and often missed in a crowd. Politicians, actors, social leaders, nurses, and others often have a high Spirit.

Charisma

Charisma is your Character's ability to channel their Spirit, not just infecting others with their mood, but manipulating it for maximum effect. Spirit can be used to entertain, charm, or lie, or manipulate. A Character with 1 Charisma may be uncouth or simply uninteresting. With a 5 Charisma, a character could sell socks to a snake.

Will

Your Character's Will is their sheer determination. It represents a person's ability to remain true to their character and their plans. Your Character's Will may be tested when they stand against things that make others cower, or when they are tempted by bribes or foul magics. A low Will Character would have trouble keeping their convictions, while a high Will can make them nearly unbreakable.

Skills

While Stats describe your raw potential, Skills represent what your Character has practiced and trained in. The vast majority of rolls you will make in Coyote & Crow are based on Skills. Skills will aid you in almost everything you do, from fighting to farming, from flirting to flying. Skills start at a Rank of 0 and go up from there. Some Skills you won't be able to attempt without at least a Rank of 1(as noted by an *). A Rank of 3 or higher generally shows true expertise.

For a Skill Rank of 1 or higher, you'll add your Skill Rank to the higher of the two Related Stats to get a Total. This total is what you'll use when creating a Dice Pool while playing. While there is no maximum Skill cap, we recommend that no starting Character have a Rank higher than six on any one Skill.

Many Skills can be performed at Rank 0. This means that even if you do not spend points on gaining Ranks in a Skill, the Character can still attempt to use that Skill during gameplay. If a Character attempts to make a Check with a Skill they have no Ranks in, they must use the lower of the Skill's two Related Stats.

There are two types of Skills:

- **General Skills**
- **Specialized Skills**

General Skills are broad, covering many aspects of a subject or activity. They are common enough that they are all listed on the standard blank Character sheet. The General Skill Melee Weapons, for example, covers everything from table legs to technologically-enhanced War Axes.

Specialized Skills represent Skills that are subsets of General Skills. They are aspects of a General Skill in which a Character has extra training or knowledge. For example, a Specialized Melee Weapons Skill might be Knives. Specialized Skills are always directly connected to a General Skill. A person with a General Skill can perform a Specialized Skill at their General Skill Rank, unless the Specialized Skill says otherwise.

In order to gain a Specialized Skill, the Character must also have the connected General Skill. Specialized Skill Ranks must always be higher than their related General

Skill Rank when first taken. For example, Aya has the Skill Piloting at Rank 1. She is best at flying Sun Wings though. Aya has the Sun Wing Specialized Skill at Rank 2, one higher than her General Skill Rank.

Note that not all General Skills have Specialized sub-Skills. Additionally, some General Skills do not give you any advantages on their own but merely grant you access to Specialized Skills. A Character also may have multiple Specialized Skills under a General Skill. Please read the specific Skill entries for details.

While many Specialized Skills are listed under their related General Skills, you can also work with your Story Guide to create new Specialized Skills. There will also be more Specialized Skills in future expansion books. See the Story Guide Chapter "Interpreting the Rules" for more on creating Specialized Skills.

General Skill List

This is the list of General Skills. This is a fixed list and should cover everything your Characters will attempt. Skills with an asterisk cannot be performed without at least 1 Rank. Specialized Skills will be detailed in the General Skill descriptions.

Purchasing Skills During Character Creation

You have 42 points to spend, plus any points you have set aside from Gifts and Burdens. Once you're finished spending points, add +1 Rank to whichever Skill you gained from your Archetype.

Skill Rank	General Skill Cost	Specialized Skill Cost
1	1	X
2	3	1
3	6	3
4	10	6
5	15	10
6	21	15

Example: Dezba is skilled with their war club and grew up using one. Dezba might have Skill Rank 1 in Melee Weapons, Skill Rank 2 in War Clubs (a Specialized Skill higher than their rank in Melee Weapons). When building Dezba, it would cost the player 1 point for the General Skill and 1 point for the Rank 2 in War Clubs. If they wanted to also add Knives as a Specialized Skill at Rank 3, it would cost them 3 points.

General Skill	Related Stat	Related Stat
Art	Spirit	Will
Athletics	Strength	Endurance
Ceremony*	Wisdom	Spirit
Charm	Charisma	Perception
Coercion	Charisma	Spirit
Computers	Intelligence	Wisdom
Cooking	Intelligence	Spirit
Crafting	Perception	Spirit
Cybernetics*	Intelligence	Wisdom
Deception	Charisma	Will
Farming	Intelligence	Endurance
Herbalism*	Perception	Wisdom
Husbandry	Charisma	Wisdom
Investigation	Perception	Wisdom
Knowledge	Intelligence	Wisdom
Language*	Perception	Will
Medicine*	Intelligence	Wisdom
Melee Weapons	Strength	Endurance
Music	Spirit	Perception
Performance	Charisma	Spirit
Piloting	Intelligence	Agility
Ranged Weapons	Perception	Agility
Science*	Intelligence	Perception
Skulduggery	Perception	Charisma
Stealth	Agility	Will
Survival	Endurance	Wisdom
Tracking	Perception	Wisdom
Unarmed Combat	Strength	Intelligence

As you can see, choosing to be Specialized will cost you less during Character creation, even if it narrows what your Character is Skilled in. This will be discussed further in Progress and Goals, but it takes less time to increase the Rank of a Specialized Skill during the course of a game than a General Skill, since you are learning a more specific scope of information.

Skill Descriptions

Below is a more comprehensive description of each Skill and their Related Stats:

Art (Spirit and Will)

Artistic expression comes in a variety of forms and is essential to an advanced society. The General Art Skill cannot be used to create artistic works. Instead it is used in understanding art, artists, and forms of expression, as well as their history. Specialized Art Skills allow the Character to create new art within the sphere of their Skill. When creating a piece of art, tell your Story Guide what you want to create. Then, refer to the rules for Skill Checks Over Time.

Specialized Art Skills: Two dimensional (drawing, painting, etc.), Three dimensional (Sculpture, crafts, etc), and Writing

Athletics (Strength and Endurance)

Athletics represents long hours of focused training and a deeper connection between mind and body. A person skilled in Athletics understands their physical limitations and has a sharp sense of how to improve. Athletics is used for most physical activities like running, climbing, and playing the sports popular throughout the world. Acrobatics also helps defend against ranged attacks (see Combat).

Specialized Athletic Skills: Climbing, Acrobatics, Swimming, and Lifting along with specific sports

Ceremony (Wisdom and Spirit)

The Skill of Ceremony encompasses a number of religious, spiritual, and cultural traditions. Ceremonies serve a variety of purposes throughout the world. The details of ceremonies are widely varied and this Skill covers a general knowledge and the understanding

of how to take part in them. Ceremonies take a minimum of 15 minutes and often can go an hour or longer. Any number of Characters can participate in a Ceremony and all who do benefit from its results. Characters cannot take part in a Ceremony during a Short Rest, but can participate in a Ceremony — and gain the benefits — while taking a Long Rest. The Character leading the Ceremony makes the Ceremony Check and cannot begin a Long Rest until the Ceremony is completed. The Success Number for the Ceremony Skill Check is modified by the following:

- If any Character participating has a 0 rank Ceremony Skill: +1

- If more than half the Character's participating have a 0 Rank Ceremony Skill: +2

- If all participating Characters have a 0 Rank in the Ceremony Skill: +3

- If the Character performing the Ceremony has a Ceremonial Kit: -1

- If the Character performing the Ceremony doesn't have a Ceremonial Kit: +4
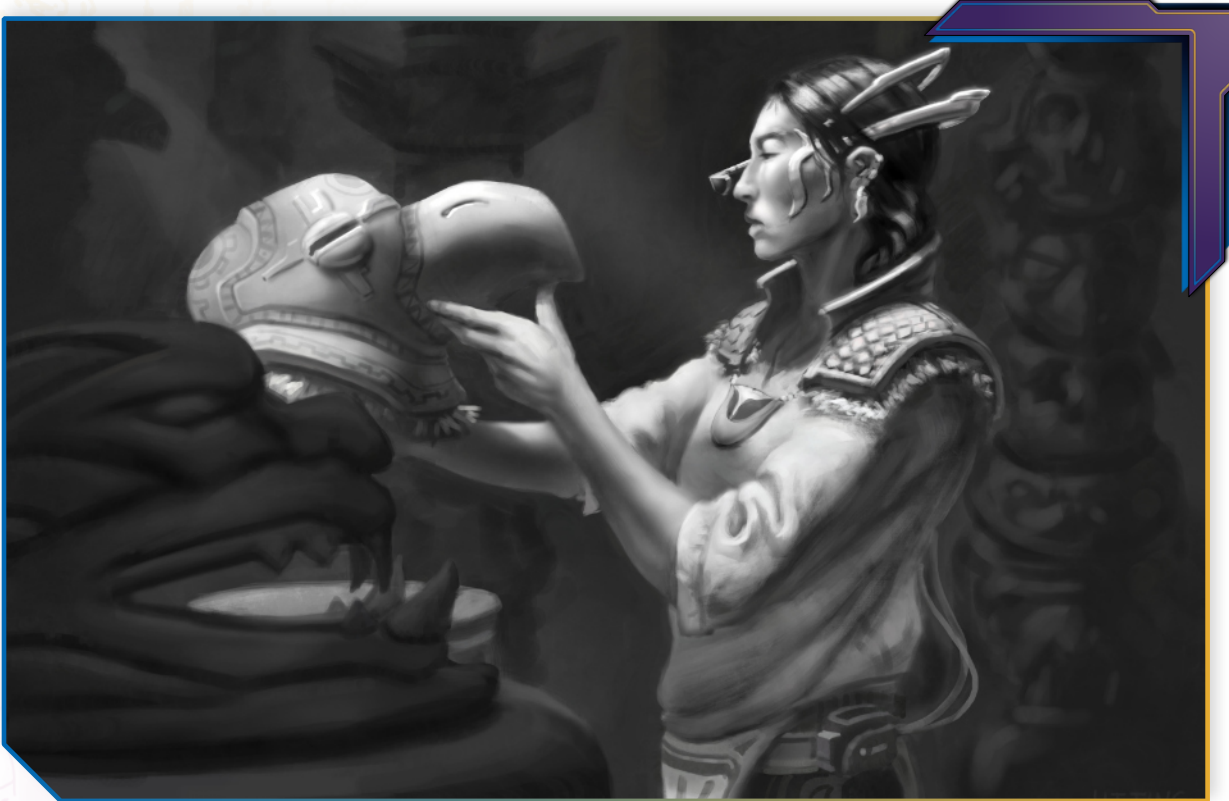
For every Success, each participant can regain a point of Mind or Soul. For example, Aya performs a Ceremony and rolls four Successes. Everyone participating can restore four points to any combination of their Mind or Soul.

The person performing the Ceremony does not gain the benefit of the participants. Instead, if they achieved at least one Success, they gain one Soul, but lose one Mind. If they gain no Successes, they lose one Soul and one Mind. If they Critically Fail, they lose one Soul, one Mind, and one Endurance.

There are no suggestions for Specialized Ceremony Skills in this core rulebook.

Charm: (Charisma and Perception)

Charm is the ability to change an NPC's disposition for the better in regards to your Character or to something your character is saying or doing. It can represent hours of conversation or witty repartee in the middle of combat. Characters actively hostile to you may be beyond swaying, though the Story Guide will let you know if a Check is allowed. We suggest that Charm not be available to be used between Player Characters, as this removes agency from Players and can affect the overall enjoyment of the game. However, we should also note that Charm, at its core, never alters consent. Indeed, Charm is the Skill that helps inform others' consent.

To use this Skill, make a Charm check with a Success Number equal to the Mystical Defense value of the target, modified as the Story Guide sees fit. To influence an NPC, they must be able to see and understand your Character. With a single Success, the NPC is more favorably inclined to whatever you were trying to convince them of, but not irrationally so. Charm cannot cause creatures to act against their own clear interest.

COYOTE & CROW

The number of Successes determines how convinced the NPC is, and how long they remain so, as determined by your Story Guide. In general, 1-2 Success will sway someone only briefly, while 5 or more will have a dramatic and durable effect.

Before attempting this Skill, discuss the situation with your Story Guide. Some interactions may only take a Primary Action during an Encounter, while others will fall under the Skill Checks Over Time rules.

Specialized Charm Skills: Seduction, First Impressions, Audiences

Coercion: (Charisma and Spirit)

Coercion is the attempt to bend an NPC's will and get them to take actions, change behaviors, or divulge information. It can be subtle, like a battle of wits, or straight forward, like an interrogation. Coercion at its core is an adversarial process. Unlike Charm, Coercion is an attempt at gaining a specific outcome from the target from the very start.

To use the Skill, make a Coercion Check with a Success Number equal to the Mystical Defense value of the target. The Story

Guide may increase or decrease this number based on story factors. Things like bribes, blackmail, threats, and torture all might have an effect. The number of Successes determines how much information or control you get over the NPC. The effects are generally not long-lasting. If threats or pain are used, the effects may end immediately after the results are

gained. More passive actions, like bullying a guard into thinking you are permitted access to a secured area, may last for a long time. The Player should tell the Story Guide their goal, like what question they want answered or what action they want the NPC to take, before making the check.

Specialized Coercion Skills: Diplomacy, Interrogation, Bargaining, Debating, Intimidation, Leadership

Computers (Intelligence and Wisdom)

The Computers Skill includes basic interaction with all thinking machines, niisi, home computers, and larger systems like those used by governments. Computers is also the Skill used for interacting within virtual or augmented environments, such as Second Eyes. Your Character cannot write new computer code or break into secured computers without the appropriate Specialized skills, as these require specific training.

The Story Guide will set the Success Number based on the complexity of the action. The more Successes achieved, the more rapidly the information is accessed or the more accurately the desired outcome is achieved.

Specialized Computer Skills: Hacking, Programming (Note that these cannot be attempted with the General Computers Skill)

Hacking*: This skill permits the user to access systems and information that are protected from intrusion. The Success Number for Hacking is always higher than the Success Number for operating within the system legitimately. Critical Failures can often alert electronic security personnel or Activate additional security software, making follow-up Checks more difficult. Hacking can sometimes be time-intensive. The Story Guide will decide if a Skill Check Over Time is necessary. Hacking may also be used defensively to combat another hacker. To do so, the defensive hacker must have full authority and access over the system they are defending. If two hackers are engaged in an Encounter against each other, use the rules for Contested Skill Checks.

Programming*: Programming allows your Character to create new software over the course of hours or even years, depending on the complexity. This might reprogram how a machine operates or how it handles data. Programming fol-

lows the Skill Checks Over Time rules. Your Story Guide will let you know the interval and Success Number.

Cooking (Intelligence and Spirit)

Cooking allows your Character to take ingredients and create cohesive, delicious meals. This Skill takes a minimum of 15 minutes and can be used during a Long Rest. When the Character creates a meal, they make a Cooking Check; if they achieve at least 1 Critical Success, anyone consuming that meal during a Short or Long Rest will gain back an extra point of Soul. The Success Number of Cooking checks may vary greatly depending on the availability of ingredients, the amount of time the cook has, and the amount of help. Cooking by themselves for six other people out in the wilderness is a tall order, while cooking in

a stocked modern kitchen with a full staff is substantially easier.

In addition, a Successful Cooking Skill Check may reduce the Success Number of related Healing, Medicine, Ceremony, or even social Skill Checks, such as Charm or Coercion, at the Story Guide's discretion.

Specialized Cooking Skills: Foods of a particular tribe or region
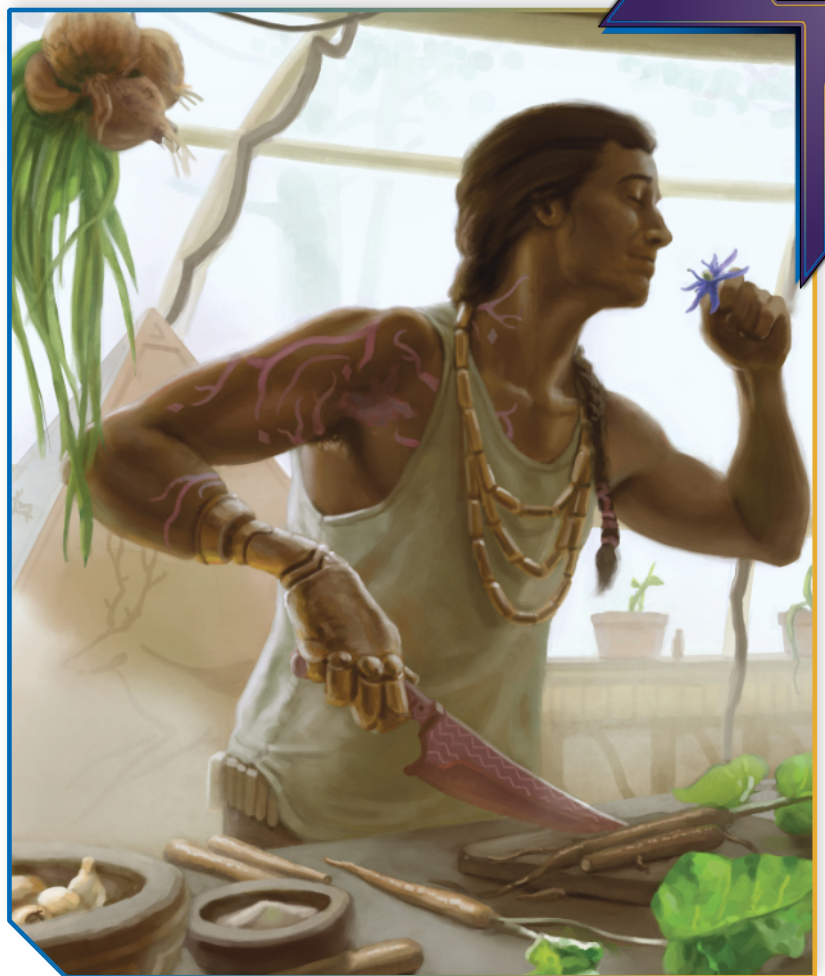
Crafting (Perception and Spirit)

Crafting allows your Character to create or repair things. These can be things that already exist, such as a shed, a vehicle, or a weapon, or entirely new things that have never been seen before, putting the Character in the role of inventor.

Simple Crafting under the General Skill allows a player to competently use a gat and woyi or more traditional tools to make basic items and to assemble them. These include any items that have only the Body and Endurance Stats (see the Equipment section for more). This kind of Crafting is almost always done as a Skill Check Over Time, although in certain situations a Story Guide might allow some improvisation during an Encounter. The larger a thing is, the longer it will take. The more complex it is, the higher the Success Number will be.

If something has Stats other than Body and Endurance, it likely has complex parts, like a mag-bow. In this scenario, a Crafter must have a Specialized Skill in order to craft that thing. These Specialized Skills are generally broken down into broad types. Waterborne craft, bows, sunwings, etc.

For the creation of entirely new items, see the Skill Checks Over Time section. You will also have to have the Skill related to the item you are trying to invent. You can't craft a new drug without the Medicine Skill or create a new type of plow without having the Farming Skill.

When repairing items, the degree of access to replacement parts and the level of damage to the item will determine the Success Number. Most repairs are done as Skill Checks Over Time. A Story Guide may decide that an item is beyond repair.

Specialized Crafting Skills: There is a long list of potential Specialized Crafting Skills, but we suggest using the Categories in the Equipment chapter as a starting place.

Cybernetics* (Intelligence and Wisdom)

Cybernetics allows Characters to identify and safely install or uninstall cybernetic equipment, directly connecting human flesh to non-biological components. Note

that while this incorporates knowledge of Biology, Medicine, Crafting, and Computers, it is its own separate Skill. Your Character does not need those Skills to have this one, nor does having Cybernetics allow them greater knowledge of those Skills. Someone might know how to cut a person open and install a synthetic liver, but it does not mean that they have an understanding of what the liver does or how to build the synthetic version, both of which would be covered by other Skills.

Before taking this Skill, it is important to note that attitudes about cybernetics — and the people who use and install them — vary wildly. Many see them as distasteful or unnecessary. Others even see them as a violation of natural laws.

Specialized Cybernetics Skills: Internal Organs, Sensory Implants, Limbs, Dermal, Neurological

Deception (Charisma and Will)

Deception is about being able to tell convincing lies, verbally or visually as well as detect them. It might be an intricate falsehood, little white lie, or sleight of hand.

These uses would be immediate during social Encounters. The Skill can also be used over long periods of time as when performing a cover up or fraud, utilizing the Skill Check Over Time rules. To use the Skill, the Player rolls a Deception Check with a Success Number equal to the Mental Defense of the target NPC. The Story Guide may increase or decrease this number based on story factors. The Player must specify the Deception prior to making a Dice Pool check and explain what they expect from the outcome. At the Story Guide's discretion, this attempt may be treated as a Contested Skill Check.

Specialized Deception Skills: Disguise, Sleight of Hand, Impromptu Lying, The Long Con

Farming (Intelligence and Endurance)

Farming is still one of the most common Skills in Cahokia. While large-scale farms operating with robots and drones are becoming more prevalent, for most, growing your own food to sustain a healthy diet for your family isn't just a tradition — it is a part of daily life. Most families and neighborhoods have gardens and small urban

plots that are regularly maintained. It is also important to remember that farming is the key Skill in creating base chemicals for gats. This means that farming isn't just about eating, it is also about materials production.

Farming allows you to operate machinery, understand the effects of weather and seasonal cycles, crop rotations, and provides a basic understanding of the plants you're growing, as well as pest control.

Specialized Farming Skills: Gardens, Industrial Farming, Roots and Tubers, Flowers, Fruit, Seeds and Corn, Leafy Vegetables, Stem Vegetables

Herbalism* (Perception and Wisdom)

Herbalism covers producing teas, smudges, poultices, and other sim-

Native players: You can take specialized Herbalism skills, drawing from your own culture's traditions. Work with your Story Guide on the details and mechanical effects you wish to achieve.

ilar items. It is any use of a plant outside of sustenance for an effect. Proper use, consumption, preparation, and dissemination of herbs have a variety of positive effects. A Critical Failure with Herbalism can produce unintentional Poison Effects at the discretion of the Story Guide, while a Failed Check simply produces no positive effect.

When gathering or purchasing materials, the Player must declare the effect they are intending to achieve. Herbal concoctions may affect either Body, Mind, or Soul. Your Character may make a Herbalism Check to create a concoction which can be used during a Long Rest. If your Character achieves any Successes, then the Character who consumes the concoction during a Long Rest gains one additional Success in a Check to recover Body, Mind, or Soul. A Character can only consume one concoction per Rest.

Herbalism can act as a substitute for the Medicine Skill when treating Body Damage if the damage has a Sub-Type. The Character would treat their Herbalism Skill as a Medicine Skill Check with a +1 to the Success Number.

Herbalism can also be used to create or counteract Poisons.

Specialized Herbalism Skills: Poisons, Body, Mind, or Soul concoctions.

Husbandry (Charisma and Wisdom)

Stewarding animals is an important part of most communities. This Skill includes relating to, raising, breeding, training, and communicating with animals. Husbandry also includes population control and understanding mating and seasonal habits, understanding migration patterns and safe numbers of a species to kill for food, as well as the proper ways to slaughter them. Husbandry provides your Character enough understanding of animal behaviors to read their intentions and allow them to convey their own intentions toward that animal to a lesser extent.

Some animals (rats, dogs, birds, squirrels, others with Story Guide approval) can be trained to understand specific verbal or hand commands with the Skill Checks Over Time rules. See the Chapter "Interpreting the Rules" and the Companion entry in Gifts and Burdens for more.

Specialized Husbandry Skills: Specific species.

Investigation (Perception and Wisdom)

Investigation allows your Character to understand meanings and implications from what they sense or detect around them. Investigation allows your Character to gain information from the Story Guide with a Successful Check. For example, if the goal is to determine if a room had been disturbed since the Character last saw it, a single Success might give a feeling that someone had been there. Multiple Successes might get much more specific as to how the room was disturbed or who had been there based on physical evidence.

The Story Guide may lower or increase Success Numbers based on the investigating Character's other Skills and their relation to the Investigation. Characters are allowed to make Investigation Checks again if they have Failed the Check, but this involves adding additional time and energy into the investigation; the Story Guide will determine how much longer the following check takes and may increase the Success Number. A Critical Failure on Investigation may lead to false clues or misleading information.

Note that Investigation does not include Tracking, which is a separate Skill.

Knowledge (Intelligence and Wisdom)

Knowledge is an unusual Skill in that, as a General Skill, its only real purpose is to give your Character access to Specialized Skills. You can think of Knowledge as having a foundational understanding of learning. You can only take 1 Rank in Knowledge. From there, all of a Player's choices will be from a list of Specialized Knowledge Skills. These Specialized Skills are acquired through higher education, personal discovery, reading, listening to elders, or just paying close attention to the world around you.

Some things that you might assume fall under Knowledge may instead be under Science or other Skills.

Knowledge of a specific subject may give the Character a bonus when it comes to certain other Skill Checks as well. A Character attempting to Bargain might get a decrease to their Success Number if they were using their Knowledge of Business to better understand the merchant's needs.

Specialized Knowledge Skills: Examples include: History, Politics, Religion, Folklore, Anthropology, Archaeology, Sociology, Psychology, Marketing, and Business

Language* (Perception and Will)

Similar to Knowledge, the Language General Skill can only be taken as high as Rank 1. This gives the Character a general understanding of linguistic structures. Even without this Skill, all Characters in the game are fully versed in Chahi and Plains Sign Language. Additionally, if your Character is from a real-world tribe, they can also speak that language fluently without spending any Character Points.

Taking Specialized Skill Ranks in Language allows for your Character to speak and read additional languages. Each Language is its own Specialized Skill. Each Rank in that Skill gives you an idea of how skilled you are. A Rank 2 is equivalent to light conversation. Rank 3 is skilled in reading, writing, and speaking. Rank 4 is totally fluent in that language. Rank 5 and higher reflects a mastery of localized dialects, historical aspects of the language, and would allow you to act as a professional translator.

Learning a new language during gameplay without being around a native speaker as a mentor takes twice as long per Rank as other Skills. For more on this, see the section on Goals and Progress and the subsection in that Chapter on mentors.

Medicine* (Intelligence and Wisdom)

Medicine covers a range of science-based and traditional medicines. With a more holistic approach, most people see Medicine, Herbalism, Ceremony, First Aid, and even Cooking as part of a greater whole — keeping the body, mind, and spirit in a unified, healthy state. The General Skill Medicine is focused on healing the physical body (Body Damage). However most practitioners of Medicine and people who think of themselves as Healers specialize in either Physical, Mental, or Spiritual aid.

A Character may not make Medicine Skill Checks during an Encounter or while taking a Short or Long Rest, only during Narrative Play. A Medicine Check can bring a living Character with negative Body up to zero or heal 1 point of Body. To bring a Charac-

ter with negative Body to zero, your Character must achieve a number of Successes equal to the number of Body that would need to be healed. For example, if their patient was at -3 Body, it would take 3 Successes to help them. With enough Successes, the target heals to 0 Body. To heal a patient who is at zero or above health, your Character must roll as many Successes as their current Body. If they were at positive 4 Body, it would take 4 Successes to heal them an additional Body point. At zero Body, the healer must score one Success.

A Character can only make one Medicine check on a specific Character once a day. Alternatively your character may treat an Effect, removing it with a Successful Check. If your character takes a Specialized Skill, they may also treat certain Stat Damages. A patient may only recover 1 Stat point per day through Medicine checks, in addition to what they recover from Long Rests.

Specialized Medicine Skills: Physical Medicine (Strength, Agility, and Endurance), Mental Medicine (Intelligence, Wisdom, and Perception), and Spiritual Medicine (Spirit, Charisma, Will)

Melee Weapons (Strength and Endurance)

Melee Weapons Skill allows for the proficient use of any simple handheld weapons in combat. There are some complex weapons that require specific training and require a Specialized Skill.

Specialized Melee Weapons Skills: Knives, Axes, War Clubs, Spears, Anicha Blades*.

Music (Spirit and Perception)

The General Skill of Music, similar to Art, only includes a general understanding of the history and significance of music, the instruments involved, and current trends in music, including popular musicians. It does not allow your Character to play an instrument or sing. To perform or create new music, you must take a Specialized Skill. A Specialized Skill will allow a person to create original music and replicate other compositions with that instrument.

Music is important in Makasing and is more than just entertainment. It helps bind communities together and is seen as a bridge to communicating with ancestors,

spirits, and gods. A Successful Music Skill Check can lower the Success for others making Ceremony, Leadership, Charm, Performance, or Survival Checks. It's not limited to those things though — feel free to discuss with your Story Guide how a Successful Music Check might affect other Skill checks or Abilities.

Specialized Music Skills: Drums, vocals, synthesizers, flute, rhythm sticks, rattles, etc.

Performance (Charisma and Spirit)

Performance is about getting in front of a group of people and entertaining them. It is the ability to captivate, inspire, make them laugh, and make them think. This skill covers dancing, oration, storytelling, comedy, and any performing art not covered in another skill.

When rolling a Performance Check, the greater the number of Successes you have, the more you have wowed your audience. Additionally, a solid performance can affect other subsequent Skills Checks. For example, a Successful Performance Check could lower the Success Number on a Cere-

mony Check or Charm Check. For the most part, this Skill is only used during Narrative Play. If you wish to use it during an Encounter, discuss it with your Story Guide first.
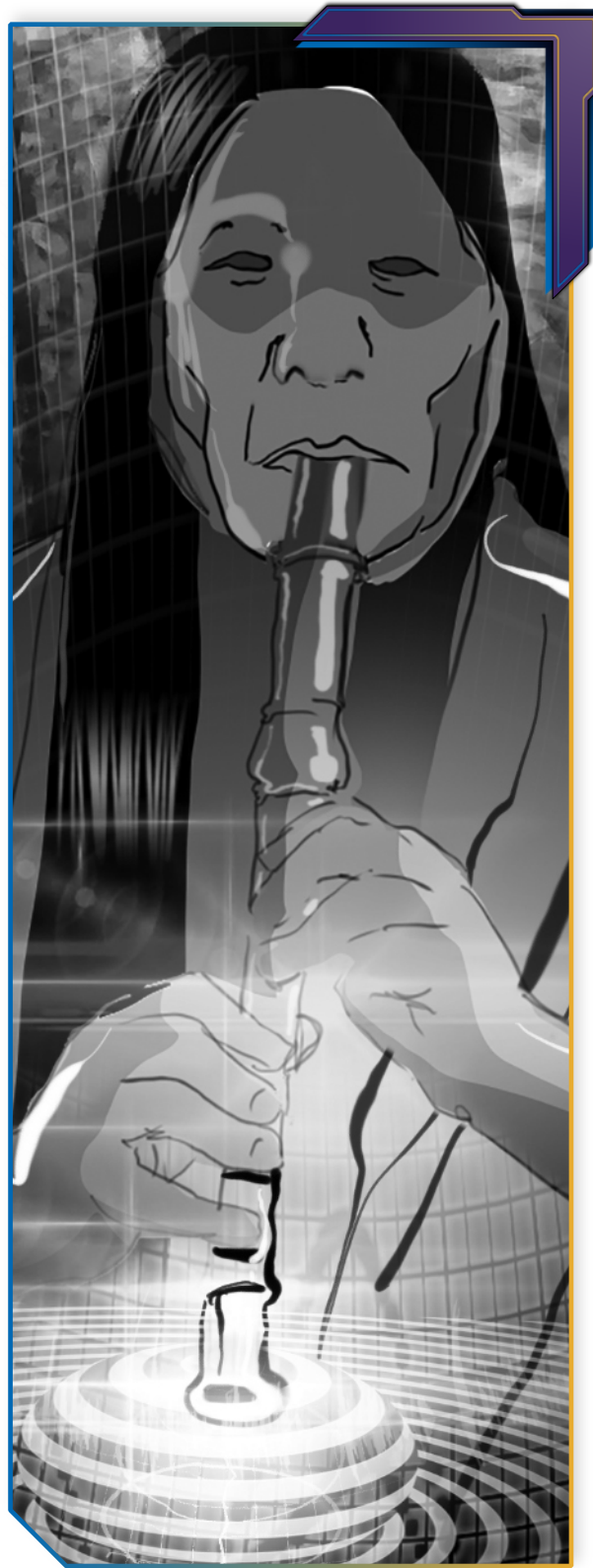
Specialized Performance Skills: Comedy, Dancing, Oration, Costuming, Storytelling, Acting

Piloting (Intelligence and Agility)

Piloting includes any powered vehicle with modern controls as well as more traditional forms of travel, like canoes and sleds. Most modern vehicles in Makasing have similar controls. Whether it's yutsu barges, sunwings, or a custom skimmer, Piloting allows your Character to power the vehicle up and control its speed, acceleration, arc, pitch, and yaw. Skill Checks aren't required for everyday use if you have any Ranks. Instead, checks are only required for extreme maneuvers, during Opposed Skill Checks, or any other time that the vehicle is put to the test. If you have 0 Ranks in piloting, you can still pilot vehicles but must make Checks even for basic maneuvers.

Specialized Piloting Skills: Air Vehicles (like sunwings), Land Vehicles (like Mag-Barges), Water Vehicles (like Skimmers), Drones.

Ranged Weapons (Perception and Agility)

Being Skilled in Ranged Weapons allows your Character to wield a variety of deadly weapons that do damage from afar. This includes thrown weapons, bows, mag-slings, and any other weapons that attack at a distance.

Specialized Ranged Weapons Skills: Mag-bows, mag-slings, traditional bows, spears, thrown knives, or any other specific ranged weapon.

Science* (Intelligence and Perception)

Science enables your Character to learn the Skills necessary to discover new information and to help better understand the world around them. The General Skill gives you an understanding of scientific principles and a general history of science without any specific knowledge within specialized fields. Science Specialized Skills can be used to perform experiments and to recall information related to your field of study. This can overlap with the Knowledge Skill in some cases; the difference is that this Skill isn't just being able to recite facts or history, but to apply that knowledge to the Character's own scientific endeavors. It allows for the understanding and use of the equipment used in the corresponding fields as well. Using the Skill Checks Over Time rules, Characters may make new discoveries and scientific progress.

Specialized Science Skills: Physics, Chemistry, Biology, Astronomy, Geology, and more

Skulduggery (Perception and Charisma)

Skulduggery encompasses a wide range of unscrupulous behavior including picking locks, running scams, breaking and entering, getting a hold of secretive information, administering poisons, and of a variety of talents in a criminal's skill set. It is the Skill of the con, the thief, and the assassin. Where there is overlap between Stealth, Deception, and Skulduggery, the Story Guide will decide which Skill or Skills can be used. If multiple options are available, the Player may choose.

When your Character wants to use Skulduggery against an NPC, the Story Guide will determine the Success Number, usually the tar-

get's Mental Defense. Successes determine how convincing or skillful the attempt is while a Critical Failure will expose the Skill user. When used to target an object, such as a lock, Critical Failure sets off an alarm or otherwise makes the situation worse. Some uses of Skulduggery may fall under Skill Checks Over Time, like a con.

Specialized Skulduggery Skills: Disguise, Picking Pockets, Hiding, Lock picking, The Word on the Street, The Long Con

Stealth (Agility and Will)

This Skill allows the user to move unseen from place to place and to approach enemies unaware. If a Character begins the situation unseen, they make a Skill Check to determine how hidden they are or how unnoticed they will go. A Standard Success Number is 8, or if against a specific NPC, that person's Mental Defense. The Success Number can be modified by the following:

- Bright Lighting: +1-2
- Open Area: +1-2
- Small groups of people or light surveillance: +1
- Crowds or heavy surveillance: +2

- Dim Lighting: -1
- Cluttered area or light foliage: -1
- Dense foliage or heavy cover: -2
- Total Darkness: -3

If the Character is already visible to others and wants to become hidden, the Perception of the viewer is added to the Success Number. A person who is actively scanning for a hidden target makes an Investigation Check. The Success Number is equal to 7 plus the number of Successes the Stealth user achieved.

Specialized Stealth Skills: Urban Stealth, Wilderness Stealth

Survival (Endurance and Wisdom)

This Skill covers a broad range of knowledge and practices. Staying alive in hostile environments is a product of resourcefulness and determination. It allows you to scrounge for food in a rocky barren area, find safe passage in a raging fire, know how to create shelters in a snowstorm, where to protect yourself from a freezing wind, or how to find water in a desert. The more extreme the environment, the higher the Success Number. A Success keeps the

Character from suffering from environmental damage. How often the Character has to make a Survival check depends on the severity of the environment and the Character's exposure. Walking in a blizzard might require a Survival Check every mile the Character travels, while a zero oxygen environment might be every Round. Failure indicates your character is unable to adjust to the environment, suffering the appropriate consequences. A single Character with this Skill can help protect others. For every person the Skilled Character is attempting to protect in addition to themselves, they add 1 to their Success Number.

Survival also allows for Players to make First Aid checks. For more on First Aid, see the Chapter "Damage, Healing & Death."

Specialized Survival Skills: First Aid, Specific Environments (Desert, Forests, Mountains, etc.)

CHAPTER 9

Tracking (Perception and Wisdom)

Tracking allows your character to follow someone or something, or figure out where they've gone. It is important to distinguish Tracking from Investigation. While Investigation might allow someone to piece together abstract and varied pieces of evidence to make a conclusion about where someone has gone, Tracking is about being able to notice minute evidence of a person's physical traversal, often footprints, tracks, or other direct, observable means.

Successes determine not only whether you are able to follow your target but how quickly you advance on their trail. The Story Guide will secretly keep track of whether you are getting enough Successes to keep pace or gain on your target. A Failure indicates you cannot move or have not found their trail. You may try again after an interval determined by the Story Guide. A Critical Failure indicates you are headed in the wrong direction, led astray by false clues.

Specialized Tracking Skills: Urban Tracking, Wilderness Tracking

Unarmed Combat (Strength and Intelligence)

This Skill allows your Character to be effective at defending themselves and harming others using only their body. If engaged with another opponent using Unarmed Combat, your Character may defend themselves by adding their Rank of Unarmed Combat to their Physical Defense against a single opponent as a Secondary Action (see Defend). If being attacked by multiple enemies, you may divide your Character's Ranks up to protect from multiple attacks as their sole Secondary Action. Otherwise, the raised Physical Defense only counts against a single attacker also using Unarmed Combat. The General Skill reflects standard, closed fists punches, basic kicks, and a general melee knowledge.

Each Specialized Skill offers unique advantages:

Martial Arts: Each Rank in Martial Arts allows the Character to convert one die in their Pool to a Critical Die prior to their initial Check. Martial Arts must be learned with a teacher or during Character creation. Ranks in Martial Arts higher than 2 require the

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Player to take on the Ally Gift, as the Character requires a dedicated teacher in order to advance the Skill. This may be taken at the time of Character creation or later, as per the Goals and Progress section. The teacher must always have Ranks of Martial Arts equal to or greater than the student, which makes Martial Arts teachers very valuable and in high demand.

Wrestling: Wrestling is about using your own body weight and leverage to out maneuver and control an opponent's body, pinning them or restraining them, leaving them vulnerable to injury and restricting their movement. In order to affect an opponent with Wrestling, a Character must have Control over the target. Once they have Control, Wrestling allows the Character to activate either or both of these effects:

Restricted Movement: The Controlled Character may not take the Move Secondary Action. The Controlling Character may only take it as a Secondary Action, bringing the Controlled Character with them.

Damage: The Controlling Character may cause Body Damage to the Controlled equal to their Strength or their Wrestling Rank (Controllers choice) as a Secondary Action. This Damage may be Lethal or Non-Lethal.

To gain **Control**, a Character needs to make a Wrestling Dice Check, gaining as many Successes as the opposing Character's Total Wrestling Dice Pool. This can be a standard Primary Action, or the result of a Contested Skill Check if both Characters are Wrestling each other. (See Contested Skill Check rules for more.)

Once gained, the Controlling Character can keep Control each Round as a Primary Action without making any more Checks. If they choose not to keep Control, they automatically lose it and may take Actions normally.

The Character under Control has extremely limited options for Actions. The Controlled Character must decide which of these they are attempting before making a Check.

Break the Control: This requires a Primary Action and a Wrestling Check with a number of Successes equal to the Controlling Character's Total Wrestling Dice Pool. If Successful, they are free of the Control.

Reverse the Control: This requires a Primary Action and a Wrestling Check with a number of Successes equal to the Controlling Character's Total Wrestling Dice Pool plus one Critical Success. If Successful, the Controlled and Controlling Character switch.

Other Attacks: They can also attempt to make other attacks (Melee or Ranged) against the Controlling Character or others, but the Success Numbers of those attacks is increased by the Wrestling Skill Rank of the Controller.

Brawling: Brawling is fighting dirty. Brawlers go out of their way to fight in a manner meant to cause maximum injury to their opponent at any cost, even their own defense. Brawlers will bite, scratch, and use any dirty trick they can find. Brawlers also use their Rank in this Skill when wielding improvised weapons, allowing them to attack with whatever random items are available — a chair leg, a bowl, anything — to attempt to maim an opponent, granting them +1. Brawlers lower the required Success Number by one for every Rank in Brawling they have. Failures (not just Critical Failures) from Brawlers often result in injured allies, damaged equipment, or even injuries to the Brawler themselves. While using Brawling, a Character is not allowed to use the Defend, Take Cover, or Dodge Secondary Actions. Brawling cannot have a Rank higher than 3.

Abilities

Abilities are the superhuman powers your Character gained during adolescence when their Adanadi Path was chosen. Only 15-20% of people receive an Ability when they choose their Path. Those who gain Abilities sometimes develop additional Abilities, but this is rare. Those who do not immediately show signs of an Ability are not generally known to gain them later in life.

Every Player Character starts out with one Ability from their chosen Path. The Ability can be chosen from either of their Path Related Stats. Players may gain further Abilities through Long-Term Goals (See Character Growth).

The Abilities listed here are the most commonly seen in the Cahokia region. Characters from other parts of the world may have different Paths and Abilities.

Abilities have a cost to use as well as guidelines about when they can be used. Some Abilities can only be used during an Encounter, while others are only during Narrative Play or during Rests. Many are a mix.

Abilities don't display themselves the way powers do in superhero comics. They are usually more subtle; oftentimes people can use their Abilities without anyone even knowing they are being used. There are some exceptions to that and they will be called out in their descriptions.

Ability Name and Related Stat	Ability Short Description
Strength	
Power of the Bear	Increase Strength with Will Check
Skin of the Armadillo	Upgrade Physical Defense with Charisma Check
Warrior's Fire	Upgrade Damage With Mind
Agility	
Cougar's Grace	Increase Agility with Wisdom Check
Arrow's Wish	Increased odds of Success with Ranged Weapons with Mind and Soul
Chameleon's Shine	Increased Stealth with Spirit Check
Endurance	
Gecko's Heart	Increased Endurance with Soul
River's Flow	Adapt physiology with Mind
Winter's Rest	Additional Healing Will and Spirit Check
Intelligence	
Eagle's Insight	Substitute Intelligence for other Stats with Mind
Wasp's Sting	Make Mental Attacks with Intelligence and Spirit Check
Stone Thoughts	Increase resistance to mental effects with Intelligence and Will Check
Perception	
Hawk's Eye	Improve senses with Soul
Raven's Call	Telepathically communicate with Soul
Quiet Mind	Increase Mind through meditation
Wisdom	
Read the Earth	Gain Insights with Wisdom and Endurance Check
Mother's Voice	Relinquish control to a greater power
Far Sight	Remote sensing with Wisdom and Perception Check
Spirit	
Walk the Black	Travel in spirit form with a Will Check
Mender's Touch	Heal others with Spirit and Will Check
Ancestor's Storm	Spirit and Charisma Check to give Mind and Soul to allies
Charisma	
Mountain's Inspiration	Charisma Check to inspire people, giving them future Successes
Coyote's Gaze	Imposed empathic connection with a Charisma and Perception Check
Deer's Smile	Calm a group, forestalling violence with a Charisma and Will Check
Will	
Wolverine's Resolve	Regenerate Soul during an Encounter
Spirit's Covenant	Extraordinary luck, good and bad
Owl's Watch	Improved Reaction Rolls with Mind

Opposite is a summary of Abilities and a short description of each. Full descriptions can be found below.

Strength Abilities

Power of the Bear

Activation: Secondary Action, 1 Point of Soul

Dice Check: Will

Your Character can temporarily increase their Strength. To Activate, the Character spends a Secondary Action, 1 point of Soul, and makes a Will Check. For each Success, the Character's Strength increases by one. When the Character's Strength goes up, all related Dice Pools (Skills, other Abilities) increase as well. Derived Stats such as Body, do not.

The additional Strength lasts until the end of their next Encounter or they take their next Rest, whichever comes first. The maximum their Strength can be increased is twice their normal Strength Stat. If a Character does not increase their Strength to the maximum amount during one Round, they may make a subsequent attempt the next round, adding further to their Strength until they reach their maximum.

Skin of the Armadillo

Activation: Primary and Secondary Action

Dice Check: Charisma

With this Ability your Character makes their skin tougher and thicker than normal, protecting them from Physical Damage. Your Character spends a Primary and Secondary action to Activate the ability and makes a Charisma Check. For each Success, the Character's Physical Defense is increased by one for one hour or until the end of the next Encounter, whichever comes first. The Character may make subsequent Checks, and each Success adds to their Physical Defense to a maximum of twice the Character's Charisma.

If your Character gets a Critical Failure when activating this ability, they lose all but one point of Soul and will be unable to attempt to use Skin of the Armadillo again until they have completed a Long Rest.

Warrior's Fire

Activation: Secondary Action, 2 Points of Mind

Dice Check: None

Once per day, your Character may choose to go into a fierce rage, allowing them to upgrade damage from any Strength based attack. Activating the Ability is a Secondary Action and costs 2 points of Mind. When Activated, the Character adds one Critical Die to their Strength-based Dice Pools for the rest of that Encounter. Until deactivated, the Character must make Strength-based attacks as their Primary Action if possible.

The Character may Activate the Ability in subsequent Rounds, building their rage, adding an additional Critical Die each time. The Player can Activate the Ability a number of times per Encounter equal to their Strength.

Your Character cannot hold back attacks or use Focus to lower dice results while Warrior's Fire is active. If no opponents are available, they must continue to attack, targeting allies or bystanders if necessary. They can avoid attacking for one Round with a Will Check as a Secondary Action. If a Character can make three Successful Will Checks in a row, they may end their rage.

While they are raging, your Character cannot fall Unconscious.

Once the rage ends, if they have 0 or fewer Mind, they immediately fall Unconscious. At 1 or more Mind, they cannot make Dice Checks until they have taken a Short or Long Rest and they will be in a listless daze.

Agility Abilities

Cougar's Grace

Activation: Secondary Action, 1 point of Mind

Dice Check: Wisdom

With this Ability, your Character can temporarily increase their Agility. To Activate, the Player spends 1 point of Mind, a Secondary Action, and then makes a Wisdom Check. For each Success, the Character's Agility increases by 1. When the Character's Agility goes up, all related Skill Pools and Abilities increase as well. However, Derived Stats, such as Body, do not.

The Agility boost lasts until the Character's next Rest or the end of their next Encounter, whichever comes first. The maximum their Agility can be increased is two times their normal Agility Stat.

Arrow's Wish

Activation: Secondary Action, 1 point of Soul, 1 point of Mind

Dice Check: None

This Ability grants your Character extraordinary skill in striking targets at a distance. To Activate the Ability, they use a Secondary Action, and spend 1 Soul and 1 Mind. During the next Ranged Attack Check this Round, all dice showing values between 2 and 6 may be flipped to their opposing sides prior to spending Focus or using Legendary Ranks. Fails cannot be modified by this Ability. If you are not using physical dice, here are the values that the dice may be changed to:

- 2 becomes 11
- 3 becomes 10
- 4 becomes 9
- 5 becomes 8
- 6 becomes 7

Chameleon's Shine

Activation: Secondary Action, 1 point of Soul

Dice Check: 2x Spirit

When this Ability is Activated, your Character becomes harder to see. They aren't truly invisible, but close. Rather than objectively making the Character harder to see, this Ability affects the minds of those around them so that the user of the Ability is less likely to be noticed, except perhaps out of the viewers peripheral vision.

To Activate Chameleon's Shine, Characters spend a Secondary Action, spend 1 point of Soul, and roll a Dice Pool equal to twice their Spirit. For others to see a Character who is using this Ability, the Success Number is equal to the Character's number of Successes, plus their Ranks in Stealth. This applies to all forms of organic vision, even those with technological assistance like goggles or cybernetics, as the Ability directly affects the brain. However, electronic sensors that operate without an organic component, such as an alarm with a heat sensor trigger or a motion detector, will be unaffected by Chameleon's Shine.

Characters may make a Perception Check as a Secondary Action each Round to keep track of a Shined Character if they have been seen. If they don't Succeed, they do not know the Character's position and cannot attack.

Successes gained through the activation of this Ability are also added to your Character's Physical Defense while they are Shined. If the Shined Character actively interferes with or attacks another Character in any way, they pop back into full visibility and the Character must re-Activate the Ability on a subsequent Round in order to use it again. The new Successes replace the previous result.

If Shined outside of an Encounter, the Character must spend 1 additional point of Soul per hour past the first to stay hidden. If knocked Unconscious, this Ability ends. This Ability also ends at the end of an Encounter unless the Character spends an additional point of Soul.

Endurance Abilities

Gecko's Heart

Activation: Secondary Action, 1 point of Soul

Dice Check: None

This Ability allows your Character to increase their Endurance, enabling them to run farther, hold their breath longer, survive poisons longer, and even survive life-ending Physical Damage. There are two ways a Character can use this Ability, either out of an Encounter or during an Encounter.

Out of an Encounter, your Character may spend Soul points to add to any Check involving Endurance, adding one die for each Soul point spent. If the roll is a Skill Check Over Time, they must spend an additional Soul per hour.

During an Encounter, the Player may Activate this Ability as a Secondary Action by spending 1 point of Soul. When they do, their Spirit Rank is added to their Endurance until the end of the Encounter. This affects all related scores — Physical Defense, Body, Skills, etc.

Once Activated, each point of Soul used on Fortitude counts as 2 points for the duration of the Encounter.

When this Ability ends, your Character's Spirit score is reduced by 1 until they've completed a Long Rest. Characters may Activate this Ability during multiple Encounters before a Long Rest, but each time the Encounter ends, they will lose another point of Spirit.

River's Flow

Activation: Secondary Action, 1 point of Mind

Dice Check: None

With this Ability your Character may alter the way their own body behaves, down to the cellular level — it can change everything from heart rate to organ function to musculature.

Activating this Ability costs a Secondary Action and 1 point of Mind. It may be used in or out of an Encounter.

The Character may add one die to any roll involving a chosen Physical or Mental Stat for that Round (Strength, Agility, Endurance, Intelligence, Perception, Wisdom). This doesn't change their Stat nor

does it affect Derived Stats, it simply adds one die to their Pool for that roll.

In addition, your Character can use this Ability to modify their physiology. There are a wide variety of uses for this but here are a few examples:

- Instantly fall asleep, even when circumstances might make it normally difficult.

- With a Primary Action, slow or stop blood flow in an area, canceling the Bleeding Effect.

- As a Primary Action, accelerate the body's healing process. The Character may gain one point of Body this way per day. They may use this function even if they are at zero Body.

- As a Primary Action, slow pulse and breathing, allowing the Character to hold their breath for an extended time. Add Perception to Endurance Checks.

- Mimic death. Add Endurance to Performance checks for mimicking death.

- Control their involuntary muscles to manipulate their facial structure, making them harder to recognize. Add Will to Disguise Checks at Story Guide's discretion.

Other effects as determined or approved by the Story Guide.

Your Character can only use River's Flow for one effect at a time. If a Character is unable to focus or is otherwise distracted as determined by the Story Guide, they must make a Will Check to Activate this Ability.

Winter's Rest

Activation: Secondary Action

Dice Check: Will and Spirit

When your Character Activates Winter's Rest as a Secondary Action, they fall into a deep slumber that could be mistaken for death. They cannot be roused, even by Physical Damage, until at least four hours have passed and are unaware of what is happening in the world around them.

After four hours, they get the benefit of a Long Rest. In addition, they make a Check based on a Dice Pool of their Will and Spirit. For each Success they achieve on their Check they recover additional points in Body, Mind, or Soul, spent in any way they choose. Any Critical Successes may instead be used to recover lost Stat points or remove Effects such as Disease or Poison.

Using this Ability does not count as taking a Long Rest and a Character who has used this Ability may take a Long Rest and gain the full benefits from it even after they have just awoken from using this Ability.

Intelligence Abilities

Eagle's Insight

Activation: Secondary Action, 1 point of Mind

Dice Check: None

This power allows sudden keen insights into situations, things, and opponents. This Ability has two uses, depending on whether it is used in or out of an Encounter. If used out of an Encounter, your Character may spend a point of Mind to substitute their Intelligence for any other Stat when making a Skill Check.

During an Encounter the Character may spend a point of Mind and a Secondary Action to study an opponent. On the following Round, they gain an additional die to any Dice Check against that opponent. The Character may stack this Ability on a single opponent with a maximum number of additional dice equal to the Character's Perception.

All bonuses for any target are lost after the Character takes a Long Rest.

Wasp's Sting

Activation: Primary Action, 1 point of Mind

Dice Check: Intelligence and Spirit

The Character may make a purely mental attack on a target with a number of potential effects. This Ability is controversial among many people in Makasing. Making a direct mind to mind attack has opened up an ongoing discussion in scientific, philosophical, and religious communities. Players should be aware that the open use of this Ability may have social, and legal backlash against the Character (see the section on the Adanadi for more).

Your Character may target Humans, Spirits, or Creatures within Short or Medium Range with this Ability. To Activate this Ability, the Character spends a Primary Action and a point of Mind, and rolls a Dice Check equal to the Character's Intelligence plus Spirit. The Success Number is the Mental Defense of the target. The number of Successes determines the effects.
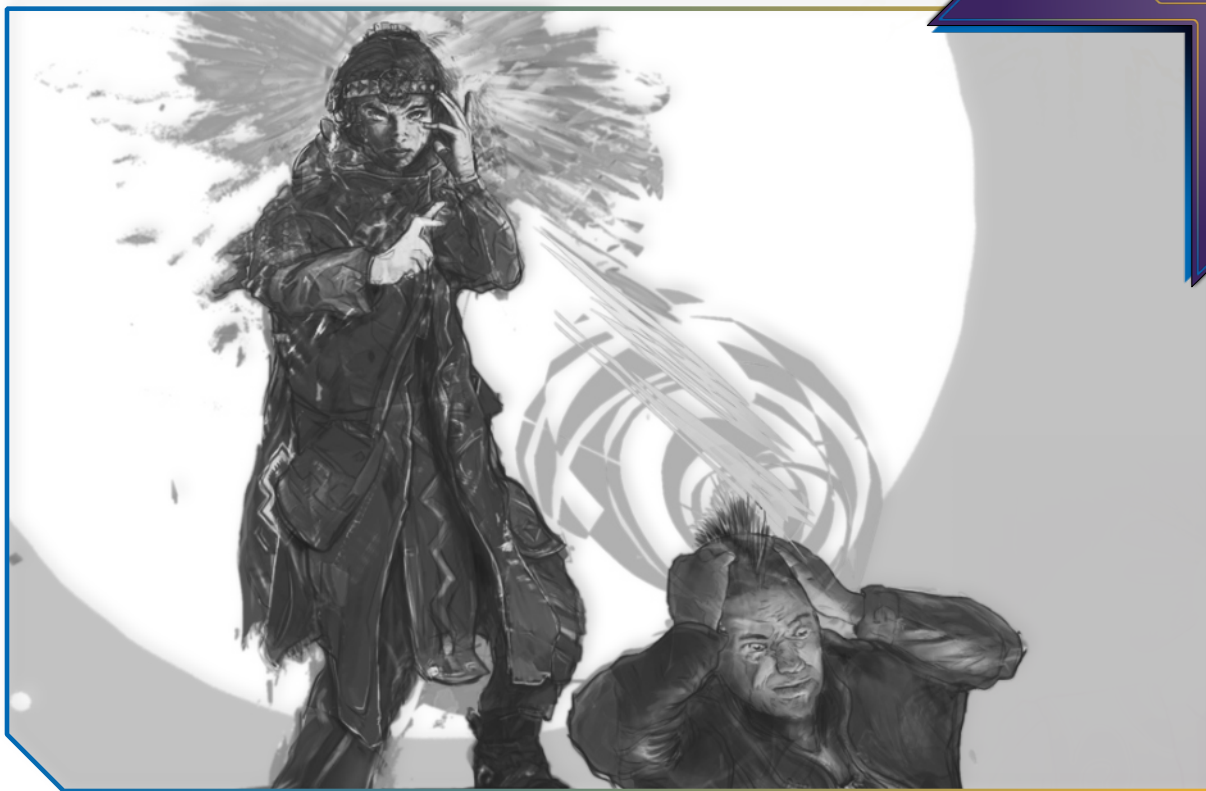
- Critical Failure: Psychic backlash. Your Character loses 3 points of Mind and is Stunned.

- Failure: Your Character loses 1 point of Mind

- 1 Success: No effect.

- 2 Successes: The target loses 1 point of Mind

- 3 Successes: The target loses 2 points of Mind and is Stunned

- 4 Successes: The target loses 3 points of Mind and is Stunned

- 5 Successes: The target loses 4 points of Mind and is rendered Unconscious

- 6 Successes: The target loses 6 points of Mind and is rendered Unconscious

- 7 Successes: The target loses 8 points of Mind, is rendered Unconscious, and loses 1 Stat point from the Mental Attack chart

- 8 Successes: The target loses 10 points of Mind, is rendered Unconscious, and loses 2 Stat points from the Mental Attack chart (rolled separately)

- 9+ Successes: The target loses 12 points of Mind. If this reduces them below 0, they face Instant Death. Regardless, they are rendered Unconscious and lose 3 Stat points on the Mental Attack Chart.

After using this Ability, your Character cannot gain points of Mind through a Short Rest until they have taken a Long Rest. Other ways of regaining Mind (Skills and other Abilities) will work.

Stone Thoughts

Activation: Reaction Roll

Dice Check: Intelligence and Will

Stone Thoughts allows your Character to wall up their mind and thoughts to defend themselves from natural and supernatural effects. The Ability has a number of uses both in and out of Encounters.

During Narrative Play, your Character can spend 1 point of Mind per hour to protect themselves passively. While Active, they are immune to the following Abilities: Far Sight, Chameleon's Shine, Raven's Call, Deer's Smile, and Coyote's Gaze. In the case of Far Sight, the Character can still be seen and heard remotely, but the Far Sight user cannot target the Stone Thoughts user as their point of sensory origin. Stone Thoughts cannot be used selectively. It's either on or off in Narrative play and the mental wall will not allow any of these Abilities through.

In addition, social Skills (Charm, Coercion, Deception) used against the Character have a +4 Success Number.

During an Encounter, your Character may Activate Stone Thoughts as a Reaction Roll when someone is using any of the above Abilities or Skills. Activating the Ability costs 1 point of Mind. Your Character rolls their Intelligence plus Will — each Success adds 1 to their Mental Defense for a full Round.

When this Ability is active, your Character becomes extremely good at performing tasks that require singular focus as the user becomes very difficult to distract. This may, at the Story Guide's discretion, lead to a reduction in Success Numbers for Skill Checks like Lock Picking or aiming a weapon when they might otherwise face penalties for distractions.
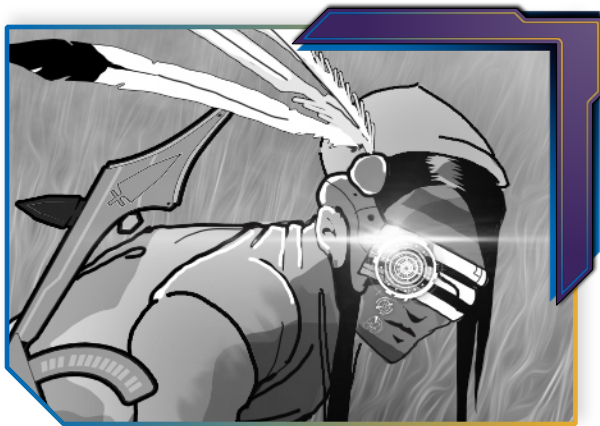
Perception Abilities

Hawk's Eye

Activation: Secondary Action, 1 point of Soul

Dice Check: None

Your Character can greatly increase their Perception to supernatural levels. Outside of an Encounter, they may spend points of Soul to use Hawk's Eye to increase their Perception at a one for one rate. The maximum increase a Character can receive is double their base Perception score. This lasts one hour or until the start of their next Encounter. During an Encounter, they may Activate the Ability once per Round, spending a point of Soul to increase their Perception by 1. They may repeat this over multiple Rounds until they have doubled their initial Perception. The Ability deactivates and the Character's Perception returns to normal at the end of the Encounter. The use of this Ability improves Related Skill Checks. It does not affect Derived Stats, such as Mind.

If a Character's Perception is over 5 while using this Ability, more than five total Successes may

grant them temporary access to senses beyond normal human range. At the Story Guide's discretion, they may detect invisible Spirits, see into the infra-red, learn the owner of an object, detect a nearby Character in The Black, or gain other extraordinary insights beyond normal human capabilities. The Character does not choose these extra insights and they do not remain consistent between Ability Activations.

Characters who raise their Perception above 5 with this Ability are vulnerable to being overwhelmed. Anything particularly loud, bright, or otherwise causes an extreme sensation may be treated as an attack that can cause the Character to become Stunned.

Raven's Call

Activation: Secondary Action, 1 point of Soul

Dice Check: Perception and Spirit

Using Raven's Call connects the Character's mind to the minds of others, allowing them to communicate with people across long distances or plant subtle suggestions in their subconcious. Activating this ability costs 1 point of Soul and a Secondary action. Once Ac-

tivated, Your Character Checks a Dice Pool of Perception plus Spirit. The Success Number of the Check can be modified by a few factors.

- User:
  - Is in an Encounter at the time of Activation: +2
- Target:
  - Friend: -3
  - Enemy: +3
  - Is in an Encounter at the time of Activation: -1
- Range:
  - Within sight: -1
  - Hundreds of miles away: +1
  - Thousands of miles away: +3

Your Character can connect to one person's mind with a single Success. Each additional Success allows them to connect to an additional person and to link those two people to each other. This connection can be kept as long as your Character takes no Primary actions. Your Character cannot benefit from Rests while using this Ability. The connection allows for verbal communication between connected parties as though they

were in the same room, regardless of distance or whether they can communicate verbally outside of this Ability.

A Character cannot connect to strangers unless they can see them. Once a Character has connected to a mind, they can reconnect without them being in sight.

If your Character gets a Critical Success they may plant a suggestion into one target's mind. The target must then make a Successful Will Check with a Success Number of 7+ the number of Critical Successes your Character achieved. If they don't Succeed, they must attempt to carry out your Character's suggestion. Suggestions can be short term ("Push the red button") or long term ("Seek me out"), but it must be simple, no more than a few words. The target will naturally incorporate this idea into their actions as long as it does not directly threaten their own safety. Once the target has completed the suggestion, they will feel confused or befuddled. The target does not become aware the suggestion was artificially planted. If your Character Critically Fails an attempt to plant a suggestion, the target will be aware that someone has at-

tempted to invade their mind, although they will not be automatically aware of who it was.

Warning: The people of Makasing consider planting suggestions in others' minds to be a violation of consent. It's considered rude at best and a severe violation of personal autonomy at worst. And even the communication function of this Ability has raised more than a few eyebrows. Players should consider carefully before planting suggestions in the minds of others and whether they want their minds linked. Players and Story Guides may opt for the suggestion aspect of the Ability to be unavailable in their Saga. For more on how this Ability is perceived in Makasing, see the section on the Adanadi.

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Quiet Mind

Activation: None

Dice Check: None

By assuming a meditative state and taking no other actions, a Character may focus their mind and apply incredible potency to whatever Dice Checks they attempt later on. This meditative state can be a chant, a dance, a trance or any other focused repetitive state the Player would like, but must remain consistent across uses. When they enter the meditative state, they begin increasing their Mind by 1 every ten minutes. The Character can stay in this state for as long as they would like; however, their total Mind cannot go above an amount equal to their standard Mind total plus twice the Character's Charisma.

The Character will keep the bonus Mind points until they are spent, until the end of the next Encounter, or until they take their next Long Rest. Once a Character has left their meditative state, any attempts to enter another one will not yield any results until the Character has had a Long Rest.

Example: Aya has a normal pool of 10 Mind and a Charisma of 4. Her maximum benefit from this Ability would raise her Mind to 18 (10 + 2 x 4).

Wisdom Abilities

Read the Earth

Activation: 2 Mind

Dice Check: Wisdom and Endurance

This Ability can give the Character profound and valuable insights about the world around them, information they might be hard pressed to come by otherwise. This information is gleaned through a vision obtained while in a trance-like state. The information is often not literal and is given to the Player by the Story Guide through a description of the vision, which is often a series of cryptic images or a dreamlike experience.

Some people say that this is a supernatural Ability, while others claim that it is tapping into either the deep subconscious or even some form of collective consciousness. Either way, while the information described to third parties might seem highly subjective, users of the power claim that the information is detailed and accurate if you know what to look for and how to interpret the images.

To Activate the Ability, the Character must be in a calm state, comfortable and sitting in a preferred position. The Player then spends 2 points of Mind and performs a Check with a Pool equal to the Character's Wisdom plus Endurance. The Success Number can go up or down depending on the surrounding circumstances. For example, utter silence, a raging storm, a bleeding injury, or mind altering drugs might all affect the Success Number by a point or two at the Story Guide's discretion.

Once Activated, the Character goes into a deep trance and can only be awakened before the end of the vision by causing the Character Damage or by physically dragging them out of their meditative stance. If removed from the trance early, the effect ends with no visions and the Character must start again.

Prior to making their Check, the Player should tell the Story Guide what they want to learn. It should always be phrased as a single question and not of the yes or no or otherwise binary variety. The Story Guide may respond with anything from a single word to a short story (more on this in the Chapter "Interpreting the Rules"). Their response will always have relevance and never be misinformation.

The number of Successes a Character achieves determines two things. First is the length of the trance. The more Successes, the longer the trance. This length of time is not directly correlated to the length of description provided by the Story Guide. One Success might be less than a minute while more than five might be a full day. The Story Guide will decide the actual length of time.

The second effect Successes have is the amount of information that the Player and their Character can interpret from the visions.

- **Critical Failure:** The Character misinterprets the images and comes to an incorrect conclusion. The Player and Story Guide should work together to come up with this false narrative that the Character will believe fully.

- **Failure:** The Character cannot make any sense of the images and they become indistinct and foggy when the Character leaves the trance,

- **1-2 Successes:** The Character understands a singular piece of information about their question.

- **3-4 Successes:** The Character gets the answer to their question

- **5+ Successes:** The Character gets a detailed answer to their question and even some vague clues about the greater context around the question.

Questions should be specific, but again, not binary. They should be relevant and actually important to the Character. If the power is used as a party trick, false visions will appear. They shouldn't be too grandiose either. Asking about the meaning of life could lead to some really disturbing and indecipherable visions. Instead, keep questions on point but with room for the Story Guide to expand.

Example: Aya has Read the Earth and can't find Dezba. She's attempted to track him but has lost his trail. Using Read the Earth, she might ask, "Where has Dezba gone?" The Story Guide might have a variety of answers depending on the number of Successes Aya rolls on her Check. "South." "South by Southwest, traveling by Sunwing, a day's lead on you." Maybe even "South by Southwest, traveling by Sunwing, a day's lead

on you. You see a skyline that doesn't look familiar, but you're pretty sure you could draw it."

Additionally, users of Read the Earth will sometimes get additional imagery as well, visions that have nothing to do with their asked question but may be relevant to the Character in other ways. This is discussed further in the Story Guide section.

The Mother's Voice

Activation: Primary Action, 2 Mind

Dice Check: Charisma and Spirit

Some see this Ability as tapping directly into a deep level of instinct while others claim it is surrendering your will to a higher power or being guided by your ancestors. Regardless, when Characters use this Ability, their conscious mind seems to take a back seat and something else takes over, helping them to accomplish a task or feat. Something that directs them in a way that often leads to unexpected or potent results.

This Ability can be used in or out of an Encounter. Activating this Ability costs a Primary Action and

2 Mind. When the Character chooses to Activate The Mother's Voice, the Player describes to the Story Guide a Primary Action or general result they are attempting to achieve that involves a Dice Check of some sort. They then create a Pool from their Charisma plus Spirit and convert three of the dice to Critical Dice rather than building it from whatever Pool they normally would. The Dice Check then continues as normal. Once the number of Successes is determined, the Story Guide will interpret the actual actions the Character took, using the Successes gained from the Ability roll. For example, if the Player intended to use Investigation in a room to find clues, the Story Guide might have their Character walk out of the room and out into a field to provide answers, using the Successes from the Ability Pool rather than an Investigation Check.

If used outside of an Encounter, the Story Guide retains control of your Character until they decide to return it to the Player or when the basic intent the Player originally stated is concluded, whichever comes first. Once the Story Guide gives control back, the Character is Stunned but when they come out of it will gain 1 Mind.

If used during an Encounter, each Round after the first the Player may decide to turn it off. If they do, the Character is Stunned. During the following Round, they may act normally and will gain 1 point of Mind. While active, the Story Guide will determine the Character's Actions for each Round and the Player will repeat the Ability Check process. The Ability shuts off automatically at the end of an Encounter.

Far Sight

» **Activation: Primary Action, 2 points of Mind**

» **Dice Check: Wisdom and Perception**

Far Sight allows your Character to see, hear, and experience their natural senses from distant locations or through people they are familiar with. To Activate this Ability, your Character spends 2 points of Mind and a Primary Action(if done during an Encounter). They choose their target, either a place or a person, then make a Dice Check with a Pool equal to their Wisdom plus Perception. While using this Ability, the Character is consid-

ered Stunned and unable to take other normal Actions or receive any of their own sensory information. They appear to simply stand staring off into the distance.

The base Success Number is modified by various factors:

- Places:

  - They are intimately familiar with the area. It's their home or a place they see almost daily. -4

  - They know the area very well. It is in the city they live or an area they've visited regularly. -2

  - They've Successfully used Far Sight at the location at least 3 days in a row. -1

  - They have only been to the location once or twice or seen it from afar. +2

  - They have only seen it in video or pictures. +4

- People:

  - The are emotionally close to the target - lovers, friends, comrades, close family, etc. -4

  - The target is an acquaintance. -2

  - The Character has a significant possession of the target. -2

  - The Character has Successfully used Far Sight on the target for at least 3 days in a row. -1

  - The Character has met the target only once or seen them in multiple videos. +2

  - The Character has only seen a single video or picture. +4

  - The Character has never seen the target. +6

Each Success allows your Character to choose one basic sense. They can then remotely receive sensory information from their target. If they have chosen a location, then the information comes from a single invisible floating point with a good view of the space. If the Player chose a person, they are limited to the sensory information that the person has (eg. you can't choose to see through someone who is blind).

Once the senses have been chosen they cannot be changed without starting the process over. Your Character may keep the connection going as long as they choose. The Character cannot receive any personal sensory information from their own body or move while using this Ability. They may however make a Will check, with a Success Number of 9 as a Secondary Action. If Successful, they may verbalize up to a few sentences about what they are sensing to others. One Success might just be a word, while four or five could be complete sentences.

Spirit Abilities

Walk The Black

Activation: 1 point of Mind, 1 point of Soul

Dice Check: Will

Walk the Black allows a person to leave their body and move around in a spirit or astral form, staying either in the physical world or traversing over to The Black. Doing this takes focus and concentration and can only be done outside of an Encounter. While the user is out of their body, their physical form is motionless and considered Unconscious.

To Activate the Ability, the Character sits or lies down, and spends a point of Mind and a point of Soul. They then make a Will Check. A Success indicates they have successfully Activated the Ability. When the consciousness leaves the body, the Player decides whether they stay in reality or traverse to The Black.

If they choose to keep their essence in reality, the Character makes a Charisma check. Every Success allows the Character access to one sense of the Player's Choice. If the Character gets six

or more Successes, they may receive supernatural sensory input (see Hawk's Eye). Staying in reality in this form requires total focus and every hour the Character must make another Charisma Check, choose their senses again, and spend a further point of Soul and Mind.

While in this form, they can travel unseen or heard and are entirely incorporeal. However, they can still be detected with five or more Successes on a Perception Check from another person. The Character cannot interact with the real world except to receive sensory input. They can move at no more than a slow walking speed and can pass through walls, floors, or any physical substance. Their essence cannot take Body Damage, but may take Mind or Spiritual Damage.

Alternatively, the Character may choose to travel to The Black. In this scenario, their essence leaves this plane and travels to a different realm of reality. For more on The Black, see the Chapter "Playing Coyote & Crow."

While using Walk the Black, Characters may not use Fortitude and can take no action that would affect their physical body. It is essentially an empty vessel. However, if either their essence or body dies, they both do.

No matter how far they are from their physical form, Characters may return to their body in a single Round by making a Successful Charisma Check as a Primary Action. Once they have returned to their body, the Character wakes up the following Round Stunned. For every full hour they are out of their body, they temporarily lose 1 point of Endurance. They automatically regain 1 point back lost in this fashion per Long Rest. If reduced to zero Endurance while using Walk the Black, the person perishes as their body becomes untethered from their spirit.

Mender's Touch

Activation: Primary Action, 1 point of Mind, 1 point of Soul

Dice Check: Spirit and Will

Mender's Touch allows your Character to heal the Physical Damage of one or more Characters. To Activate, the Character must spend a Primary Action, 1 point of Mind, and 1 point of Soul. The Mender must be either sitting or lying down and be totally focused. They may not perform any Secondary Actions while using this Ability.

Once Activated, the Character may spend any amount of Soul. For each point spent, they can heal 1 point of Body Damage done to another Character that they are touching or connected to. Once they've spent all they have chosen to, the Player rolls a Pool based on their Character's Spirit and Will. For every Success, they may heal another point of Body Damage. Critical Successes allow the Player to choose to heal 2 points or to heal a point of Stat Damage. One point of Damage
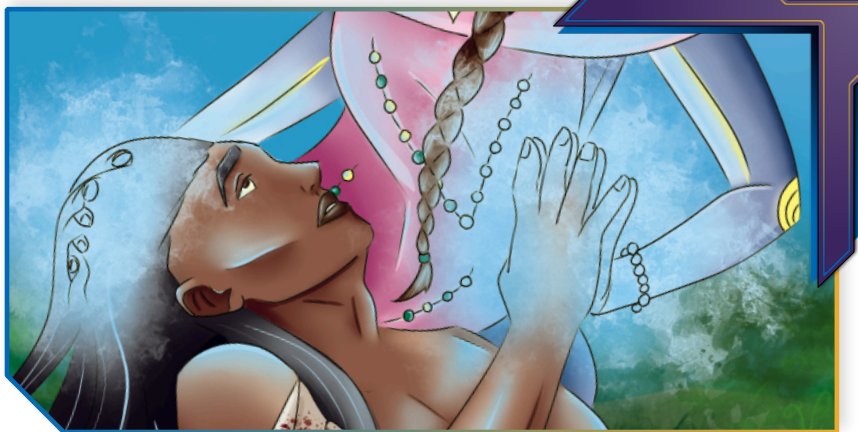
is healed per minute, during which time the Character may take no other Actions. The Player decides how to disseminate the points of healing they have generated in any fashion they choose, but they cannot heal themselves.

Once all points have been distributed, each Fail rolled during the Pool Check costs the Character 1 point of Soul. This means a Player should be careful about how many points they give out at the beginning of the activation through Soul, as it is possible for a Mender to literally die healing others.

Ancestor's Storm

Activation: Secondary Action, 1 point of Mind, 1 point of Soul

Dice Check: Spirit and Charisma

This Ability allows the Character to summon an inner strength — many believe directly from their ancestors — and pass it on to their allies. This Ability can only be used during an Encounter. Activating it costs a Secondary Action, 1 point of Mind, and 1 point of Soul. Players Activating this Ability often trill, shout, chant, dance, or have other ways of displaying the Activation — the Character must be able to engage in their preferred method as a Secondary Action for the Ability to work. The Player then rolls a Check based on Spirit and Charisma. For each Success they receive, they disperse 1 point to a Character of their choice within sight. They cannot take these points for themselves. The recipients then add that point to their Mind or their Soul, whichever the receiving Character chooses. If the Player using the Ability rolled any Critical Successes on their Check, they give themselves 1 point of Soul for each Critical Success.

In subsequent Rounds, the Player may continue to use the Ability, spending another Secondary Action and another point of Soul, rolling their Pool again and dispersing points again. Mind and Soul Points gained from this Ability may exceed the target's normal maximum, but all excess points are lost at the end of the Encounter.

At the end of an Encounter where this Ability was used, the Character is Stunned. If this Ability is used in a second Encounter before the Character has had the chance to take a Long Rest, it will cost the Character 2 Mind and 2 Soul for each Activation. A third Encounter would cost 3 each, and so forth.

Charisma Abilities

Mountain's Inspiration

Activation: Primary Action, Secondary Action, 1 point of Soul

Dice Check: Charisma

With this Ability, your Character can make other people better just by being around them. Similar to the effect of well-loved leaders or performers, this Ability can bring out the best aspects in others. In effect, they can give Successes on Dice Checks to others by inspiring them.

To do this, the Player spends a point of Soul, as well as a Primary and Secondary Action if used during an Encounter. The Character then chooses a target Character and a specific Stat, Ability, or Skill that the target possesses. The Player then rolls a Charisma Check. Each Success gained is then applied to the next Dice Check the target makes that utilizes that Stat, Ability, or Skill. While this is happening, the Character is praising and empowering the target verbally or through other direct communication.

A Character can't be targeted by more than one use of Mountain's Inspiration at a time. If targeted again, the previous bonus is lost. If the target rolls a Critical Failure on any Check before using the Successes granted by the Ability, they lose them.

Example: Holata Activates her Ability, praising Dezba's Ability with his war club, specifying his Melee Weapon Specialized Skill, War Clubs, just before an Encounter. Making a Charisma Check, she gets 3 Successes. The next time Dezba makes a Dice Check with that Skill, he will add 3 Successes to anything he rolls.

Coyote's Gaze

Activation: Secondary Action, 2 points of Mind

Dice Check: Perception and Charisma

Coyote's Gaze creates an extreme level of connection and empathy between the Character and another Character they can communicate with. This ability is an incredibly dangerous power and Players and Storytellers should be cautious in how they apply it to their gameplay. Your Character has control over this connection in a way that allows them to easily manipulate the target. It can sway

an argument, make a stranger your friend, or create interest in the Character where there was none before. It is important to note that this Ability does violate the target's consent and goes beyond the Charm Skill. The Ability only works on human beings and does not affect animals or spirits. It may or may not work on Creatures.

Coyote's Gaze is frowned upon in most social circles, is often against the law for public use, and is forbidden in official negotiations. It can also lead to additional criminal charges under Cahokia laws if used in a way that causes harm to someone through its use.

To Activate this Ability, the Character chooses a target they can see directly and spends a Secondary Action and 2 points of Mind. The target performs a Check with their Will and adds Successes to their Mental Defense. The result is the base Success Number for the Character using Coyote's Gaze. Then add in any of the following modifiers.

- If the Character using the Ability:

  - Is injured: +1

  - Can only speak to (in a shared language) or see the target, but not both: +1

  - Is an enemy or perceived as an enemy by the Target: +2

- If the Target:

  - Is already angry at the Character: +2

  - Attacked your Character during the current Encounter: +1

  - Was attacked by your Character in current Encounter: +3

- The Character then makes a Check based on a Pool of Charisma and Perception. The number of Successes determines the effect of the Ability.

  - **< 0:** The target becomes angry and is aware the Character is attempting to manipulate them.

  - **0:** No effect

  - **1-2:** The target considers your Character a friend and potential ally or lover. Target will not act against their own interest or betray loyalties, but will attempt to maintain the Character's favor.

  - **3-4:** The target is putty in the Character's hands. They will betray friends, fight for them, quit their job, or leave their family if the Character asks.

  - **5+:** The target worships the Character. They will kill or die for them without hesitation. They will do anything to please your Character and will become violent and beyond reasoning if rejected.

The duration of this Ability is left to the sole discretion of the Story Guide as a way to curb abuse. When the duration is up, there will be a gradual lessening of the effect. Once completely free, the Target will either be anywhere from bewildered to horrified depending on how they behaved while under this influence.

Warning: This Ability should be used sparingly, if at all, against Player's Characters without prior discussion and agreement from all parties, as having agency taken from a Player can result in a less enjoyable gaming experience.

If a Player's Character is subjected to this Ability (with prior agreement between Players and Story Guide), use it as an opportunity to roleplay that control. The Player under the control of Coyote's Gaze still has decision making power, they should just use it in a way that supports the mechanics of the Ability and creates an interesting story.

Deer's Smile

Activation: Primary Action, 1 point of Mind, 1 point of Soul

Dice Check: Charisma and Will

Your Character can project a soothing feeling, calming all within the sound of their voice range. Others will feel relaxed and peaceful and find it difficult to engage in any kind of violent conflict. How this presents varies. Some users sing or chant, others use a very specific tone and cadence of their speaking voice. Deer's Smile affects everyone within clear verbal range or everyone participating in an Encounter. It affects all beings, human, animal, creature, and spirit, unless otherwise noted.

To Activate this Ability, your Character spends a Primary Action(if in an Encounter) and 1 point of both Mind and Soul, and then performs a Dice Check based on a Pool of Charisma plus Will. The Success Number may be modified based on the relationship between the opponents at the Story Guide's discretion. The Character may not use Secondary Actions in the same Round they Activate the Ability. Deer's Smile lasts for a number of minutes equal to ten minutes for each Success achieved.

To take violent actions, targets of Deer's Smile must achieve more Successes on a Will check than

your Character did to Activate this Ability. This check is a Secondary Action. A violent action would be any action that costs others points of Body, Mind, or Soul, or could result in such. They must continue to make this Check each Round that they wish to take violent actions.

For the duration, Coercion, Charm, and Deception checks targeting those affected by Deer's Smile have their Success Number reduced by two.

Once the effect has worn off, if other people are aware that they had this Ability used on them against their will, they may get angry. Increase the Success Number of Coercion, Charm, and Deception attempts made by the Character against the targets by two.

Since this Ability doesn't fully block agency, but only encourages calm and peacefulness, it has not generated as much social backlash as something like Coyote's Gaze. It's looked upon as a helpful Ability within society for the most part. Nevertheless, its implications regarding consent cannot be dismissed out of hand. You may wish to discuss appropriate applications of this Ability prior to game play.

Will Abilities

Wolverine's Resolve

Activation: Secondary Action, 1 point of Mind

Dice Check: Spirit and Endurance

Like the animal it is named after, this Ability makes your Character extremely tenacious during combat. Wolverine's Resolve can only be used during an Encounter. Your character can Activate this Ability with a Secondary action and a point of Mind. While active, the Character cannot be Stunned or rendered Unconscious. Once active, the Ability lasts until the end of the Encounter.

Any time the Character uses Fortitude during that Encounter, they may make a Reaction Roll from a Pool of Spirit and Endurance. The number of Successes gained is the amount of Soul they immediately regain. The maximum amount they may regain in this fashion is the amount they just spent, minus 1. For example, if they just spent 5 Soul on Fortitude, the maximum they could regain from the Reaction Roll would be 4.

At the end of the Encounter, the Character must reduce their Spirit

by 1 until their next Long Rest. Keep in mind that means that if the Character ends the Encounter with only 1 Soul left, they'll end up with zero at the end of the Encounter, due to the Spirit loss, and wind up unconscious.

Spirit's Covenant

Activation: None

Dice Check: None

The Character is considered lucky, blessed, or cursed, depending on who you ask. How it is viewed, even by the Character themselves, varies — not everyone who has it enjoys this Ability. There's debate over how Spirit's Covenant works, which is hinted at by the name it has been given by the people of Cahokia. Some feel that it is a subtly aggressive psychic Ability similar to Wasp's Sting. Others feel this Ability is an indirect connection with a spirit, the spirit world, or The Black. The reason for that impression lies in its effect and how it is employed.

This Ability is always active and is applied to all rolls involving the Character, even when allies are trying to provide a benefit to them. There is no known way to turn off or deactivate it. There are two game effects. The Character may ignore their first Fail during a Check, removing the one die from the Dice Pool.

Second, any time a Check is directed specifically at the Character with this Ability, whether by an ally or an enemy, any 2s that are rolled count as a Fail. This does not occur if they are part of a group effect or Check. These Fails may be modified by Focus.

There are people in Cahokia and abroad, among the more superstitious or less modern crowd, that feel the person with this Ability is tainted, dirty, or cursed. Some may feel strongly enough that they will avoid them or even actively despise them. Some people have even been ostracized by their family, clan, or tribe because of it. The situation is made worse by the fact that the owner of this Ability may not even realize they have it for quite some time and it's often others who begin to pick up on the Character's pattern of strange fortunes.

Owl's Watch

Activation: Secondary Action, 1 point of Mind

Dice Check: None

Owl's Watch is a preternatural power to respond reflexively to dangers and threats in a way that is beyond normal human ability. Unlike most other Abilities, it improves the Character's ability to react, rather than giving them new actions. It goes beyond just physical or observable dangers — your Character may not even always be aware of their defensive reactions.

During Narrative Play, the Player may Activate this Ability by spending 1 point of Mind. The Ability will last for one hour and may be maintained with another point of Mind each hour after that. While active, your Character cannot be Surprised. Instead in situations where they would have been Surprised, the effect is canceled and your Character gains a +2 bonus on their Initiative Score for the first Round. If the Character is required to make a Reaction Roll of any kind, they gain a -3 to their Success Number.

During an Encounter, your Character may spend 1 point of Mind and a Secondary Action to Acti-

vate Owl's Watch. From there, it is active until deactivated by your Character or the Encounter comes to an end. While active, your Character may add their Perception and Endurance to any Reaction Roll Dice Pools, in addition to whatever those Dice Pools originally call for.

While this Ability is active, the Character may not spend Mind on Focus without canceling the effect of Owl's Watch. If they do, the Ability is deactivated and must be reactivated with another Secondary Action and another point of Mind on the following Round.

CHAPTER 9

Starting Equipment

Equipment and material goods in general don't have a specific cost in Coyote & Crow. Instead, their cost in nizi is represented in the game by a Cost Rank between 1 and 8. This Cost Rank is an abstraction, but it allows Players and Story Guides to more easily create a budget for your Character and group. For more on Cost Ranks and Wealth Ranks, see the Chapter Equipment as well as the Financial Gift and Burden in this Chapter.

When you are creating your Character, don't worry about making Wealth Checks for all of your items or being too concerned with what you are going to start with. Work with your Story Guide to craft a list of Gear that makes sense for your Character. Take into account your Archetype, your Background, Financial Gifts and Burdens and just go from there. Additionally, if it makes sense, the group may collectively have equipment that is shared. For example, maybe your whole saga is built around a group that owns a yutsu barge and the Characters are the crew. If that's the case, don't worry too much about the Cost Rank of a Yustu Barge and just make a note on your Character sheet that your group has one.

If you need more specific guidance, you can use this as a baseline:

- Characters can start with any number — within reason — of individual items that are below their Wealth Rank and

- They can start with three items equal to their Wealth Rank and

- They can start with one item equal to their Wealth Rank +1

- Starting gear shouldn't feel limiting or indulgent and should fit the theme of your story. Your Story Guide can set the budget for all Players, overriding the above suggestion.

Keep in mind that gear may affect Derived Stats for your Character, such as your Physical Defense while wearing armor. The sections of the book for the Story Guide will contain further suggestions for budgets for starting Characters and groups. Check the Chapter on Equipment for detailed descriptions and costs.

COYOTE & CROW

Derived Stats

Derived Stats are dependent on and are created from other Stats on your Character Sheet. Many change regularly through the course of gameplay based on what your Character is doing — whether they're injured, stressed, tired, or a myriad of other things. Any time something refers to a Derived Stat, it is referring to these kinds of values.

Now that we have all of your Character's other Stats figured out and they have some equipment, it's time to fill in the final numbers on your Character Sheet.

Initiative Score

A Character's Initiative Score is an indicator of how quickly they can choose to act during an Encounter. It is generally between 3 and 12, although it can go higher. It doesn't indicate who acts first, but instead who has the option of acting first. Initiative will be discussed in further detail in the Chapter detailing Encounters.

Your Character's Initiative Score is the sum of their Agility, Perception, and Charisma and can be modified by various factors, like Abilities, over the course of gameplay.

Your base Initiative Score is determined by adding:

» **Initiative Score = Agility + Perception + Charisma**

Defense Values

Physical, Mental, and Mystical Defense represent a Character's resistance within that category and are the default Success Numbers that another Character needs to achieve in order to affect your Character. Each of the three values is derived from a combination of the Finesse and Reserve Stat in each category added together.

» **Physical Defense = Agility + Endurance**

» **Mental Defense = Perception + Wisdom**

» **Mystical Defense = Charisma + Will**

Looking back at our definitions, the average Defense Stat should be about 5-6. There are also ways to modify this base number, including Abilities and equipment. These values represent both your Character's ability to avoid taking Damage in the first place as well as their ability to resist that Damage if they're unable to avoid it.

Physical Defense represents your Character's ability to dodge, move quickly, think faster, and absorb and resist physical attacks.

Mental Defense represents their mental flexibility and psychic fortitude.

Mystical Defense represents their ability to deflect or avoid spiritual or magical attacks.

Body, Mind and Soul

Now you will determine your Character's Body, Mind, and Soul. These numbers are based on your Stats and will fluctuate during the game as your Character becomes injured, tired, or uses their Abilities. As such, you will want to record your baseline Body, Mind, and Soul, but be aware that during gameplay this number will often go up and down.

To determine your Character's normal maximum, add the following numbers together:

» **Body = Strength + Agility + Endurance**

» **Mind = Intelligence + Perception + Wisdom**

» **Soul = Spirit + Charisma + Will**

Body

Body represents your Character's physical well-being, your overall state of material health. A knife wound damages Body, as does a long fall, a crash in a vehicle, or being exposed to temperature extremes.

If your Character is dropped to zero Body, they are rendered Unconscious. If they are damaged to the point that their Body is equal to the negative of their Character's Endurance, they die. For example, if a Character has an Endurance of 3, they will die if they reach -3 Body.

Mind

Mind represents your Character's ability to focus, be decisive, and take action. Unlike Body, your Character may spend Mind points voluntarily to help in other tasks. This mechanic is called Focus and will be discussed in detail in the Encounter Section.

When your Character's Mind drops to zero, they fall Unconscious. If they have a negative Mind equal to their Wisdom, they die.

A Character can lose Mind through using Focus, through being attacked by some Abilities, being subjected to some poisons, or through environmental or technological effects. Characters can regain Mind with Skills and Abilities as well as Long and Short Rests. Characters can also go above their normal maximum Mind for short periods, as described by their Abilities and Skills.

Soul

Soul represents your Character's deepest essence, their drive, and the strength of their link between worlds. If they drop to zero Soul, they fall Unconscious. If they drop to a negative Soul equal to their Will, they die. While Soul is a measure of how much mystical damage your Character can take, it can also be spent on the Fortitude mechanic, which will be explained further in the Encounter Section. Like Mind, Soul can temporarily go above the normal maximum with some effects and Abilities.

Background

From a numbers standpoint, your Character is finished. But looking at all of these descriptors and values written on your Character sheet, you probably feel like your Character is still incomplete. That is because people are more than just a column of adjectives and ranks. They need to have a story. In Coyote & Crow, you are going to be telling their story as you play, but that doesn't mean that they have to be a blank slate. Most heroes have humble beginnings and often have something that drives them to become the hero they are. For some it's aspirations, hopes, dreams. For others it's tragedy and sacrifice.

Now is the time to write your Character's background. You can use the small space on the Character sheet or write up a separate essay on them. When writing your Background, remember that you have two audiences: The Story Guide and your fellow Players. Maybe your Character grew up on a farm outside Cahokia and led a boring unremarkable life until the age of 17 when were thrust into a larger world. If that's their story, then you can write that, explain that to your Story Guide and fellow Players and be on your way.

But maybe you lost your partner to a strange illness, one that you may even be responsible for. Now that you have joined these other Characters, you don't mind them knowing that you are searching for a cure for this illness, but you don't want them to know that it took your partner and that you might be the cause. In that case, you might share portions of the story with the other Players and on your Character sheet, but communicate the secret parts to your Story Guide separately.

It's okay to make things up as you go as well. Don't feel like you have to know every detail of your Character as you play. Think of it like a television show. Sometimes, you will have a flashback episode in your mind and understand something completely new about your Character. That's great! Try to share those ideas as early as possible with the Story Guide. If you announce at the table mid-game that you have government forces searching for you, it might be hard for the Story Guide to incorporate that element on the fly.

Don't let the Background element overwhelm you. Take a look at your Gifts, Burdens, Path, Archetype, and Motivation. These

things are often enough to give you a sense of who this person is. Now all you have to do is give them a bit of description of how they came to be that person. What led someone to be a Seeker, on the Path of the Eagle, with a best friend who is their twin sister, and motivated by being a Protector?

If you're creating Characters in a group setting, feel free to use this opportunity to discuss your Character choices with the other Players. You can make group backgrounds if you like. Perhaps you are all siblings, on the same sports team, or are all part of a scientific research group.

In the end, Backgrounds are there to help you, your fellow Players, and your Story Guide get a better sense of who your Character is. It should be something that aids you in playing the game and not something that slows you down or boxes you in. There are no rules, mechanics, or effects to any background material, so go as light or as heavy as you feel comfortable with. Keep in mind that if you want an aspect of your Background to be significant enough that it has a mechanical effect, look into adding it as a Gift or Burden as well.

Initial Goals

For more on Short and Long-Term Goals, see the section on Goals and Progress. When you create your Character, you will want to have some Long and Short-Term Goals ready to go before you play. You might want to wait to set these until right before your first Session or you may want to do it when you're creating your Character. In some cases, those two times will overlap. Regardless of when, it's important that your Character has a sense of direction and growth. What are they trying to accomplish?

Your Character can choose two Short-Term Goals and one Long-Term Goal, all of which are things they will be trying to achieve over the course of game play.

Succinctly, Short-Term Goals allow you to gain a Skill Rank in a current or new Skill or to buy something above your Wealth Rank without having to make a Check. For example, if you have Unarmed Combat Rank 2, and your Character wants to get better at that, they might choose Unarmed Combat as a Short-Term Goal. How you complete a Short-

Term Goal will be covered in the Goals and Progress Chapter.

Long-Term Goals are loftier and take longer to accomplish. They will also be detailed in the section on Goals and Progress. Long-Term Goals allow you to: Gain a Gift, lose a Burden, gain a Stat Point, gain an Ability, or acquire a piece of equipment two ranks above their Wealth Rank without making a Check. Simply write in what your Character wants to achieve as their Long-Term Goal and you're good to go.

Your Character can change their Goals at any time during gameplay, so don't worry about it too much.

Names (and Naming Conventions)

The last thing you'll need to do to create your Character is give them a name. Because Cahokia is the center of continental trade, the names of Cahokians come from every corner of Makasing. That means that your Character's name might not perfectly match Cahokian spelling conventions (for more on these, please see the Chapter on Language and Communication). However, many Char-

acters will come from families who spoke Chahi as a first language, and their names will reflect that. Keep in mind, different cultures also have different customs for naming, with some preferring descriptive names that evoke a particular natural feature or animal. Other cultures prefer names that don't carry any meaning beyond the name itself, and are passed down from generation to generation. What is consistently true, however, is that names in Makasing do not follow a strict "first name, surname" pattern. Additionally, most names are non-gendered.

In Cahokia specifically, individuals will often have anywhere between three and four names. Children are typically assigned a name at birth. Some are given the name of their totem, place of birth, or a natural feature near the place they call home. In addition, many Cahokians will take on or more names over the course of their lives, which may be part of a tribal custom, an earned nickname, recognition as part of a specific achievement, or be taken on for a number of other reasons. At the start though, it's fine to just have a single name.

Below, find a few names common in modern-day Cahokia. You can also derive a name from the words listed in the Chahi glossary or visit our name generator at:

coyoteandcrow.net/chahi-name/

Kaya	Hala
Nampayo	Mawakii
Kanti	Kila
Genesee	Liwanu
Siik	Mansi
Dohasan	Adasi
Onawah	Sawni
Namid	Dichali
Tala	Takoda
Ohcomgachi	Una

Your Character is done and you're ready to play!

For Native players: Feel free to use names you know from your tribe or to extrapolate new spellings or meanings as you see fit.

EQUIPMENT

This chapter will cover everything from weapons to homes, from niisi to sunwings. It will discuss concepts of money, purchasing, creating, and modifying all the things your Character has access to in this world. It will discuss current and upcoming technology and how it fits in across the world of Makasing. It's important to note that the gear listed here is not all inclusive and that new and varied technology is being created constantly and rapidly in this world. Use this chapter as a starting place. If you are a Story Guide, feel free to add to this list as your story requires. If you're a Player and you have an idea for a piece of equipment not listed here, you have two options. One, talk to your Story Guide and see if that

piece of technology already exists in this story for you to buy or find. Second, read up on Crafting and invention in the Skill Checks Over Time section of the Rules chapter then consult with your Story Guide. Your Character might just be able to invent the equipment you want!

Nizi

Let's talk about how currency works in the Free Lands and most of Makasing. These cities and nations aren't strictly capitalist in the way we're accustomed to. Capitalism requires capital, as the name implies, and involves private ownership of the means of production. Neither is this world socialist or communist, although there are certainly similarities with socialism. We won't write an entire essay on the socio-economics of Makasing, but it's important to note some fundamentals.

First, over the years, the vast majority of Makasing has come to accept the nizi as its standard currency. Nizi can be thought of as a dollar. While still a physical currency, printed on corn based synthetic narrow strips, reminiscent of beaded band work, with various color patterns representing the denominations, the vast majority of it now is handled digitally. Nizi has its origins in Cahokia where it started as some of the first written documents which were records of labor hours owed. At its original core, a single nizi represents an hour of labor. This definition is a little harder to pin down in the modern era of 3D printers, but it still stands as a good starting point.

While the economies and business models vary from city to city and nation to nation in Makasing, most are variations on Cahokia, which can generally be thought of as a market socialist model with aspects of a gift economy. Private businesses are allowed and flourish under a strict regulation from the Council of Twelve. But there are also government run businesses that supply what people believe to be core necessities: Food, shelter, power, education, health care. Those things can be gained from privately owned businesses, but Cahokia supplies them as well, commensurate with the citizen's ability to pay even if that pay is nothing. However it should be noted that with generosity comes social clout for all. The one who gives most lavishly is awarded highest status.

In this way, there are still poor and rich people in Cahokia. There is still an under, middle and upper class. But what those groups' lives look like is very different. The under class tend to live modest, healthy lives. They have homes, access to nutritious foods, healthcare and have the same access to education as everyone else. But their access to excess nizi for extraneous goods and luxuries is somewhat limited. Folks may have jobs where they work for others. They may work for companies. But many are also self-employed, work part-time, or don't work in exchange for nizi at all.

There are also middle and upper class people as well. These folks tend to own more expensive 3D printers and have access to nicer homes, more expensive vehicles and disposable nizi, which they sometimes use to raise their social status by giving to others. There are even a few folks that are considered 'ultra rich', although even the Council of Twelve, connected to some of the richest families in Cahokia, don't have as much wealth as we see in the real world. No one is a billionaire in Makasing and there are very few millionaires. Even the term millionaire isn't something used as people aren't generally of a mind to label themselves based on the amount of nizi in their accounts.

Gats

Gats are a common technology and are often found in homes, community centers and private businesses within city limits. These have some parallels with our real world 3d printers, but are much wider spread in their use and far more advanced than anything we have. From large scale industrial printers that can make things like modular portions of walls for homes and structures, to microgats which are used for creating complex and tiny medical instruments, gats have a wide range of uses.

It's important to note that many of these printers do not create fully functioning assembled complex goods all ready to go and free of charge. First, the materials are derived from a number of chemicals, the most common and cheaply available is a polymer byproduct of mahiz. One of the main pieces of machinery needed for the gats are reducers which take biological materials and break them down into raw materials for the printers. These materials are extremely durable, lightweight, versatile and biodegradable. That means that the raw materials -

mahiz, other food products as well as mineral components – must be farmed and obtained. None of the gat products come out of thin air.

Additionally, products with multiple components can all be printed from one or more printers. But they must still be assembled by a human (or by automated machinery). For example, if your Character wanted a mag-bow, they'd likely go to a weapons shop and order one. The printing of the unassembled pieces would take a few hours, if they didn't already have one printed. The bowyer would then assemble it to your Character's specifications and their style. That bowyer or the Character would then customize that bow to their needs and wants. So, while the bow may have come from a stock formula (or woyi as they are commonly called) from the printer, the final product would be completely unique. And because of the ubiquity of printers and the customization involved in the creation, there's much less incentive for theft. Stolen items would not only not fit as well for the person who stole it, but the item would likely be highly identifiable.

Cost Ranks

In Coyote & Crow, items don't have a direct cost in nizi. Instead, they have an abstracted Cost Rank between 1 and 8. For most stories, you won't have to worry about the exact amount of money your Character makes so these ranks are substitutes that will help assign a general expense cost to goods. The ranks go from minimal at Rank 1 to astronomical at Rank 8. Most items a Character needs will likely fall into the 3-5 range.

Purchasing Items

It's important to remember that wealth in Coyote & Crow is an abstraction. Yes, it can be an exchange where someone goes to a merchant and pays an agreed upon amount of nizi to that vendor for an item. But Wealth Checks represent a general access to resources. It can be about whether something is abundant because it's in season. It can be about the fact that you have a good relationship with someone or at the time you need something, the people around you are happy to share.

Characters have a default Wealth Rank of 4 (as do most citizens of Cahokia). This can be modified

down by the Wealth Burden, or up through Long Term Goals (see Gifts and Burdens and Goals and Progress sections for more).

Whenever an item is available for a Character to obtain, the Character will compare their Wealth Rank to the Cost Rank. Then, consult the following:

» Cost Rank < Wealth Rank = No Check needed, Character gets item automatically

» Cost Rank = Wealth Rank = Check (see below)

» Cost Rank = Wealth Rank +1 = Check and Debt, or Short Term Goal

» Cost Rank = Wealth Rank +2 = No Check, only available through Long Term Goal

» Cost Rank = Wealth Rank +3 = No Check, only available through Long Term Goal and Debt

» Cost Rank = Wealth Rank +4 or more = Unavailable

As you can see, this means that a starting Character cannot obtain something with a Cost Rank of 8 and will have to face significant challenges even getting something just 1 Rank higher than their Wealth Rank. Let's define some of the terms used above.

Check: As with any standard Check, this involves rolling your Wealth Rank (so 4 dice for a standard Character). The Story Guide should feel free to modify the Success Number or even the Cost Rank of the item, depending on circumstances that fit your environment and situation. The Cost Ranks listed below are a representation of an average in Cahokia. To Succeed on a Wealth Check, the Player must roll a number of Successes equal to the Cost Rank.

Debt: The Character must take on a Debt of some sort. A Debt is a form of a Rank 1 Burden that can only be gained through Wealth Checks. The form of Debt will be determined by the situation, but in general, Debts make it more difficult to make future Wealth Checks. Additionally, the Story Guide may make the Debt something beyond financial. The Character may owe favors to unsavory types or be made to do labor in exchange for goods or any other form of compensation that the Story Guide thinks fits the scenario. The Character should know

the parameters of the Debt before they agree to it and they can decline to make the purchase if they don't like the concept of the Debt.

Short Term Goal: See the section on Short Term Goals for more. If the Character makes the payment in the form of a Short Term Goal, they do not have to take on a Debt or make a Check. This is equivalent of saving for something.

Long Term Goal: See the section on Long Term Goals for more. This is equivalent of saving for something for an extended period of time.

Frequency of Wealth Checks

In the spirit of not counting every nizi in a Character's account, we encourage Players and Story Guides to use common sense. If a Character has a Wealth Rank of 4, they can likely buy any number of Rank 1-3 items within reason. But if a Character is attempting to gain multiple Rank 4 items in a single day, the Story Guide may want to start ramping up the Success Number, conveying the strain on the Character's resources. Certainly buying something 1 above a

Character's Rank should rarely happen more than once per Session. Additionally, if a Character has a Debt (or Debts), the Story Guide may increase the number of Successes you need on a Wealth Check by one per Debt.

Gear

Gear can be a great aspect of storytelling. Many epic adventures revolve around sacred physical objects, magic weapons, or trusty tools, cool gadgets and family heirlooms. This list is by no means either comprehensive nor is it static. Cutting edge technology will be mentioned here, but it won't stay cutting edge for long in this evolving world. Players and Story Guides are encouraged to come up with new technology for themselves and others. We'll include rules for developing that technology later in the chapter. But even just the idea of new technology can be the basis for great stories. How far would your Character go for a much more powerful weapon? How far might they go from stopping someone from developing that same weapon?

In addition, there will be lots of common technology that can either be inferred or will be expanded on in later books. But this list should be enough to get you started and to spur your imagination.

Key:

Concealed: The default state of this item when worn is hidden from view. It can't be seen by a casual observer.

Unconcealable: A Character cannot hide this item from public view.

Two Handed: Requires a Character to use both hands to employ. Anything Two Handed is also Unconcealable.

Large: This item is big enough that it cannot be carried. It takes up a portion of a room or vehicle.

+/-X Stat: The Character's Stat is modified by the value.

+/-X PD: The Character's Physical Defense Derived Stat is modified by this value.

+/- SN: An increase or reduction in the needed Success Number for either a specific Skill or any Skill Check related to a Stat.

+X: Number of dice added to a Dice Pool when using this item.

X/X/X: Modifications to the needed Success Number based on Short, Medium or Long Range. An X in the slot indicates the weapon cannot be used at that Range.

Critical: On a Successful Critical, the effect is applied.

Success: On a Successful Check, the effect is applied

Clothing and Armor

Modern clothing in Makasing can look like anything. With advanced 3D printing, people can emulate anything from doeskin of the distant past to advanced, reactive smart armor. If something is listed as Concealable, it means it can be worn without casual observers noticing. If it is listed as Unconcealable then it is impossible to wear the item without it being obvious you're wearing it. Clothing

Item Name	Cost Rank	Notes
Standard Clothing	2	
Enhanced Clothing 1	3	+1PD vs Environmental Damage
Enhanced Clothing 2	4	+2PD vs Environmental Damage
Enhanced Clothing 3	4	+1PD, Unconcealable
Plated Armor	5	+2PD, Unconcealable
Skin Suit	4	+1PD, Concealed
Chameleon Suit	5	-2SN Stealth, Unconcealable
Hazard Suit	6	-2 Agi, +4PD vs Environmental Damage, Unconcealable
Smart Armor	6	+3PD, Unconcealable
Adornments	1-5	

and armor fall into a few categories and costs, explained below.

Standard Clothing

Made from either traditional fabrics or simulated and gat printed, these clothes add no protection but can be made to look and feel like just about any standard clothing. They don't protect from the elements any more than normal clothing, but they look good and are durable. Many people, especially those outside of a city, wear standard clothing. Cost Rank: 2

Enhanced Clothing

Enhanced Clothing is technologically advanced and often gives the wearer a bonus of some sort. Enhanced clothing can also do things that normal clothing can't do and is always printed using advanced gat techniques. This means it can do things like be waterproof, or have sections that disobey standard cloth physics (a collar that stands up perfectly, higher than the back of your head for example), can rotate through various modes or colors, or can collapse into something extremely small when not being worn. In other words, the Player can get creative and make these clothes do outrageous and inventive things. The majority of people within Cahokia have at least a few pieces of enhanced clothing or have access to them.

Advanced Clothing and Armor

These items are not only expensive but are often prohibited or regulated by governments. They are items that aren't necessarily meant for war, but are definitely advanced enough that they could be used for illegal purposes. Few people wear these items unless they are wearing it for their job and people wearing these will often draw attention. Common examples include:

Skin Suit: Can be worn under and in addition to any other clothing and armor. Provides +1PD. Transparent and weightless, it's almost like a second skin. Standard issue for Cahokia's Suyata. Cost Rank 5

Plate Armor: Overlapping plates give the wearer an armadillo like appearance. Provides +2PD. Cost Rank 5

Chameleon Suit: Works in tandem with wearers niisi and can change its appearance automatically to maximize camouflage capabilities. Cannot be combined with Chameleon's Shine. Gives the wearer -2SN to Stealth Checks. Cost Rank 5

Hazard Suit: Completely self-contained suit. Gives the wearer five hours of air, +4PD vs Environmental Damage, +2PD against other forms of Damage and -2 Agility. Cost Rank 6

Smart Armor: Top of the line military hardware. Has a 1 hour battery life and 12 hour recharge time. When active, the armor can detect incoming Physical attacks and changes its shape and molecular makeup at the impact point where it hardens and shapes itself to an ablative angle. It does not slow movement or affect mobility. Nothing can be worn over the armor, otherwise, it can't see incoming attacks. The suit is a thick black skin tight suit and draws attention to itself. Provides +3 PD (but not against Environmental Damage). Cost Rank 6

Adornments

While not strictly clothing, we're going to talk about adornments here. Adornments cover everything from anklets to headware to tattoos. They can be handmade, old school style, or complex devices with technology built into them.

A current trend is to have smart shaped fabrics that emulate the shape of an animal face, while digital elements render the image of the animals face onto the fabric, allowing the wearer to look as though they have a wolf's head for example, when in fact, it's just a mask and hood combination.

Native Players: Use this opportunity to take concepts of jewelry, tattoos, makeup, and anything else from your tribe's traditions and blow them up into something fun and inventive. What would beadwork look like as a hologram? What might synthetic feathers look like? This world is one where fashion and function can work together seamlessly and people of the current generation have almost limitless access to fashion choices. Even ones that upset elders.

Non-Native Players: We encourage you to take ideas from modern sci-fi and cyberpunk genres and talk with your Story Guide about how these items might be incorporated. Some basic examples might be polarizing sunglasses or light emitting tattoos.

Technology

In Coyote & Crow, technology covers a wide range of items. We'll only discuss a few of them here. If you're a Story Guide, feel free to come up with new items that work within your Saga. If you're a Player, make suggestions to your Story Guide, or have your Character work on designing new technology. This can make for great storytelling!

Gats

Gats are at the core of most other technology production and indeed all production in the modern world. Complex 3D printers using biological materials can create an array of complex products. Gats are discussed further in the Chapters Technology, and The World That Could Be.

Personal Gat: The average gat a family would have at home. They create everything from kitchen utensils to a table leg. Roughly the size of a toaster oven. Cost Rank 5

Community Gat: Larger gat used by small communities, towns, or organizations. These can produce a large variety of everyday items. Cost Rank 7

Item Name	Cost Rank	Notes
Personal Gat	5	
Community Gat	7	Large
Industrial Gat	8	Large
Niisi	4	
Home Computer	4	
Advanced Computer	5	-1SN Computer and Programming, Large
Standard Hack Rig	5	-1SN Hacking
Advanced Hack Rig	6	-2SN Hacking, Large
Second Eye AR	4	
Second Eye VR Basic	5	Large
Second Eye VR Advanced	6	Large
Communicators	3	Concealed
Small Charging Station	4	
Backpack Charging Station	5	Unconcealable

Industrial Gat: These range in size from a large desk to a small building and often have robotic and automated elements. These are capable of producing small complex items as well as extremely large items used in construction. They're often the tech used to create computers, pharmaceuticals, and barge engines. Cost Rank 8

Niisi

Niisi are fairly ubiquitous devices that assume the same role as a smartphone and a laptop does in our world. They are often worn on the forearm (but not always and there are many variations, brands and styles). The word Niisi is a generic slang term that encompasses a wide range of portable, personal computing and communication devices. A basic Niisi can access nearby daso, take photos and videos, record audio, has a voice recognition interface, can share information with other niisi and can do many of the same basic functions that our modern mobile

devices can do. The devices are found on the vast majority of city living people and are common even among more rural folks. Some newer models actually project their information in a tiny three dimensional holographic format that floats just above the screen and can be manipulated by the user's finger tips. Cost Rank 4

Computers

Home computer systems are much like our real world desktop computers while also taking the place of televisions. Computers tend to be part of a communal space in a home and few homes have more than one. For more private computing or entertainment people tend to use niisis or second eyes. Instead, computers are used to conduct business, check weather forecasts, as an interface to operate robotic farming equipment, view civic addresses or information from governments and other very utilitarian purposes. These devices are hard-wired or wirelessly connected to the daso and tend to have light or non-existent security and privacy settings outside of financial files.

More advanced systems exist for businesses and governments and these vary wildly in their design and functionality. Some are used for science and education, others are used to manage gat factories or complex robotic interfaces. But like home models, computers in Makasing tend to not be used for entertainment but rather are purpose driven machines. These tend to be larger than the home versions. Anywhere from the size of a small desk, to the size of a small room.

The machines of this world use very carefully aligned synthetic crystals for computing and information storage. The crystals tend to be durable and consistent and aren't prone to overheating. Every year as progress develops, the size of the crystal tends to stay about the same, but the information it can process and store increases. Each computer therefore needs fewer crystals as time goes along. Many believe that it won't be long before a single crystal can maintain any level of system.

Standard Computer: Cost Rank 4

Advanced Computer System: Cost Rank 5

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Hack Rigs

A standard hack rig is carried in an over the shoulder bag and comprises a number of physical and digital tools that allow the user to break into an otherwise secure computer. Most rigs include a portable cloth keyboard, holographic monitor, various physical interface cables and tools and memory crystals containing standard invasive programs. These reduce the Success Number needed when performing the Hack Skill by 1. Cost Rank 5

There are also larger versions of these that are not portable and often take up whole rooms. These are fairly rare and usually have to be put together over time. They comprise multiple computers, a VR set up and gear and software meant to break into heavier computer systems or cross intranets, gaining access to information outside of local regions. Governments are beginning to crack down on these. If a government knows you have one of these you will certainly be on their watch list and you may become a target of investigations. Large Hacking Rigs reduce the Success Number needed when performing the Hacking Skill by 2. Cost Rank 6

Second Eyes

Second Eyes are a broad term used for a number of pieces of gear that create an immersive interface with digital information available locally on the device or through the daso. They come in a wide variety of styles and sizes. While the concepts were invented more than twenty years ago, it's only in the last ten or so that they've started to become more widely used, especially with younger people. The Augmented Reality (AR) band is the most popular, likely because it's the least expensive but also because it's portable and not entirely immersive like the other versions.

While these suits and goggles don't convey any automatic benefits, they may lower Success Numbers to any number of other Skill Checks depending on how a Character uses them. Discuss further with your Story Guide.

The AR band appears as a pair of slim fitting swim-style goggles. They're fed information wirelessly from either a nearby computer or from the wearer's niisi. They can't truly do any computing on their own and only act as an interface for the data that is fed to them.
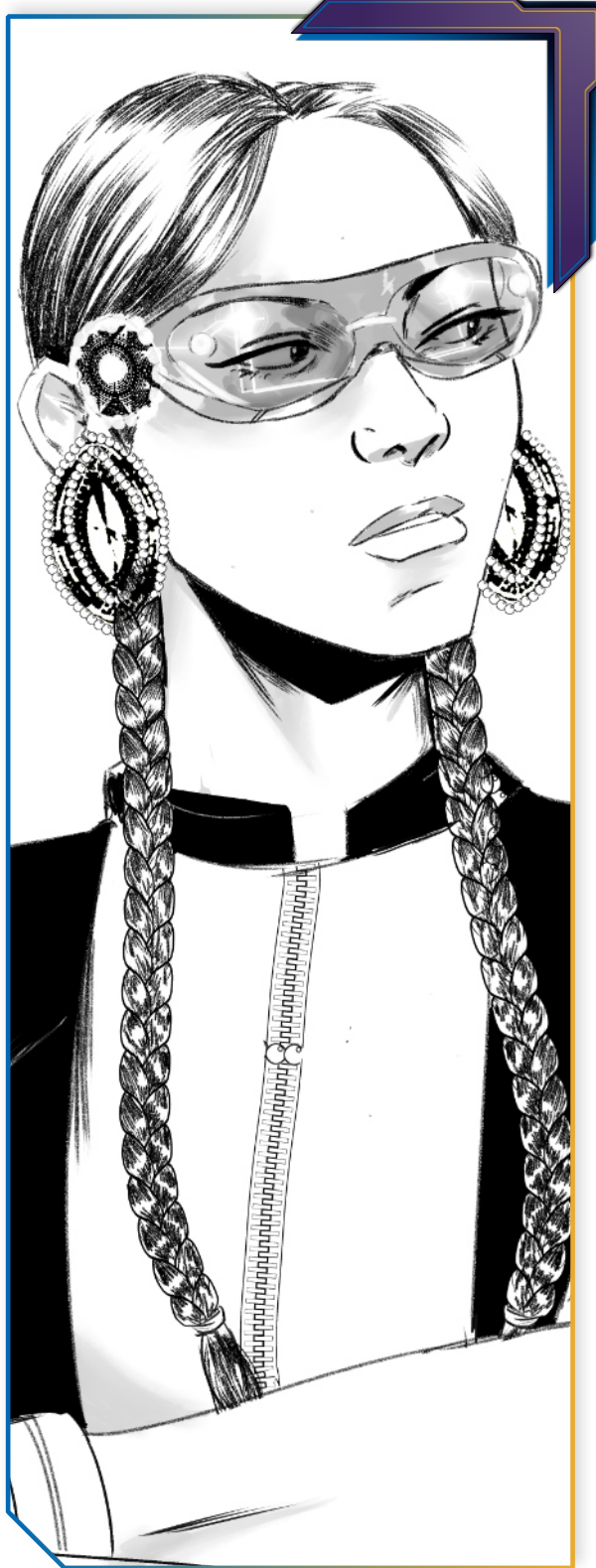
As the name states, they are not totally immersive. They convey sound through ear pieces that come down from the headband and the goggles can become opaque so that the wearer's normal vision is entirely blocked. Most of the time however, people wear these in the Augmented mode, allowing them to see superimposed data over the goggles lenses while still allowing them most of their normal vision. Many drone pilots use this setting to see through their drone's cameras. Cost Rank 4

The Basic and Advanced versions are built out of computer systems and are not mobile and fully immerse the user in Virtual Reality (VR). The basic version includes a full head piece that covers users eyes, ears, and mouth. It also includes hand sensors to detect user hand movements within virtual environments. The advanced model takes up an entire room, uses complex computing and includes a complete haptic suit for full immersion. These suits are rare and cutting edge and are often employed by hackers, artists, programmers and engineers for intricate creations and visualizations.

Basic: Cost Rank 5

Advanced: Cost Rank 6

Communicators

These come in a variety of styles, from tiny ear buds to headsets. These allow for closed loop communication between specified individuals or peer to peer calling using the daso. When used as direct communication devices, they are limited to the horizon for range. When used as peer to peer communicators, they are limited by the range of the daso the device is connected to. Cost Rank: 3

Charging Stations

Portable electronic gear relies on batteries. At home or in buildings, power is generally abundant and homes have plenty of access to charging ports for portable devices. Power and the ability to charge devices at home or in places of work are so ubiquitous that it's barely worth discussing further. However, once a person is mobile, things become more tricky. Charging stations are most often solar in nature. Larger backpack styles will also have hydroelectric options, allowing the user to drop a small tube into a moving water source and generate the necessary electricity that way.

The main difference between a small charging station, which presents as about the same size and shape as a shoe box, and the backpack verison is size of the charging field which determines the number of devices or batteries that can be charged at one time. Each charging station contains a cloth solar panel kit that can be laid out to charge its own internal battery. They also contain a charging field, which is a black cloth mat that is laid out underneath items or batteries that need to be charged. Simply dropping the items onto the mat will cause them to charge if the charging station has either stored power or the solar panels are collecting power.

The small charging stations can generally handle 2-3 items at a time. The backpacks can handle around 10. The more items that are on a mat, the longer it takes for all of them to charge.

Small Charging Station: Cost Rank 4

Backpack Charging Station: Cost Rank 5

Kits

Climbing Gear

Much like our real world climbing gear, these items consist of rope, hooks, pulleys, pitons and other similar devices. Rope in this world is still sometimes made from traditional hemp or other natural fibers. Those are still frequently used. But as synthetic lines are far more durable and also easy to create with gats, traditional ropes are becoming less common. The synthetic line is constructed with fibers modified from spider silk proteins and can easily exceed products like kevlar when it comes to tensile strength. It also weighs much less. Cost Rank: 3

Ceremonial Kit

Unlike many of the items listed in this chapter, a ceremonial kit is very personal to the user. It can contain any number of items, reusable and consumable. That means you also can't simply buy one off a shelf. The Cost Rank of 5 represents more than just cost in nizi. It represents a commitment to collecting a wide variety of items needed to conduct proper ceremonies. Some ceremonies just need people, but many require very specific objects or ingredients. Regardless of someone's Wealth Rank or Check, Story Guide's should always add on a time element to obtaining a Ceremonial Kit. It will require speaking with family members, spiritual leaders, elders, herbalists and any other number of people. It may take days to months to assemble this kit. For the standard Ceremony Skill, having a ceremonial kit reduces the Success Number of the Check by 1. Not having one adds 4 to the Success Number. See the Ceremony Skill for more. Cost Rank: 5

Native Players: Feel free to fully describe and detail what's in your ceremonial kit. Do not limit yourself to your real world tribal traditions but instead use them as a starting point for your Character in this world.

Non-Native Players: You may either skip describing specific items in your kit or add personal items or generic items to your kit (chalk, lighter, etc). You may want to include items that are emotionally and spiritually important to you as a Player. Avoid listing items if you aren't sure of their use in this cultural context.

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Item Name	Cost Rank	Notes
Rope and Climbing Gear	3	-1SN to Climbing Checks
Ceremonial Kit	5	-1SN Ceremony
First Aid Kit	3	-1SN First Aid
Medicine Kit	5	-2SN Medicine
Herbalist Kit	5	-1SN to Herbalism Checks
Tool Kit	3	
Advanced Tool Kit	5	
Breathing Apparatus	3-4	

First Aid Kit

This kit is roughly the size of a small charging station. It reduces the Success Number of a First Aid Check by 1. A standard kit contains four doses of Stabilizer drug (see below) along with bandages, splints, stitches, antibiotics, and basic pain relief. Cost Rank: 3

Surgical Kit

This is a kit that doctors would carry into the field and is the size of a large over the shoulder bag or small backpack. It contains a full suite of surgical instruments, local and general anesthetic, everything in a First Aid kit, a stretcher that can collapse to fit into someone's palm, and more. It also includes 2 doses of Accelerant and 2 doses of Sleep Inducers. It reduces Medicine checks by 2. Cost Rank: 5

Herbalist Kit

This kit represents both a store of standard herbs that users of the Herbalism Skill would have, and also storage for herbs that they collect as they travel. It reduces the Success Number of Herbalism Checks by 1, but it should be noted that if a Character does not have this bag or access to herbs in their natural environment, they cannot make a Check at all. The cost for this bag, like with the Ceremonial Kit, reflects the time and effort in collecting the proper herbs, some of which may be rare or take time to cultivate or prepare. A standard herbalist kit would be roughly the size of a medium over the shoulder bag. Cost Rank: 5

Tool Kits

These kits come in a variety of types and each reduces the Success Number of various Skill Checks by 1 for basic kits or 2 for advanced kits when attempting repairs or Crafting checks. A basic kit can be carried over the shoulder or in a small backpack while an advanced tool kit takes up multiple cabinets and storage devices and often occupies an entire room. When the player purchases the kit, they'll need to specify which size they are getting along with what type. Each kit contains various instruments, devices and supplies necessary to affect the related skill.

Basic Tool Kit: Cost Rank 3

Advanced Tool Kit: Cost Rank 5

- Art
- Computers
- Cooking
- Crafting
- Cybernetics
- Farming
- Melee Weapons
- Ranged Weapons
- Music
- Skullduggery
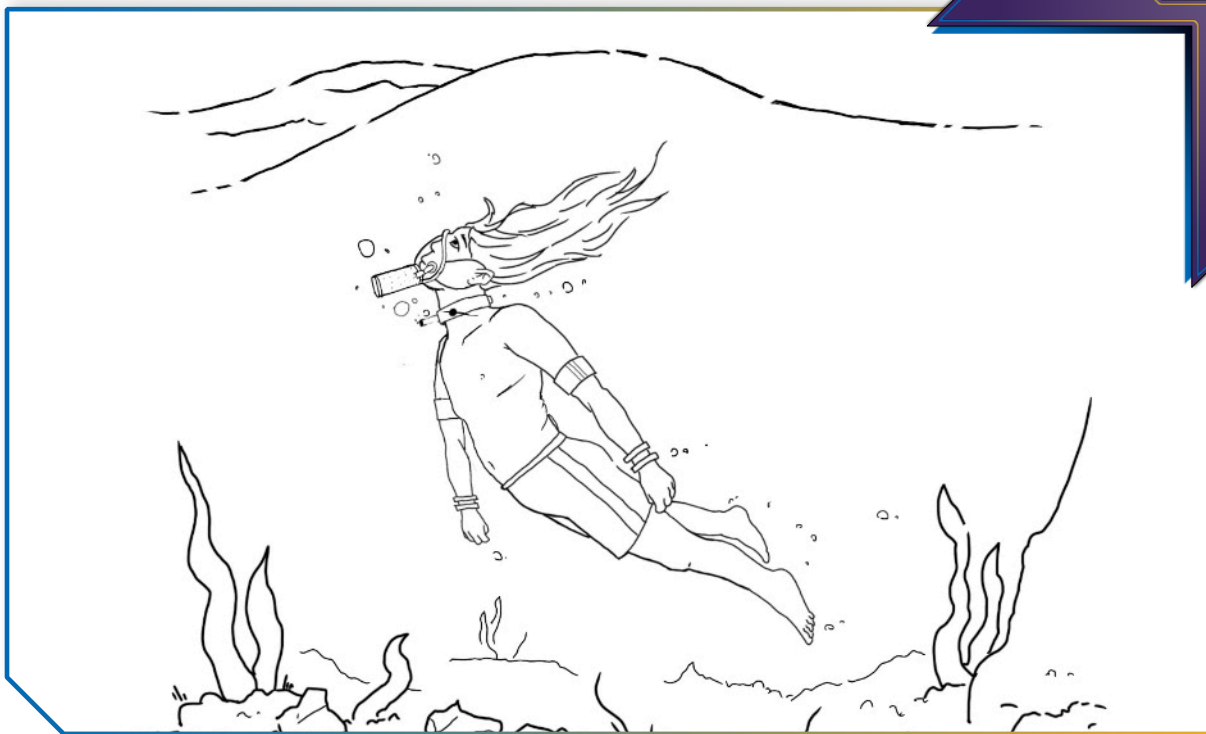
Breathing Apparatus

Compressed air is available in tanks that wearers can use for hazardous or low oxygen environments. This will generally give the user a couple hours worth of air and they are refillable where they were purchased or in major cities. Cost Rank 3

However, if the user is looking to stay underwater for a long period of time, then compressed air tanks are not usually used. Instead a combination of two devices is common. First the user attaches a mask that connects to a small container of liquid that dangles in front of the user's chest. The liquid is breathable and highly oxygenated and allows users to swim at very deep depths without worrying about pressure issues or nitrogen narcosis. In addition, the user must wear a collar that taps into a user's blood stream when it's attached to their neck. The collar acts as a filter that draws out excess carbon dioxide and nitrogen that can build up in the user. It pushes the contaminates out into the surrounding water.

The first time a user attempts to use this device, they must make a Will Check and get at least two Successes to avoid Panicking as they inhale the liquid. After the first use, it only takes 1 Will Success to avoid the Panic. A single container of this fluid will allow the user to stay at almost any depth for up to four hours. Cost Rank 4

Drugs

While gats are used to create complex synthetic drugs and to copy many of the active components of more traditional medicine, few people rely solely on machines for pharmaceuticals. Those who administer drugs use some combination of traditionally prepared remedies, modern re-creations of older medicines and synthesized advanced compounds not found in nature.

Various nations and cities regulate or control distribution or use of drugs, but in general, drug use or possession of any kind is not penalized in and of itself. In fact, many drugs are done recreationally in a way that parallels the way we use alcohol in the real world.

How a drug is created is less important than its effect. There are also multiple ways to achieve a desired effect. So consider these drugs as

generic versions, likely available from traditional or modern sources, unless otherwise noted.

Stabilizer

These are generally injected and take one Round to take effect. Stabilizers are commonplace in medical centers, with healers and in first aid kits. Meant to be administered to the injured or dying, this drug has the following effect: +1 Body -2 Mind. This drug has no additional effect if administered more than once per day. Cost Rank 3

Accelerant

This class of drug is generally given to those that need to stay awake, or need to be in a physically active state for extended periods. They're taken in a number of formats, from chewed roots, to teas, pills and eye drops. Side effects tend to be short term focus loss and poor impulse

Native Players and Story Guides: feel free to incorporate your own medicines and remedies here. Be sure to clear any in-game effects with your Story Guide first.

control. Most of these last for around 12 hours. Sleep is not possible while on these drugs, even if countered with Sleep Inducers. Most of these take effect in 1-3 Rounds or minutes. Effect: -1SN to Perception and Endurance Checks, +1SN to Wisdom Checks. Using this more than 3 days in a row can lead to Level 1 Addiction (see Gifts and Burdens). Multiple uses of this can stack but if a Stat is reduced to 0, the Character (at SG and Player discretion) may suffer a heart attack and die(see Death and Dying). Cost Rank 3

Sleep Inducers

Like Accelerants, these drugs come in a variety of formats and are meant to help the subject sleep. These can counter Gifts and Burdens like traumas or nightmares, but these drugs can also lead to Addiction if used more than three days in a row or at the Story Guides discretion (see Conditions and Ailments). These drugs generally take effect within 5 minutes. Users will sleep for 8 hours soundly. Resistance is a Will check every Round after the drug takes effect. Accelerants will reduce the Success Number by 2. Short of taking Body Damage, the user will not wake up due to noise or other conditions. Cost Rank 2

Item Name	Cost Rank	Notes
Stabilizers	3	+1 Body, -2 Mind
Accelerants	3	-1SN Per, End Checks, +1SN Wis Checks
Military Enhancers	5	-1SN(Str, Agi, End, Per) Checks, +1SN(Int, Wis, Cha, Spi, Wil) Checks
Neurotoxin	4	
Paralytic	4	
Mind Expansion Drugs	3-5	

Military Enhancers

Currently, standard military enhancers can be used by military personnel voluntarily during combat situations. These extremely potent synthetic chemicals should be used sparingly. 1 dose lasts 4 hours. More than 2 in a 24 hour period will cause cardiac arrest and death. The effects cannot stack. Even consistent short term use of these drugs will cause permanent heart and neurological damage. These are injection only and take effect within seconds. Effect: -1SN(Str, Agi, End, Per), +1SN(Int, Wis, Cha, Spi, Wil). Cost Rank: 5

Mind Expansion Drugs

These cover a wide variety of hallucinogenic, mood altering and state altering pharmaceuticals. Some of these are pure plant extract, others are carefully prepared tribal secrets. Still others are synthetics that target specific parts of the brain. Mind Expansion drugs target Checks involving Perception, Wisdom, Spirit and Will.

Drugs that fall into this category are sometimes taken as part of a social experience, such as at nighttime yawpon tea houses, or

in specific casual environments and other times they are very carefully integrated into rituals or ceremonies.

Additionally, community and spiritual leaders, healers, social clubs and those who are involved in the creation of these drugs (whether through a gat or not), are usually the ones to administer these drugs and people often take these with someone watching out for them or in a safe environment.

The main effects of these drugs can vary from mild mood alteration (almost always to a positive or relaxed state) to a completely hallucinogenic state and even a deep catatonic state. They can last less than an hour or more than a day. The visions induced by these drugs can be powerful and important and should not be taken lightly by the Story Guide.

These drugs are not necessarily physically addictive, but taking normal actions and behaviors outside of Perception, Wisdom, Spirit or Will based Skill Checks become increasingly challenging the more potent the drug.

Class 1: -1 Success Number for Perception, Wisdom, Spirit or Will related Checks. +2 Success Number for Strength, Agility, Intelligence or Charisma Checks. Cost Rank 3

Class 2: -2 Success Number for Perception, Wisdom, Spirit or Will related Checks. +3 Success Number for Strength, Agility, Intelligence or Charisma Checks. Cost Rank 4

Class 3: -3 Success Number for Perception, Wisdom, Spirit or Will related Checks. +4 Success Number for Strength, Agility, Intelligence or Charisma Checks. Cost Rank 5

Poisons

Poisons are generally used by assassins or by certain special forces. They're not generally employed in standard large scale warfare or under average combat circumstances. While socially frowned upon, those who do use poison will often tell you that they use them because they're necessary. Like our real world, using poisons on people is illegal and isn't used by government forces (even if they might sanction it secretly). Most poison's aren't generally used on animals as it would likely be seen as both cruel and risk spoiling the meat. There are many

other poisons in the world of Makasing (and beyond), but we're going to focus on the two most relatively common.

Neurotoxin

This is a liquid that can be coated onto blades, slipped into someone's food or injected directly into someone's veins. When introduced in small amounts, like on an arrow or knife edge, it will do 2 points of Physical Damage on the Round after the target was initially affected by the Poison and then its effect ends and cannot be repeated unless the edge is re-coated and the target is cut again.

If ingested or injected, the target will begin to feel the effects two Rounds later. Starting on the third Round, they must begin making an Endurance Check every Round with a Success Number of 9. A Success indicates no damage, a Fail means the target takes one point of Damage. A Critical Failure indicates they take 2 points of Damage. The target must continue to make Endurance Checks every Round until one of two things happens:

- The Target achieves two Critical Successes on the same Endurance Check.

- Someone is able to aid the Character with a Successful Medicine or Herbalism Skill Check. The Skill User must have either a Medicine Kit or an Herbalism Kit. With a Successful Check, the Character ceases to take further damage and the poison is neutralized.

Cost Rank 4

Paralytic

Unlike neurotoxins which are meant to harm or kill, a paralytic poison is simply meant to hamper movement by temporarily affecting the nervous system. In order to completely stop someone's mobility, a sizable amount of paralytic needs to be introduced into the target. This can be done by injection through syringe or darts that can be fired from standard mag-slings or by pill form. One Round after introduction (or three minutes if by pill), the target must begin making Will Checks, Success Number 10, in order to take any actions that involve movement. This effect will last until the target is able to take a Long Rest or they have been treated with a Successful Herbalism or Medicine Skill Check. In addition, the Skill user must have an Herbalism or Medicine Kit. Cost Rank 4

Weapons

It's important to emphasize that the weapons of Makasing did not develop from European swords, Chinese gunpowder or Medieval siege weapons. Instead, modern weaponry developed primarily from small to medium sized groups of individuals fighting either in the open or from a stealth position. Many traditional weapons, like knives, live on much like they were prior to the Awis with not much change other than their durability and sharpness. Other weapons have been given radical upgrades once things like electromagnetism and advanced power sources became available. Even the All Tribes War saw small groups fighting over strategic geographic points and that war, while brutal and costly, was often built around hit and run style assaults.

It's also important to know that many people don't carry weapons at all in Makasing, while others only carry hunting weapons. Few people carry military grade weapons unless their job specifically calls for it. There aren't generally laws against being in possession of these weapons, but many of them are cost prohibitive and of little use in the daily lives of most people. There is however a black market that caters to the criminal element who operate away from the cities.

Weapons cause Body Damage and have a Damage number and sometimes an Effect. The Damage number, listed as +X, is the number of Dice that can be added to a Pool when someone rolls an attack with that weapon.

Important: You can not add more dice to your total Pool from a weapon than you have Skill with that weapon. This will be reiterated in the Encounter section. So, if someone had a Skill Rank of 1 with Melee Weapons and used a combat knife in a fight, they would only add +1 dice to their pool, not +2, as listed in the weapon's stats.

Melee Weapons

There are a large number of weapons that fall into this category and are anything handheld and require the target to be within physical striking distance(Short Range). They can be one or two-handed. Knives, axes, and clubs all fall into this broad category.

COYOTE & CROW

Item Name	Cost Rank	Notes
Knife	2	+1, Concealed
Combat Knife	3	+2, 0/+2/X
Surgical Knife	3	+1, Concealed
Anicha Short Blade	5	+3, 0/+2/X
Anicha Long Blade	6	+4, Two Handed
Ax	2	+1, 0/+2/X
Combat Ax	3	+2, 0/+2/X
War Ax	4	+3, Two Handed, Critical: Bleeding
Club	2	+1, +2SN to Stun
War Club	4	+3, Critical: Stat Damage

Knives and Blades

These are generally 1 handed weapons and vary in lethality and utility. Most are made by gats and are composed of an extremely durable and sharp material made from cellulose nanofibers that are reinforced during production with an extreme yutsu powered magnetic field.   blades (named after famed engineer Anicha), are a big leap in technology, and are essentially blades that are only a single molecule in diameter along their cutting edge. Instead of shearing an object, the blade severs the molecular bonds entirely and cleanly. It should be noted that these blades are not only extremely dangerous (even potentially to the user), but are likely to draw a lot of attention as they are housed in special electromagnetic sheaths, which keep the blade from accidentally doing damage and are very obvious. While it's not illegal to own Anicha blades, people will assume that a person carrying one has hostile intentions or should be considered dangerous. Using an Anicha blade without at least 3 points in the Specialized Melee Weapons Skill (Anicha blades) causes a point of Damage any time a Fail is rolled during an attack with the blade to someone or something other than the target (user or ally).

These weighted angular blades are meant for cleaving and can do significant damage. Axes are far less concealable than knives and outside environments where being used as a tool, will definitely provoke caution or concern from others.

Ax: +1, (0/+2/X) Cost Rank 2

Combat Ax: +2, (0/+2/X) Cost Rank 3

War Ax: +3, Two Handed, Critical: Bleeding, Unconcealable Cost Rank 4

Clubs

Throughout history, humans have found that something as simple as a bone or a stick can cause a lot of damage to someone else. Modern war clubs are built to take maximum advantage of physics and engineering. These devices can shatter bones and cause massive internal damage. Lighter versions can be used intentionally to do non-lethal damage or Stun an opponent.

Club: +1, Optional: +2SN to cause Stun, Cost Rank: 2

War Club: +3, Critical: Stat Damage, Cost Rank 4

Knife: +2, Cost Rank 2

Combat Knife: +2, (0/+2/X) Cost Rank 3

Surgical Knife (Included in Medicine Kit): +1, Cost Rank 3

Anicha Short Blade: +3, (0/+2/X), Cost Rank 5

Anicha Long Blade: +4, Two Handed, Cost Rank 6

Axes

Axes come in a wide variety and, like knives, often serve a variety of purposes, including as weaponry.

Ranged Weapons

Ranged weapons provide the attacker with the ability to damage a target at a distance. Technology has provided assistance with tracking and accuracy, making modern ranged weapons far more precise than their ancestors. Moreover, modern electromagnetic rail technology has radically altered the way projectiles are propelled. While traditional weapons are still common, their modern siblings operate at a whole different level.

Ammunition for weapons isn't tracked specifically in Coyote & Crow if the user is firing standard ammunition. Instead, it's assumed that users have sufficient ammo for their purposes. Your Story Guide can make exceptions for this depending on the circumstances of the story. Additionally, if you Critically Fail a Check, your Story Guide may decide that your ranged weapon has either been damaged or has run out of ammunition.

Non-standard ammunition will be mentioned along with the weapon itself. These ammo types will modify the weapons stats and the amount the Character has available to them should be tracked. Additionally, it should be noted that special ammunition is not something that can likely be printed or purchased casually as they are always weapons of war.

Lastly, Ranged Weapons have - you guessed it - **Ranges**. Ranges in Coyote & Crow are broken into three simple categories: Short, Medium, and Long. These will be discussed in detail later in the Encounters section. What's important to know now is that all ranged weapons (including weapons that can be thrown) have range information in their details. This is delineated in the following format: number/number/number. These numbers will raise or lower the Success Number that the user must roll against a target at that range. The first number represents Short Range, the second Medium Range and the third Long Range. If you see an X in one of the range categories, it means that the weapon cannot be used at that range.

Mag-Slings

The idea of using centrifugal force to propel a small hard projectile is ancient. No one (at least no one in modern society) uses traditional

Item Name	Cost Rank	Notes
Mag-Sling	4	+2, -1/0/+2
Heavy Mag-Sling	5	+3, +1/+2/+4, Two Handed
Bear Paw Mag-Sling	6	+5, -1/+3/X, Critical: Bleeding, Large
Tracer Rounds (12)	2	
Widow Rounds (12)	3	+1SN, Critical: Bleeding
Anicha Spear	5	+3, 0/+2/X, -1PD from Armor
Recurve Bow	3	+2, +1/-1/0
Superior Recurve Bow	4	+3, 0/-1/-1
Mag-Bow	5	+4, 0/-1/-2, Critical: Bleeding
Stabilizer Arrows(12)	4	0/0/-1
Neurotoxin Arrows (12)	4	Success: Poison 2

slings any longer and mag-slings have all the benefits with none of the drawbacks. A mag-sling is the equivalent of a gun in the world of Coyote & Crow. It can easily be discharged repeatedly at close and medium range targets and can cause lethal damage. A mag-sling resembles the grip of a real world hand gun and is meant to fit easily within the grasp of an average adult. Ammo is fed through a clip-like device held in front of the fingers. Instead of a slide, hammer, and barrel though, a mag-sling has two parallel rails running a short length out away from the user. Just a few inches for most mag-slings. Between these two rails is an intense magnetic field powered

by a battery that drops down in front of the fingers of the user. The weapon pulls a single, bullet shaped slug made from extremely dense synthetic material up from the clip and then, when the trigger is activated, the rails put extreme pressure on the slug and send it hurtling down the rails. The slug leaves the rails at close to the speed of sound but with no explosives used, the guns are actually very quiet outside of a brief high pitched whine and a whoosh of air and they are free from recoil.

There are a number of ways to activate a mag-sling. There are physical activation buttons on some, either to be pushed by the thumb near where a hammer would be on a real world handgun or along one of the magnetic rails where a user would stick out their index finger and press to activate. Many people prefer this method as it allows them to simultaneously be pointing at their target when they fire. There are also voice activated versions and electronic activations for those that have the proper cybernetics.

A normal mag-sling can easily be carried on the thigh, hip, ankle, or chest and isn't much larger than the palm of a hand. The heavy variant fires much larger ammunition and requires two hands to properly use. The Bear Paw version is a mounted vehicle weapon that can fire large slingshot at very high rates.

Mag-Sling: +2 (-1/0/+2) Cost Rank 4

Heavy Mag-Sling: +3 (+1/+2/+4), Two Handed, Cost Rank 5

Bear Paw Mag-Sling: +5 (-1/+3/X), Critical: Bleeding, Large, Cost Rank 6

Tracer Ammo: Success: Target can be tracked through an isotope by the user's niisi, lasts for 48 hours, Cost Rank 2

Widow Ammo: +1SN, Critical: Bleeding, Cost Rank 3

Spears

Classic spears are still used for fishing in many areas as they're simple and they still work. However magnetic and yutsu based weapons have made most spears less likely to be employed in combat. Nevertheless, they can still be deadly. Attaching a synthetic pointed, razor sharp angular tip to a long, light, balanced shaft, cre-

ates a thrown or melee weapon that in the right hands can easily go straight through an opponent, armored or not. That said, carrying more than a few of these is cumbersome, awkward and unconcealable. And missing with a thrown spear can often leave an attacker with no weapon. For this reason, they're often used as melee weapons primarily and a ranged weapon only as a last resort .

Anicha Spear: +3 (0/-2/X) (-1PD from Armor) Cost Rank 5

Bows

By far the most common ranged weapon on both continents, bows are the culmination of thousands of years of classic bow development combined with modern technology and engineering. Traditional recurve bows are still common and easy to produce. Most people who need a bow for hunting still use these incredible weapons. Modern versions are often printed to exacting specifications, with synthetic strings, but really, they are not any better than a finely crafted wooden bow made by someone who knows what they are doing.

Mag-bows are a different story. These weapons are advanced pieces of technology that take serious assembly and are often seen in the hands of professional hunters, warriors and others that need a bow in their daily life. At first glance, a mag-bow would appear broken in two pieces, unusable. They'd be half right. In its inert or off state, the bow is in two distinct pieces. The first is the grip and lower part of the recurve. The lower part of the bow ends in a magnetic ballast that also acts as a power source and sensor suite. Just above the grip is a single, half-moon shaped magnetic rail that is about the length of an arrow. With about two-thirds of it extending forward past where the hand would be on the grip.

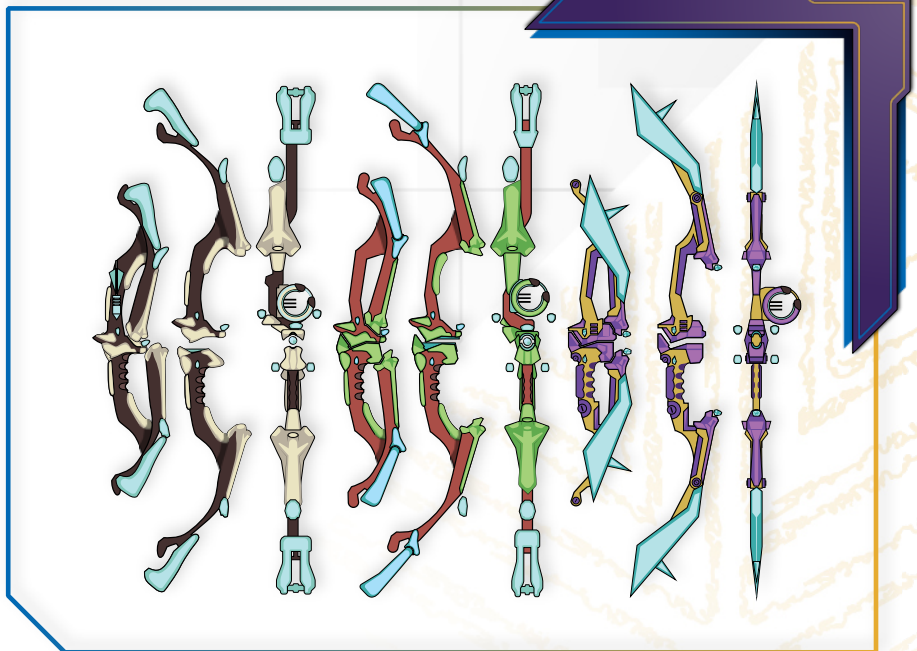The second half is the top part of the recurve, which also has a ballast and sensor array at the top end and another half-moon mag-rail on the bottom.

When the user activates the bow (through a physical switch or cybernetically) the top half aligns itself as though it were connected to the bottom half through a complex series of magnetic fields being issued by the ballasts and the rails. To do this, the bottom half

has to be within a foot or so of the top half. Users often just guide the two pieces together by hand. The bow, two separate pieces holding a single shape, will stay like this until deactivated or it runs out of power. The two halves, it's important to note, aren't touching. There is a roughly 1 1/2 inch gap between the two rails and that's where the user slips an arrow in. Modern arrows are perfectly straight and sometimes notched with synthetic or real feathers. Arrowheads, even standard ones, are extremely sharp and deadly.

Once in place, the arrow will hover, held in place between the two rails. As with traditional bows, the user uses one hand to hold the bow and the other to draw back. Except there is no string. Instead, the sensors in the ballast keenly detect specific hand and finger movements. Even though there might be more accurate or efficient ways to release the arrows, to this day, the classic process is still used. The arm holding the bow is held out toward the target. The other hand draws back through the sensor field pulling the hand back to the user's face. When the user let's their index and middle finger out, the bow fires off the arrow from the magnetic rails sending it out with over 500 foot pounds of force. A good archer, with some technological assist, can hit targets at 400 yards.

Arrows come in a variety of styles and functionality. It should be noted that arrows for the mag-bow must be gat printed as the arrows are under very specific and intense pressure. Hand crafted arrows are likely to shatter or spin wildly off course. Gat printed arrows, includ-

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ing special arrows, will work fine in traditionally made bows. Stabilizer arrows alter a bow's range modifiers. Neurotoxin arrows do additional poison damage.

Recurve Bow: +2, +1/-1/0 Cost Rank 3

Superior Recurve Bow: +3 0/-1/-1 Cost Rank 4

Mag-Bow: +4 0/-1/-2, Critical: Bleeding Cost Rank 5

Stabilizer Arrows (12): 0/0/-1 (Range modifiers stack with the bow): Cost Rank 4

Neurotoxin Arrows (12): Poison 2 (see Neurotoxin) Cost Rank: 4

Vehicles and Drones

The people of Makasing have a variety of ways to get around. Walking is still by far the most prevalent form of travel but various water vehicles, flying vehicles like sungwings, hovering vehicles like yutsu barges and underground transit systems are common. Yutsu, which provides lift, is often used in combination with turbofan and sails, rudders and other steering and propulsion technology to provide thrust and directional control. Drones rely on the same basic technology but are miniaturized and remotely operated. While vehicles are a regular sight in Cahokia and elsewhere, the culture of walking combined with efficient public transport makes owning vehicles unnecessary most of the time within the city.

Vehicles will have Stats and Skills, much like people do. These Stats and Skills and how they are applied will be discussed further in the Encounters section.

Yutsu Sled

These vary in shape and size but most are rectangular and roughly the size of a door. They're often digitally coupled to a user, designed to hover at a certain height and distance from the user if not being manually operated. The yutsu lift makes the flat surfaced sled an ideal device for carrying anything an individual person wouldn't want to lug around themselves. Varying versions are used in construction work, for personal use like shopping and groceries, in medical work for transporting the injured and in military service for transporting supplies across distances that are too far to do by hand, but close enough not to bother with a barge.

Item Name	Cost Rank	Notes
Yutsu Sled	4	End 4
Industrial Yutsu Sled	5	End 6
Yutsu Barge	7	Agi 2, End 8, PD 9
Industrial Yutsu Barge	8	Agi 1, End 9, PD 13
Skimmer	5	Agi 3, End 5
Sunwing	5	Agi 5, End 2
Personal Mobility Vehicles (PMVs)	3-6	
Drone	4	Agi 3, End 2, Str 1, Investigation 4
Military Drone	5	Agi 2, End 4, Str 1, Investigation 4 PD 8
Robots	5-7	
Cybernetics	5	
Advanced Cybernetics	6-7	+1 Stat

Most sleds do not have much in the way of propulsion of their own and are pulled by hand since they require almost no force when the yutsu tech is working properly. A few versions have magnetic coupling devices that pair with a user, so that the user's movement pulls the sled along. A standard sled can operate for about four hours on its battery and the battery recharges in about an hour.

Yutsu Sled: Endurance 4, Cost Rank 4

Industrial Yutsu Sled: Endurance 6, Cost Rank 5

Yutsu Barges

These massive vehicles serve as the bulk transport option for a variety of uses. Yutsu barges provide cross continental cargo delivery, mass transit between cities, troop carriers during times of war and more. As versatile as they are, they take the place of our real world planes, trains, long haul trucks, buses and cargo ships. They are often multi-decked vehicles that resemble large sailing ships with flat bottoms. They are built to stay continuously in the air as their massive batteries are

constantly being recharged from solar paint cells all over the structure as well as massive sails which serve three purposes: to act as actual sails, helping provide propulsion and steering, to act as secondary solar power sources as the sails absorb sunlight, and to act as shade and shelter for those staying on the top decks.

The vehicles vary widely in size and capacity, from about the length and height of a real world city bus to up to 300 feet for barges that are meant to ship large amounts of cargo for thousands of miles. They hover anywhere from 10-50 feet off the ground and can go higher if needed, although the higher the ship is from whatever is underneath it, the more power it uses. Most travel at speeds somewhere between 10-40mph. While they can travel over water just as easily as over land, they rarely venture out into the open ocean as the seas are still too unpredictable to make that safe.

Yutsu barges are not often owned by single individuals. Almost all belong to families, cities, nations, companies or organizations as they tend to require large amounts of upkeep. Still there are some who maintain a personal yutsu barge as a way to make a living, offering to ship cargo to unusual destinations or taking passengers on chartered trips.

Yutsu Barge: Agility 2, Endurance 8, Physical Defense 9, Cost Rank 7

Industrial Yutsu Barge: Agility 1, Endurance 9, Physical Defense 13 Cost Rank 8

Skimmers

These cover a wide variety of waterborne vessels. Many people still use canoes or even rafts in their day to day, often still made in the traditional fashion. But when traveling further than the other side of a river or across their local ponds, people often rely on skimmers, which offer a powered option. Skimmers come in a variety of shapes and sizes, from canoe sized to what we might think of as a yacht. They're called skimmers because often they use technology similar to hydrofoils and catamarans, lifting much of the body of the vessel out of the water. In the days of the Awis, bodies of water were often stormy and unpredictable places and water vehicles needed a good degree of stability.

Propulsion comes from a varied combination of wind powered sails and electric engines. Those same sails generate solar power for the engines. The engines are often magnetic thrust engines, forcing water through a tube that runs the length of the vessel and then out the back. This allows the Skimmers to operate in shallow waters and to not worry about propellers being damaged or causing damage.

Skimmer: Agility 3, Endurance 5, Cost Rank 5

Sunwings

Sunwing is a generic term for a number of styles of vehicles that are used as localized personal transport, for military scouting, and for sport flying and racing. Since most people opt for walking or public transport within their own city and use yutsu barges for intercity travel, sunwings have a more narrow use.

Broadly speaking, these flying vehicles are modeled after birds but mostly with forward swept wings. There are a wide variety of styles, models, capabilities and seating

for these vehicles and only a few will be covered here. Unlike our real world airplanes, sunwings don't usually carry more than one or two people at a time and tend to feature an open or partially open canopy. There are no mainstream sunwings that are pressurized and generally none flies higher than around 10,000 feet.

On a single charge, without any sunlight at all, sunwings can travel around 200 miles. On a bright, sunny day, they can often cover 600 miles before needing to land.

Using a combination of yutsu lift and thrust, turbofans, and solar power across broad, swooping wings, sunwings are light, maneuverable and fast. Designed to mimic the forms and shapes of birds, most sunwing owners paint their vehicles brightly and personally, reflecting their individual cultures and heritages. While speeds of up to 300mph can easily be achieved, maneuverability is a far more desired and pursued trait.

Some people own and use sunwings because they want to display their wealth or have to routinely travel enough distance that public transport is too slow for them. Some cities use these as emergency response vehicles, say to transport the extremely sick from remote areas. Others use them for reconnaissance, scouting, or aerial surveys. A few people own them as the equivalent of a limousine service, offering rides to others for special occasions.

Probably the most widely known use for sungwings though is racing. Most major cities have some sort of sunwing tournaments. These vary from city to city but often involve leagues, gambling, tournaments and involve ranking the pilots. Rather than simply being a test of who can fly the fastest from point A to point B, sunwing races are often tests of acrobatics and daring, forcing pilots to do tight loops, manually snag dangling flags from hovering drones or skim the surface of a lake. It's a dangerous sport and one that the racers take very seriously.

While most variations of sunwings fall into the Cost Rank 5 category, it should be noted that the weekly upkeep on these fragile, precise vehicles is a Cost Rank 4 in itself as many of the parts needed to maintain it must be customized after gat printing.

Sunwing: Agility 5, Endurance 2
Cost Rank 5 (Upkeep Cost Rank 4)

Personal Mobility Vehicles

Personal mobility vehicles cover a wide range of mobility options for individual citizens. Whether for the elderly, or for those missing limbs or for those with various diseases or genetic disorders, personal transports take a wide variety of shapes and sizes. These devices don't really have a standard form, but instead are often customized to the users needs and desires. While a Cost Rank of 3 is common and 4 is even possible, it should be noted that Cahokia and m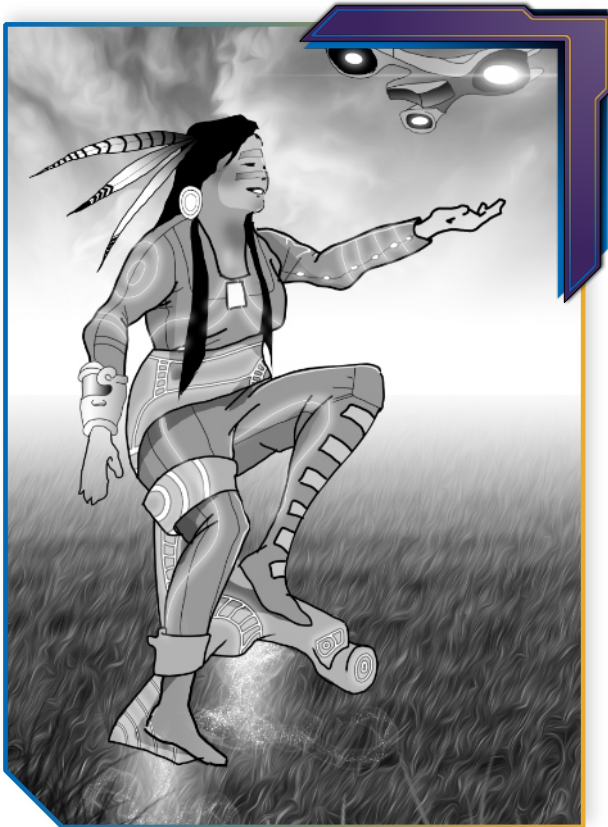any other major cities provide these to their citizens at no cost. Note that these devices, which might be compared to wheelchairs or crutches in our world, are distinct from more permanent types of physical augmentation covered under cybernetics.

These transportation options use much of the same technology as other vehicles and are often deeply personalized by the user. If your Character uses one of these regularly, we encourage you to work with your Story Guide to come up with a detailed description of how this vehicle looks and operates.

Personal Mobility Vehicle (PMV): Stats Vary, Cost Rank 3-6

Drones

These remotely operated vehicles, most roughly the size of a small animal, are becoming more and more popular. While they don't have true artificial intelligence, savvy operators of these vehicles are encoding them with software and add-on functions that make them seem closer to pets than machines. What separates Drones from robots (detailed below) is that Drones must, to some degree, be controlled by a human opera-

tor, even if they also have some independent programming.

Many drones are flying vehicles, but some are also ground based, with legs or treads for mobility.

Most of these vehicles operate best when used with Second Eye AR. This allows the user to see what the drone sees. All drones are equipped with at least one camera, many have more. These cameras allow the pilot to see in multiple directions. While drones can often achieve speeds of up to 100mph, speed is generally not the primary focus. Reconnaissance drones are built to get to heights of up to 5000 feet in the air and can maintain this height sometimes for hours. With a range of cameras, including thermal and low-light vision, they allow users a fantastic range of vision and photographic options. Carrier drones can be used to deliver small packages around a city and can carry up to five pounds. Most drones operate from signals issued from desktop computers or niisis or specialized control gear and can operate as far as 15 miles from the user if they have a clear line of sight, a strong signal and the weather is optimal. They can go

further if operating through a steady, consistent daso. Generally, most users aren't sending their drones farther than a few miles away though.

Military Drones tend to be slower but can often be outfitted for custom missions and are often more sturdy than their civilian counterparts.

Drone: Agility 3, Endurance 2, Strength 1, Investigation 4 Cost Rank 4

Military Drone: Agility 2, Endurance 4, Strength 1, Physical Defense 8, Investigation 4, Cost Rank 5

Robots

Robotics covers a wide range of automated machinery. Unlike our own world, there isn't much interest or drive in replicating humans or animals with robotic analogs. Instead, robots in this world often focus on their form being driven by function. A perfect example of this are modern robotic mahiz harvesters. These robots can efficiently pick and even shuck large swaths of mahiz fields. They can detect diseased or problem pieces of mahiz and separate them. They can stop to avoid hitting people.

They even know when to harvest. But if you took them out of their environment, they would be completely useless. The harvester's body sits just above the average full grown corn height, giving its sensors a proper vantage point for navigation and harvesting.

Similarly, most robots in the world of Coyote & Crow serve very specific functions and do not have anthropomorphized behaviors. While many modern robots have verbal interfaces, they do not have voice responses. They rarely have 'legs' or 'eyes' or are given names or anything resembling personalities.

While some robots are given more broadly useful AIs, none of them are designed to operate outside of their extremely strict parameters. For example, an advanced robotic version of a yutsu sled might be designed to follow an elderly citizen around and have a mechanical arm to reach for things that they are not strong enough to lift or tall enough to reach. It might be able to, with a verbal command, get something off a shelf and place it on its hovering surface. A medical version might be trained to give assistance or contact help under certain physiological parameters, but it would in no way be 'caring' or be mistaken for anything other than a cold machine. Many larger robots are communally owned. These robotic devices have a wide range of Cost Ranks, Stats and Skills but usually start at least a Cost Rank 5.

Cybernetics

People in the world of Coyote & Crow have conflicted and varying views when it comes to cybernetics. While the technology and capability of replacing human parts is advancing rapidly and the option to even improve upon human physiology is possible, the people of this world don't necessarily embrace that option as something desirable or relatable.

Part of that comes from the fact that not having a limb, or sight, or hearing, etcetera, isn't necessarily considered a disability in the same way some people of our world think of it. For example, trying to operate a bow without having two hands might present some engineering challenges. But since so much of the current technology is based around customization, it's not as big a hurdle as one might think. Additionally, because people are not as directly valued for what they specifically add to a labor force, there isn't as much pressure on individuals to conform to a physiological standard.

In real world culture, if someone loses a hand, some might think of them as being "less than". Therefore, the urge to replace that hand and "fix them" is a logical goal. The better and more lifelike a replacement, the more we have restored them to their fully functional state. But in Makasing, because people are not valued by their daily manufacturing output, this form of valuation just doesn't apply. Instead, a person without a hand must ask themselves, what do I want to do that I cannot currently do and how do I best achieve that? Really, it's the same question people with two hands would ask themselves.

For some, that does mean a cybernetic hand. A Player who chooses to have any kind of impairment for their character should denote this using the Gifts and Burdens system if they wish to have it affect game mechanics.

During gameplay, situations may come up where a Character may need or want cybernetics. During these times, they will have to pay the Cost Rank for their cybernetic enhancements as most cities and nations will generally not entirely subsidize these outside of medical necessity. In addition, cybernetics never look like human replacements. That would be considered to be inauthentic, deceitful, tasteless, and really, just weird. If someone's going to get a replacement, it might serve the same final function, but if it's an external replacement, it will likely visually stand out in both it's engineering and design as well as its presentation and artistic statement. They'll likely not look human, nor will they be cold, functional steel. Instead the synthetic materials allow for bright colors and bold graphics.

Standard cybernetics can be a replacement for any limb or portion of a limb. They can also be a replacement for any organ within a person's torso. There are also cybernetic replacements for eyes and ears. The Cost Rank 5 reflects monetary costs being shared by the person in need and the community they live in. Costs may be higher for folks living in remote areas or if centralized healthcare is not an option. These replacements only replicate what standard human physiology is built to do.

More advanced cybernetics are available in metropolitan areas or from cybernetic specialists and can raise Physical Stats and Perception up to 4 or even 5.

Cybernetics: Cost Rank 5

Advanced Cybernetics: One Stat to 4, Cost Rank 6

Advanced Cybernetics: One Stat to 5, Cost Rank 7

GOALS AND PROGRESS

Your Character, like all human beings, will change and over time. They will learn new things, make new friends, and face life-altering challenges. Some things will be out of their control as fate and life deal hurdles. Other changes will be due to the choices they make or plan for. As a Player, you have some control over these things in the form of Short-Term Goals and Long-Term Goals.

Group Goals are goals outside of a Character's hands and are the events that the Story Guide brings to the table. These events are the things in life that can test our friendships and in the long run, craft epic tales. Your Character is destined for the kinds of adventures that will turn them into Legends and in turn, will give them a Legendary Rank. Legends and Legendary Ranks are the purview of

the Story Guide and we'll discuss them briefly in this chapter and again in the Story Guide Section of the book.

All of these things together shape your Character's growth and are collectively referred to as the Legendary System.

Short-Term Goals

At any time, a Character can be pursuing two Short-Term Goals simultaneously. At their discretion, a Player may change their Short-Term Goal or have one or none if they so choose. A Story Guide should be made aware when someone either achieves, changes or adds a Short-Term Goal, but permission is not needed.

Short-Term Goals consist of two different categories:

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- Improving a Skill or gaining a new one

- Obtaining a piece of Equipment without making a Wealth Check

Improving and Gaining Skills

Whenever you choose to improve a Skill, write in the name of that Skill in your Short-Term Goal. After it, you'll write a number equal to the number of Sessions you've played in since adding that Skill to your Short-Term Goals. This means that during the first Session you play after adding a Skill, you'll write a 0, since you've not played any Sessions yet. The next time you sit down to play a Session, you'll change that number to 1. The next time to 2, and so on.

For example, if you have Coercion, Rank 3, and want to improve it, you will write Coercion in your Short-Term Goal slot. Then, after every game Session, you'd increase the number next to it. After one Session, it would be Coercion 1. After your second Session it would be Coercion 2.

How does your Skill Rank actually improve? By practicing it over time, of course. Doing the thing you want to become better at in a controlled environment or out in the real world is the only way to improve. How long it takes is measured in Sessions, the number of times you sit down at the table to play Coyote & Crow. The more advanced your current Skill Rank is, the longer it takes to become better at it. Additionally, the broader a Skill is, the longer it takes. General Skills take a long time, while Specialized Skills take less time.

Here's the way it works:

- To raise a General Skill, the Character must practice it for a number of Sessions equal to the number of the Rank to be gained. For example, to raise Coercion from Rank 4 to Rank 5, it would take 5 sessions.

» **Sessions Required to Raise a General Skill = new Skill Level**

- To raise a Specialized Skill the Character must practice it for a number of Sessions equal to Rank to be gained divided by half, rounded up. For example, to raise Bows, a Specialized Ranged Weapons Skill, from 4 to 5, it would take 3 sessions (5 divided by 2, rounded up).

» **Sessions Required to Raise a Specialized Skill=Skill Level/2, rounded up**

Important Caveats:

- Skills can only be raised 1 point at a time.

- A Player can choose the same Skill for both of their Short-Term Goals if they wish. Each Session played counts as two toward that Short-Term Goal.

- If a person changes their Short-Term Goal during a Session, they lose previous gains toward the discarded Goal and must start from scratch if they wish to attempt that Skill gain again. The current Session does not count toward the new Short-Term Goal.

- A Character needs to actually use their Skill or roleplay their practice in some way during a Session. At the Story Guide's discretion, a Session may not count toward their goal.

- A Skill can never be raised faster than 1 full Session.

- A Character can be Mentored, which will lower their number of Sessions required to raise the Skill.

- Some Skills cannot be raised at all or above certain amounts without a Mentor.

- At the Story Guide's discretion, some Skills may require certain equipment or settings in order for the Character to raise their Skill.

Mentoring

If a Character spends time being taught, guided, and schooled by someone else, they may gain a rank in a Skill in fewer Sessions than normal. A Mentor is anyone who has Ranks in the Skill equal to or higher than the Character looking to raise their Skill.

In order for the Mentor to bestow this benefit, they must spend time with the Character, imparting their wisdom. In addition, the mentor must put 'Mentor' in one of their Short-Term Goal slots if they are a Player Character for the duration of the time spent mentoring.

Being Mentored allows the Character to learn their new Rank in one fewer Session. Again, there is a minimum of one Session.

Mentoring is required for Skills that have an asterisk next to them if the Player wishes to attain them after Character creation.

Skill Maximums

While Skills can always improve, Story Guides and Players should agree on certain maximums. The game is built so that it's difficult to accelerate a Character too

quickly or to make them too powerful, but it's theoretically possible to get certain Skills so high that they become imbalanced. We suggest that a Skill Rank shouldn't go higher than 7. Even a 7 will be extremely powerful in your game. Be cautious!

Additionally, if someone has a Rank 8 Skill, they must immediately take the Notoriety Gift or Burden at Level 1, gaining an additional Level each time the Skill goes up again (to the maximum of 3).

Obtaining Equipment

The other thing a Character can do is get equipment beyond their normal means, bypassing the Wealth Check as described in the Equipment Chapter. In this case, they are able to buy something one Wealth Rank higher than their normal Wealth Rank without having to make a Wealth Check.

This doesn't just represent a person saving cash under their bed. It may represent scrounging parts,

making trades, doing favors for others, or taking on a part time job. The Character is focusing their time and attention on getting something important to them.

How long this takes is determined by the cost of the item. The number of Sessions it takes to get an item is equal to its Cost Rank. So a Rank 6 item would take 6 Sessions. We recommend you roleplay this out when possible. If your Character has slowly been building their own Skimmer over weeks, include it in the game play. When this isn't possible, you can always gloss over it, but it could be something exciting for the Player and maybe even the whole group!

Purchasing something more than one Rank higher than your Wealth Rank requires a Long-Term Goal. See the Equipment Chapter for more on Wealth and Cost Ranks.

Long-Term Goals

Short-Term Goals allow you to make changes to your Character's Skill set and allows for them to get minor belongings. However the really big things in their lives move a little more slowly. Long-

Term Goals are a way to achieve larger things over the course of the game and can fundamentally change a Character internally and externally.

These are things a Character will dream about, strive and fight for, cry over, maybe even die or kill for. They are not to be taken lightly. Unlike Short-Term Goals, you can only change a Long-term Goal with the permission and cooperation of the Story Guide. We'll get to that in just a bit. First, let's talk about what you can gain through Long-Term Goals:

- A new Ability (~8 Sessions)

- Increase a Stat (2x the new Stat in Sessions)

- Gain a new Gift (~4 Sessions)

- Increase the Level of a current Gift (2x the new Level in Sessions)

- Decrease the Level of a current Burden, including removing it (2x the current Level in Sessions)

Similar to Short-Term Goals, the way these are all obtained is through spending time measured in Sessions. Additionally, when a Long-Term Goal is completed, the Player has the option of changing their Motivation. Work with the

Story Guide to see if this makes sense for the Character. You will also have the chance to change your Motivation when Group Goals are completed.

Gaining a A New Ability

Only around twenty percent of people who take the Adanadi gain an Ability. Of those, only about twenty percent gain a second Ability. Of those only about twenty percent gain a third Ability and so on. These Gifts are rare because unlike a Skill, there is no one to teach you and everyone responds and reacts to the Adanadi differently. Gaining a new Ability is like trying to picture something you've never seen before. Where do you even start?

However, some folks, through a combination of focus, practice, trial and error, sheer luck, or through unknown biological factors, gain access to another Ability. Gaining a new Ability has a base cost of eight Sessions. The Story Guide may modify this to suit Story and Saga needs. No one can help or mentor your Character. It is just going to take time.

When choosing a new Ability, the Player must decide at the time they begin the Long-term Goal. Once the appropriate number of Sessions have passed, they gain the Ability and can start a new Long-Term Goal. While the Ability is chosen by the Player, from the Character's point of view, it is random. They have simply been trying to do something new, and one day, it began working. The Adanadi is mysterious like that.

Players can have any number of Abilities. However, they must always be chosen from their Path. In theory, that limits them to Six Abilities based on what we have listed in this core book. As with high Skill Ranks, be aware of Characters amassing too many Abilities to keep the gameplay balanced.

Increasing a Stat

Whether it's weight training, going back to school, or meditating, there are always ways we can improve ourselves. Stats in Coyote & Crow can fluctuate through Damage and Abilities, but the only way they can permanently go up is through a Long-Term Goal.

Stats always increase one point at a time. Each Stat takes twice as many Sessions as the Rank the

Character is trying to achieve. Going from a Strength of 3 to 4 would take 8 Sessions. Remember that once the Stat changes, all related Skills and Derived Stats change as well.

Stats cannot go above 5 normally, unless it is a Stat related to a Character's Path. During Character creation you can technically create a Character with a Stat of 7 — through point expenditure, Archetype and Path selection— yet we suggest that the Story Guide and the Players keep in mind that a Stat that high would be not only life defining for the Character but probably thrust them into the public spotlight. This type of Character-building may affect your world and story. Characters who raise a Stat above 5 during gameplay also take on the Gift or Burden of Notoriety at 1 Level for each Rank above 5.

Gaining and Increasing Gifts

Another thing a Character can do with Long-Term Goals is gain a new Gift or increase the Level of a current Gift. Before you choose to do this for your Long-Term Goal, discuss with your Story Guide as they'll be essential in helping cre-

ate the environment possible for your Gift to work into the story properly.

Gaining a New Gift generally requires four Sessions for a Level 1 but this number can be modified by the Story Guide. In fact, depending on the Gift, they may not even tell you the number of Sessions until you've achieved it. Sometimes good things in life don't arrive when we plan them to.

Gifts also don't necessarily come in at Level 1. Some may, but things don't always work out so neatly. You can work with your Story Guide to determine the appropriate Level of the Gift and then they will modify the number of Sessions accordingly. Typically, the higher the Gift, the more Sessions it takes.

Your Character can also raise the Level of a current Gift. This generally takes twice the number of Sessions as the Level of Gift you're looking to obtain. Increasing a Gift to a Level 3 would take 6 Sessions.

It's also important to note here that Gifts and Burdens are often entangled. Your little sister might be a Gift and Burden simultaneously. But raising that Gift while

lowering that Burden might mean that your relationship with your sister is evolving for the better. Work with your Story Guide to craft the reasoning behind these changes.

Lowering and Removing Burdens

Like Gifts, you may remove or decrease Burdens. You'll need to consider how this plays out in the game. Maybe you have a Burden of a sick relative. Does removing that Burden mean they've died? How would that affect your Character? Like other choices involving Gifts, you need to decide what you're lowering or removing when you start working to attain this Long-Term Goal. Discuss it with your Story Guide and understand that while it may be your Goal to remove this Burden, how that actually plays out may not entirely be up to you. It may involve your Character's friends, family, allies, enemies, and fate itself, directed by the Story Guide. Life gets messy.

At the Story Guide's Discretion, you can remove a Burden all in one go or you can reduce it Level by Level, whichever the two of you agree on. When lowering a Burden, the number of Sessions it takes is equal to twice the current Level of the Burden. Dropping a Level 2 Burden to a Level 1, would take four Sessions. Removing a Level 3 Burden all in one go would take 12 sessions!

Changing a Motivation

Motivations can change throughout a person's life and in game terms can be done any time a Character achieves a Long-Term Goal. The Player and the Story Guide should work together to determine if it's the right time to change Motivations. They are sometimes linked in spirit to a Character's Long-Term Goals, but not always. In fact, conflict between Motivations and Goals can make for great stories and character arcs.

Group Goals

While Character's have their own individual Long-Term Goals, the Story Guide will be keeping a Goal for the whole group. This Group Goal isn't spelled out to the Players but is often the natural conclusion to a Story, set of Stories or a Saga. As Stories tend to take quite some time, concluding them is a pretty big deal. You might

compare it to your favorite movie franchise. Each film ending is the finish of a Story, while the movies taken together are those Characters' Saga. At the end of each film or Story, major plots are wrapped up and there's often a sense of conclusion. Sometimes, we're all left on a cliffhanger and that's okay too! The Story Guide will decide when a Story should wrap up. It will usually be around the 8-10 Sessions, but you don't need to worry too much about that. In some cases, you might be sure a Story is about to wrap up. Maybe you've just defeated who you thought was the main antagonist of this story, only to learn that they were just a lackey of the true villain! The Story continues.

Regardless, at a certain point, usually at the end of a Session, the Story Guide will let Players know they have concluded the current Story. In most cases, the Story Guide will then grant the Players a Legendary Rank. They might not if the Story was less than eight Sessions. In that case, the Story Guide will let the players know when they've gained a Legendary Rank. Legendary Ranks are only awarded at the end of a Story.

When a Story Guide grants a Player a Legendary Rank, a few things occur. We'll list them here and then discuss them below in further detail.

- The Player increases the Legendary Rank on their Character sheet by one

- The Player gains a Burden

- The Player crafts a new Tale

- The Player has the option of changing their Motivation

- The Story Guide will craft a new Group Goal

Legendary Ranks

Your Legendary Rank represents two things: the relative size or epicness of your Character's heroic journey and the overall notoriety of that Character gained through those adventures. The Rank has two in-game effects:

During Dice Checks, prior to applying Focus, the Player may change any non-Fail die by one point per Legendary Rank. If you have multiple Legendary Ranks, you can split this effect over multiple dice or stack it onto a single die. For example, a Legendary Rank 3 Character could change three 5's into three 6's or one 5 into an 8.

dens, they should be discussed by the whole table before finalizing.

At first glance, gaining a new Burden might seem counterintuitive. After all, Burdens seem like punishments; why would Characters be punished for completing Stories? If you look at most famous heroes, they're often laden with obligations, guilt, regrets and are rarely given the chance to sit back and enjoy their successes. Indeed, most heroes often find that the battles they win often lead to a new battle or a new obstacle. It's good to think of these Burdens as something your Character is taking on in order to achieve their goals. It's part of being a hero. It will also be something that shapes their future.
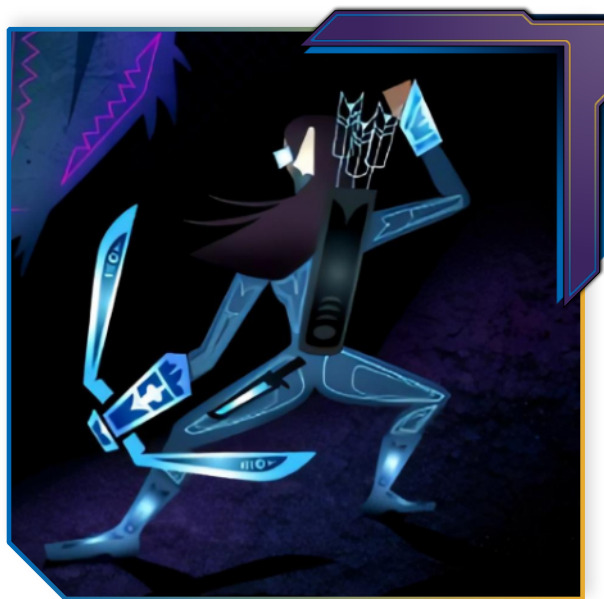
At the Story Guide's discretion, Success Numbers for social Skill checks may be lowered up to the Character's Legendary Rank if they determine that the Character's notoriety might play into the situation. (Note: This does not imply that the Character has the Notoriety Gift or Burden, but the two may interact)

Gaining Burdens

As mentioned above, when a Character gains a Legendary Rank, they also gain a new Burden. What the Burden is and what the Level is will vary based on the Story. The Story Guide may give the entire group the same new Burden. While the Story Guide has the final say in these new Bur-

Tales

Once a Story is concluded, there will be a set of facts around that story. Who did what, how the events played out, and from a Player perspective, even what the dice outcomes were. When a Story finishes, each Player should come up with their version of the events as told by an individual who is telling this tale seven generations later around a late night campfire. It could be a short story, a poem, or a song. It doesn't matter. Any way the Player wants to convey the events of the Story.

They should do this in private, without input from the Story Guide or other Players.

We recommend that you keep your Tales separate from your Character sheet, but have them available should the need arise. Keep them in a journal or on a secret blog. However you keep your Tales, here's a few things you should remember when you create them.

- No matter the objective reality, the Player's Character is the hero of this particular story.

- The Player's fellow Characters are supporting heroes.

- The reality of events are not as exciting as the important or dramatic parts.

- The Player can impart meaning - real or imagined - into the story where they see fit.

- The Tale should seem larger than the reality of the events. Feel free to embellish or even fabricate parts as needed.

- Tales are often short stories, but can be anything - songs, poems, even drawings. Get creative!

When you've all finished your Tales, we recommend you read them off as a group the next time you're all together for a Session. Your various interpretations of the Story are all valid. These are the versions of the events your Characters' experienced that will carry on ahead of you through time but also around the world they inhabit now. When you step into a smoking lodge and see someone side eye you and then whisper to a friend, they may be conveying one of your Tales, as your legend precedes you.

Changing Your Motivation

At the end of a Group Goal, it's possible that the Story was so integral to a Character that it changes their Motivation. This is especially true if the Character completed a Long-Term Goal at the same time they completed a Group Goal. What if the Character had been motivated by Revenge and now the group has gotten that revenge? It's possible their need is sated and they move on. But maybe not. Maybe the person keeps feeling the need for revenge but now has no way to pursue it. What happens then? Players should discuss with their Story Guide to get ideas, but in the end, any Player can change their Motivation at the end of a Group Goal.

New Group Goals

Once a Story has concluded, whether or not a Legendary Rank was awarded, the Story Guide will begin working on new Group Goals.

Retirement

Players and Story Guides should discuss their group of Characters as Stories reach their conclusion. If their Legendary Rank is high enough that the group is starting to feel less challenged, here are a couple of things to consider:

The Story Guide may be making things too easy or quick for your Characters. Consider longer Stories or more difficult Encounters

It may be time to set these Characters aside, letting them quietly retire and make room for the next generation of heroes.

Either way, you'll find that Characters with high Legendary Ranks are extremely powerful. These may be both more difficult for the Story Guide to manage and less fun for Players to play. Don't be afraid to create new Characters.
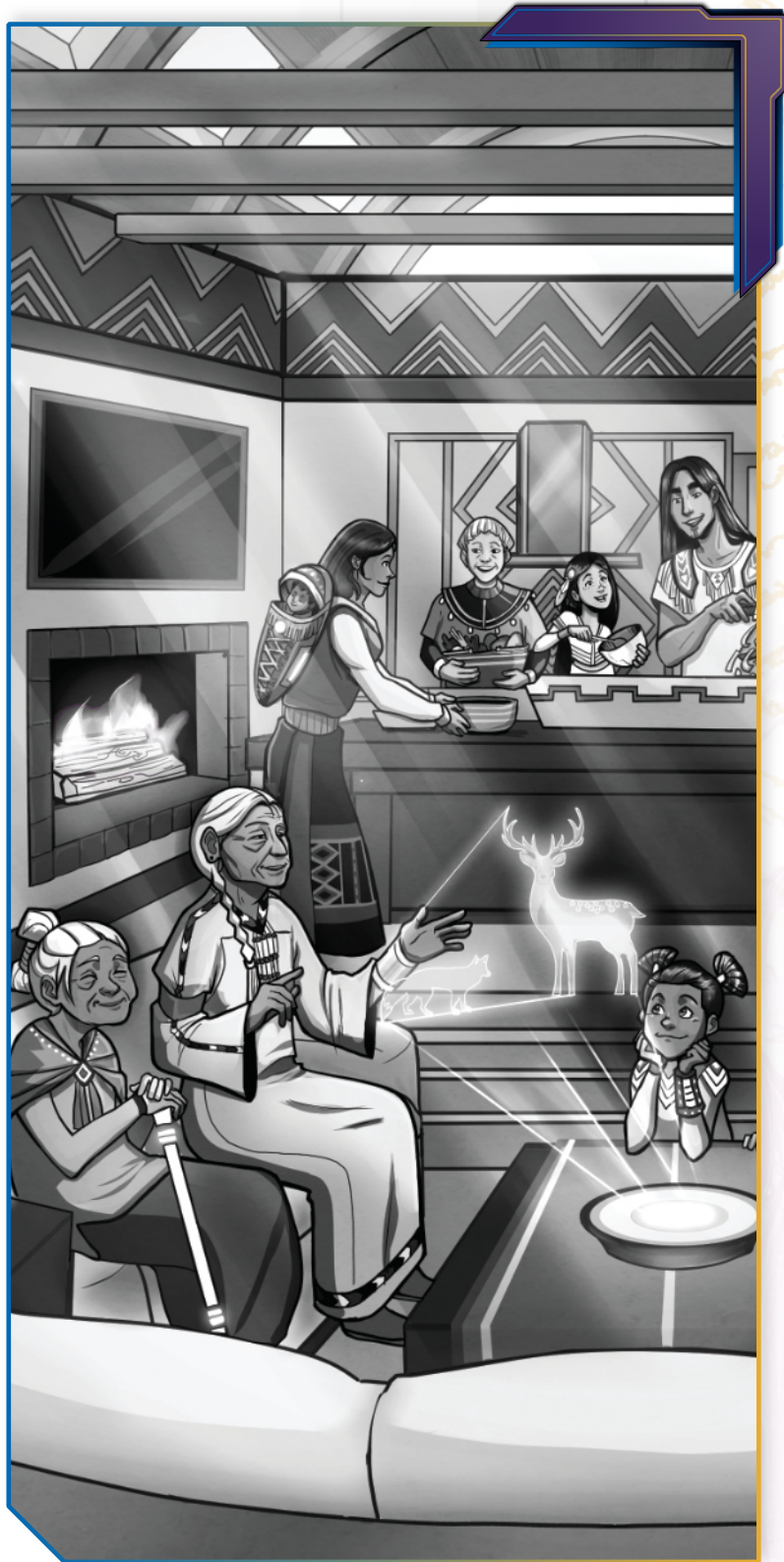
SECTION 3

Rules of the Game
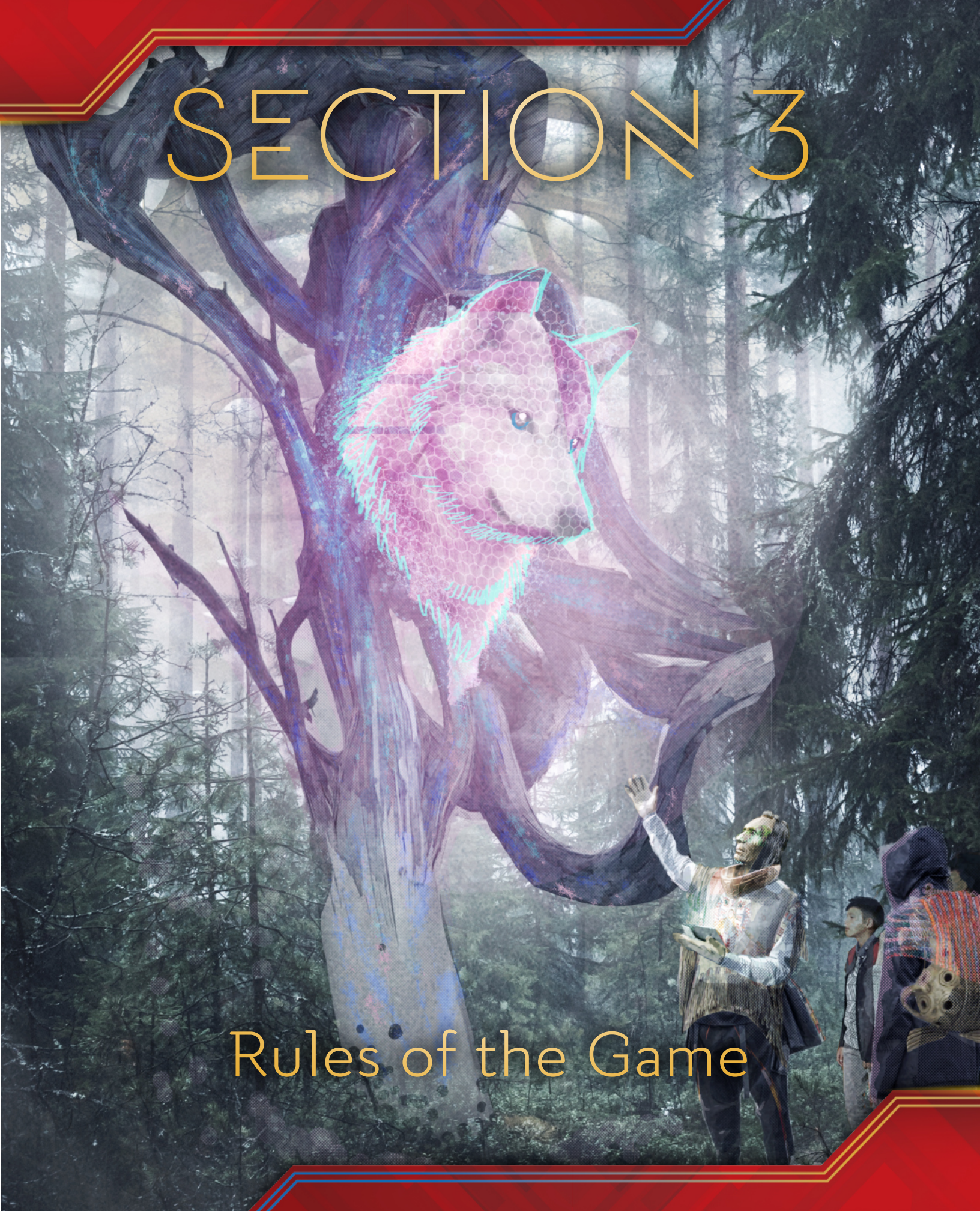
THE D12 SYSTEM

Coyote & Crow uses a system of dice rolls, called Checks, to determine the outcome of many story events. The Story Guide will determine when dice need to be employed. In this chapter, we'll talk about what dice the Players and Story Guide will use, how to apply them, and what the numbers mean.

If you've never played a roleplaying game before, dice are used to determine the results of situations where your Character's agency isn't a factor. That is to say, you don't use dice to determine if your Character fires a bow, but only to determine whether or not they hit their target and to what effect. Similarly, the Story Guide will use dice to determine the results of the efforts of the non-Player Characters, but not their actions. A Story Guide may choose to have a bear attack a Character, but

the dice will determine whether or not that big furry paw injures the Character.

As with all rules in Coyote & Crow, there are times to ignore them. If the dice are ever getting in the way of telling a good story, the Story Guide and Players are free to talk about when to override them or not use them, with the Story Guide always being the final arbiter. The dice are tools of surprise, suspense, and excitement. They are not meant to hold back your game. When they don't serve your group's needs, set them aside as necessary. Some of the best moments in roleplaying games have nothing to do with dice, but instead have to do with brilliant moments of dialogue and interplay between Players, Story Guides, and the Characters they've created.

That said, the D12 System for Coyote & Crow allows for a consistent framework for Players to understand the capabilities of their Characters and the challenges they face. As the name implies, you'll be using a single kind of die, a d12 (a die with numbers ranging from 1-12). You'll often be rolling multiple D12s at the same time and these groups of dice are referred to as a Dice Pool (even if it's just one d12).

Whenever a Story Guide or Player puts together a Dice Pool and they want to determine the outcome of an attempted action, this is called a Dice Check or just a Check. Generally, the Story Guide decides when a Check is required from anyone, but Players are also encouraged to ask their Story Guides if they can make a Check.

We recommend each Player and the Story Guide have their own set of dice if possible. A standard set of dice to start with would be 9 white d12s and 3 black d12s. While you occasionally need more than that, this number should be a good starting place. You can find twelve-sided dice at your local hobby game store or at multiple places online if a hobby store isn't nearby. Our suggestion is that they be white and black, as these
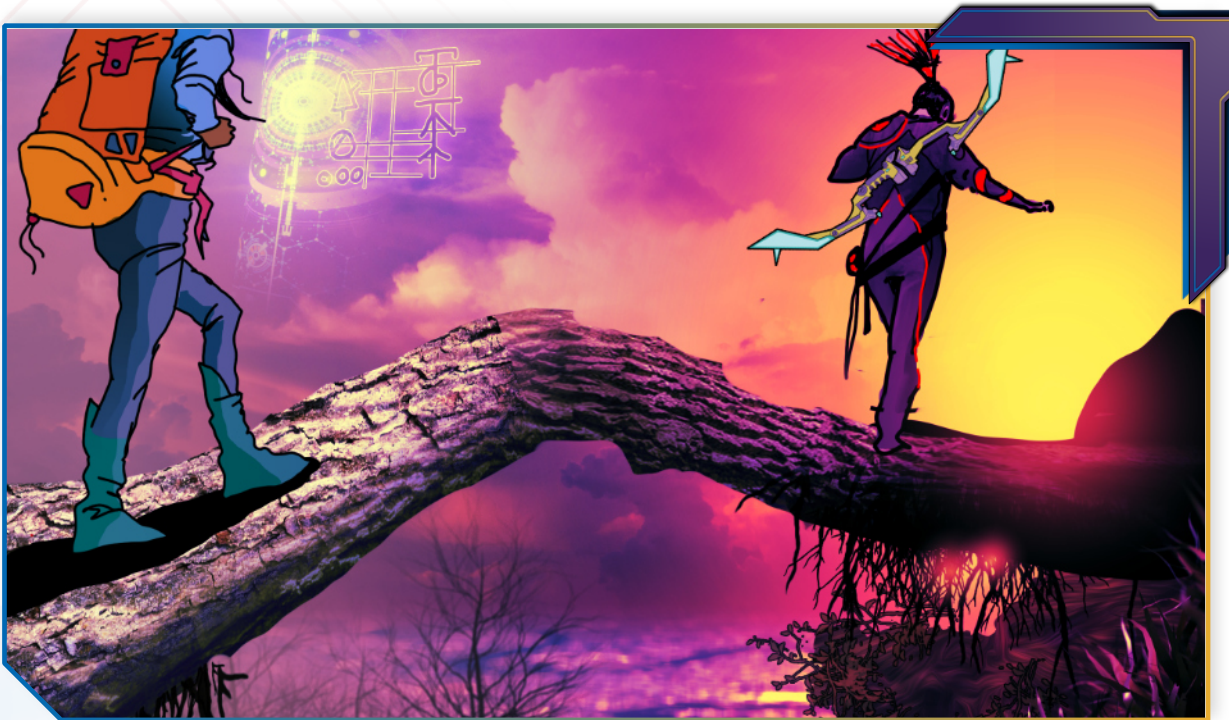
work best for those with color related vision impairments, but they can be any two distinct colors that your group agrees upon.

If you're having trouble finding physical dice, a dice simulator is available for free through our mobile app. You can find it for Android or iOS by searching for "Coyote & Crow".

Dice Checks

Most of what you do with dice in Coyote & Crow will be called Dice Checks, Checks or "making a check", which all have the same meaning. There is a very specific structure to making a Check.

Below is a quick list of the steps to a Check, followed by a detailed breakdown of each step.

Steps to Making A Dice Check

- Create a Dice Pool
- Determine Success Number
- Roll Dice Pool
- (Optional) Use Legendary Status
- (Optional) Use Focus
- (Optional) Roll Critical Dice
- Determine Success or Failure

Creating Dice Pools

Most Dice Pools in Coyote & Crow are created when a Character attempts to use a Skill, Stat, or Ability to accomplish something.

For the vast majority of Dice Pools you create, you'll be rolling Standard, white dice. In fact, it's so prevalent to roll Standard dice, that if a rule or description doesn't mention a color or type of dice explicitly, they are by default Standard (white) dice.

A Dice Pool is any number of dice collected and rolled together for the purpose of determining the outcome of a Check. The number of dice used in a pool is determined by what the Character is trying to do and generally falls into these categories:

- Abilities
- Skills
- Stats

There are a handful of other possibilities, such as Reaction Rolls, but we'll cover those later. For now, let's focus on the main three you'll likely be using.

For Abilities, simply refer to the details of the specific Ability to

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determine what dice should be used in the pool. The Ability will detail which dice, often based on Stats, apply to the Dice Pool. For example, if an Ability says to create a Dice Pool based on the Character's Spirit and Wisdom, and the Character has a Spirit of 2 and a Wisdom of 3, the Dice Pool would be 5 dice.

For Skills, you'll use the Character's Skill Rank, plus a Related Stat and other modifiers, such as those given by equipment. Each Skill has two Related Stats. If the Character has at least 1 Rank in a Skill, then the Player uses the higher of the two Related Stats. If the Character has a 0 Rank in a Skill then they use the lower of the two Related Stats. If the Skill has an asterisk (*), the Character cannot use the Skill at Rank 0.

Example: Aya has an Agility of 3 and a Perception of 2 and wants to use her Ranged Weapons Skill of 2. She adds 2 dice from the Ranged Weapons Skill and 3 dice from her Agility skill, for a Dice Pool of 5 dice. She also adds any dice she received from the ranged weapon she is using. If Aya had no Ranks in the Ranged Weapons Skill, she would add 0 from Ranged Weapons and use her Perception of 2, the lower Stat, for a total Dice Pool of 2.

As you can see, being trained in a Skill makes you vastly more adept than someone untrained. Although it is stated in the Equipment section, it's important to reiterate that you cannot add more dice to your pool from a piece of equipment than you have in the Skill. So if Aya has no Ranks in Ranged Weapons, she adds no bonus dice from the weapon to her Dice Pool. With a Ranged Weapons Rank of 2, she can add up to 2 dice from the weapon bonus.

For Stats, you refer to the individual Stat and that number is your Dice Pool. It's important to note that Players do not initiate Stat Checks. If a Player wanted to attempt to lift something, they would use their Athletics Skill, not their Strength. Only Story Guides call for Stat Checks based on specific circumstances, often Reaction Rolls.

That's it. You've created a Dice Pool.

Determine Success Number

The Success Number is what you'll need to roll on each die in your Dice Pool for that die to be considered a Success. Unless a Success Number is stated in the text, the default Success Number is 8. That means 8 or higher on an individual die is what you should be looking for.

Plenty of situations will alter that. In general, the Story Guide will determine your final Success Number, but here are some common situations that might either alter that default 8 or result in a different Success Number.

- An Ability lists a specific Success Number.

- A Skill lists a specific Success Number.

- Gear or Effects alter the Success Number.

- The environment or other Characters affect the Success Number.

In general, the Story Guide will assign a final number. Most of the time that number will be between 5 and 11. It can never go below 2. It can go above 12, but this doesn't happen often and will be explained below in Going Above 12.

Roll the Dice Pool

You have a pool of dice and you know your Success Number. It is time to roll those dice! Once you've rolled them, each die should be separated out into 1 of 4 categories. Success Numbers or higher, lower than the Success Number, 1's, and 12's. Each die that shows a Success Number or higher gives you 1 **Success**. Each number lower than the Success Number adds nothing to your roll but also doesn't take anything away. Each 1 you roll is considered a **Fail** and subtracts 1 Success.

Leave your dice as they are and move on to the next step.

(Optional) Use Legendary Status

This step is optional and only comes into play when a Character has at least 1 Legendary Rank. For every Legendary Rank a Character has, the Player may adjust the value of any die up or down by 1 point. They can adjust the same die more than once. They cannot change the value of a Fail. For example, Aya has a Dice Pool of 4, with a Success Number of 8. She has rolled the following die values: 1, 3, 7, 8. She has a Legendary

Rank of one and chooses to use her status to change the 7 to an 8, increasing it by one. Her Dice Pool is now: 1, 3, 8, 8.

Once a Player has spent all the Legendary Status that they wish to, move along to the next step.

(Optional) Use Focus

This step is optional. Focus represents a Character's sharpness of mind, their care, their attention to detail. It's that extra "hmm", before deciding a course of action or an extra breath before releasing an arrow. Focus represents the Character's ability to dial into a task and push away distractions.

At this stage in the Check, the Player may spend any number of points from Mind to adjust the value of any die that is not a Fail. For every point of Mind spent, one die may be adjusted upward or downward by one. Players may boost a die to 12 this way, but Fails may not be adjusted.

When the Player has spent all of the points of Mind that they wish, move on to the next step. Players should be aware that many Abilities cost Mind to activate and that mental attacks take Damage from Mind. If you spend too many points on Focus, you may be making yourself vulnerable. It is possible to use Focus to reduce your Character's Mind to zero, causing them to fall Unconscious.

(Optional) Roll Critical Dice

This step only occurs if the Player either rolled at least one 12 or if they used Legendary Status or Focus to alter a die to a result of 12. For every die showing 12 in the Dice Pool, the Player should gather up an equal number of Critical (black) dice. They then roll that Critical Dice Pool and add the results to the original pool. Any number rolled on Critical Dice below the Success Number, even a 1, counts as one Success. Any Critical Die that rolls equal to or higher than the Success Number is worth two Successes. Critical Dice also follow these rules:

If equal to or higher than the Success Number, Effects are activated for certain gear. For example, Bleeding or Poison.

If a Player rolls a 12 or multiple 12s with their Critical Dice, they repeat the Critical Dice Step, creating a new Dice Pool with one Critical Die for each 12 that they rolled in the previous Critical Dice step.

If a weapon or Skill or Ability doesn't specify an effect for a Critical Success then the Story Guide may apply a Story Event (see below).

Note that Focus and Legendary Status cannot be used on Critical Dice. Once all Critical Dice have been rolled and added to the original Dice Pool, carry on to the final step.

Determine Success Or Failure

You should now have a group of dice in front of you with varying numbers and you should have an idea of whether each of those dice adds or subtracts Successes — or does neither. Now all you need to do is add them all up. Add 1 for every Success, 2 for every Success on a Critical Dice and subtract 1 for every Fail on a Standard die. Any remaining dice do nothing. The results will fall into one of these categories:

- 1+ Successes: Success
- 0 Successes: Failure
- < 0 Successes: Critical Failure

Success

The Character has achieved what they set out to do, at least to some degree. The number of Successes determines the actual effect. Each Success adds to the Character's progress in some fashion. 1 Success when throwing a punch at a tough Warrior might technically be a Success, but it's likely the Warrior had a lot more than 1 Body. The hacker might have made progress in getting into that computer, but didn't break in fully. Few things a Character attempts will be determined by needing a single Success. Sometimes a Story Guide will provide a specific number of Successes necessary to fully accomplish something in a single round. Or, as in the case with combat, a Success is equal to a point of Damage. It may take multiple Rounds and many Successes (points of Damage) to take down a tough adversary.

Failure

The Character has not set out what they wanted to do. There is no harm done, but neither has there been any progress. The Ceremony did not have any effect, the computer is still just as inaccessible as before, and your arrow either missed or bounced off your

opponent's protection. Generally, whatever is being attempted can be attempted again in the following Round as long as the situation hasn't changed.

Critical Failure

Whenever the total Dice Pool reflects fewer than zero Successes, the Character has not only failed in their attempted Action, they have made things worse for themselves in some fashion. The Story Guide will determine what the result is and this is called a Story Event (see below). The results can vary from a Character dropping their weapon or being out of ammunition, to falling face first in front of your opponent, to endangering or harming your allies. It may also indicate that you have ruined chances to attempt the same thing again in the future. For the Hacking Skill, it might indicate you've been entirely locked out of the system.

The negative value of the Dice Pool does not affect the degree of misfortune visited upon the Character. In other words, if your total Dice Pool was -5 Successes, you would not be any worse off than if you had rolled -1 Successes. A Critical Fail is a Critical Fail.

Story Events

Any time a Player's Dice Check results in either a Critical Success or Critical Failure, there may be additional effects besides just the results as specified. If these aren't called out specifically in the description of the Ability, Skill or Equipment listing then the Story Guide can create a Story Event. These are bits of story flair that add to the events in a way that can create really memorable moments. If it's a Critical Failure on a combat Check, maybe the Character accidentally knocks over something flammable and starts a fire. If it's a Critical Success, perhaps they not only glean the knowledge they were trying to obtain, but learn something else entirely unrelated that leads them onto a new adventure.

Story Guides should be careful not to use Story Events as punishments but instead as incentives to add drama and excitement to the overall scenario. Remember that the Player who rolled a Critical Failure is probably already a little disappointed at the unfortunate die roll. There's no need to rub it in by humiliating them further. Instead, Story Events should simply ratchet up the tension in an Encounter.

CHAPTER 12

Let's recap the whole process in a more concise format.

Dice Check Quick Reference

1. **Create a Dice Pool**

   1.a. For Abilities, follow the rules for the specific Ability, then go to step 2

   1.b. For a Skill, use the following formula:

   b.i. Skill Rank +

   b.ii. Higher of Related Stats (Unless Skill Rank = 0, in which case, use the lower Related Stat) +

   b.iii. Any additional dice modifiers (such as weapons)

   b.iv. = Total Dice Pool

2. **Determine Success Number**

   2.a. Default is 8

   2.b. Can be modified by Skills, Abilities, States, Effects, Conditional Modifiers or the Story Guide.

   2.c. Story Guide determines final Success Number

3. **Roll Dice**

   3.a. Success Number or higher: 1 Success

   3.b. Lower than Success Number: 0 Successes

   3.c. "1" is a Fail: -1 Success

   3.d. "12" is a Critical Success: 1 Success and activates Critical Die

4. **(Optional) Use Legendary Rank**

5. **(Optional) Use Focus**

6. **(Optional) Resolve Critical Dice**

   6.a. For every "12" rolled or created through Legendary Rank or Focus, roll a Critical (Black) Dice Pool.

   6.b. Each Critical die that rolls below the Success Number, add 1 Success to the Pool. For each Critical die that rolls equal to or higher than the Success Number, add 2 Successes to the Pool.

   6.c. For each "12" rolled with a Critical Die, roll an additional Critical Die. Repeat until no more "12's" are rolled.

7. **Determine Success or Failure**

   7.a. Calculate total number of Successes

   a.i. 1+ Successes: Success

   a.ii. 0 Successes: Failure

   a.iii. < 0 Successes: Critical Failure

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Example: Here we'll go over an example of a Dice Check, step by step.

» Aten would like to use their Ranged Weapon Skill to attack an opponent. Aten has the Ranged Weapons Skill at Rank 4, an Agility of 4, and a Perception of 3. Their Dice Pool would be 8. (Skill Rank 4 + Agility 4)

» The Story Guide says the Success Number is 9. (The target has a Physical Defense of 7 and has +2 from the Take Cover Secondary Action)

» Aten rolls their Dice Pool and the numbers are: 1, 3, 3, 5, 7, 9, 10, 12.

» Aten skips the Legendary Status stage because their Rank is 0.

» Aten then decides to use Focus to spend 2 points of Mind to change the 7 to a 9

» Their Dice Pool is now: 1, 3, 3, 5, 9, 9, 10, 12.

» Aten adds 1 Critical Die (because of the 12) and rolls a 9. Their pool is now 1, 3, 3, 5, 9, 9, 10, 12, plus a 9 on a Critical Die.

» Aten ends their Check with 5 Successes. They have 4 Standard Successes, and one Critical Success for a total of 6 Successes. They have 1 Fail. Subtracted from the 6 Successes, that leaves them with 5 Successes. Aten would hit their target and do 5 points of Body Damage with their Ranged Weapons attack.

Going Above 12

Sometimes Success Numbers can be higher than 12. It's not immediately obvious how anyone would roll higher than a "12" on a twelve sided dice and that's intentional. Story Guides should be very cautious about setting Success numbers at "13" or higher as these create extremely challenging situations for Players.

In the case of Success numbers higher than "12," Players must subtract one "12" from their final Dice Pool roll to add +1 to another "12" creating a "13." This means in order to roll above "12," the Player must roll at least two "12s."

These situations do not come up often and should not be taken lightly. If a Story Guide says you have a Success number of "13," you may want to consider other options before tackling that particular challenge.

CHAPTER 12

Skill Checks Over Time

Most of the time the actions of Characters in the world of Coyote & Crow have immediate results and consequences. This is especially true during Encounters where Characters take Actions that are resolved in the same Round they are initiated, whether it's throwing a punch, picking a lock, or getting information off of a computer.

But what about that overnight hack session? The entire afternoon you spent trying to convince that shopkeep to give up some information on someone you were tracking? The next day you spent tracking that target? How long do those take and when do you roll?

That's where Skill Checks Over Time come in. In situations where you wouldn't achieve immediate success, or that success is built upon smaller increments, you will use this modified version of the regular Skill Check. It is important to note the difference between Skill Checks Over Time and Contested Skill Checks. If someone (or something) is resisting the Skill involved and actively using the same Skill against the involved

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Character, then use the rules for Contested Skill Checks. Skill Checks Over Time are used when it's only the Character's own limitations setting the pace.

Story Guides will ultimately decide when a Skill Check Over Time is called for. It's often called out directly in the descriptions of Abilities and Skills and these are some examples:

- Certain Skills like The Long Con

- The Crafting Skill

- Training animals with the Husbandry Skill

- Some uses of the Investigation Skill

- Researching or analyzing with the Science Skill

- The Gecko's Heart Ability when used out of an Encounter

So how exactly do Skill Checks Over Time (or SCOTs) work? There are generally two models that the Story Guides can pull from.

The first type of SCOT is about consistency over time. The Story Guide will pick (or the circumstances will determine) a set amount of time that the Character needs to gain at least one Success on their Skill per interval. It might be ten hours with one check every hour. An hour is a great default interval if you just want to keep the story moving. Once each hour of in-game time, the Character makes a Skill Check. If they gain at least one Success, they'll be able to continue on to the next Check the following hour. If they make it through the final interval, they are done and they have accomplished what they set out to do.

These kinds of SCOTs are good for things like training an animal, long distance running, maintaining some piece of almost malfunctioning equipment, keeping a perimeter watch at night, or other instances where a Character is trying to do something relatively simple in a repetitive fashion.

The second type of SCOT is more demanding. Again, the Story Guide will set a time interval. It might be hours for something like repairing a piece of broken down farm equipment or a day for creating a new piece of art. When each interval is finished, the Character makes a Skill Check. Instead of simply trying for a Success, a certain total number of Successes must be achieved over the entire time period. This number is pre-deter-

mined by the Story Guide and may or may not be communicated to the Player. The Successes gained during an interval are tracked and cumulative. Once the Character has obtained the total number of Successes needed, the job is done.

Going back to our broken down farm equipment example, the Story Guide might set a one hour interval and say to the Player that it looks like it will take about ten Successes (The Story Guide will have an exact number in mind, but doesn't have to divulge that to the Player). Each in-game hour, the Character will make a Skill Check with their Crafting Skill. Their first Check they get four Successes, the second hour they get three more. The third Check they get four Successes, bringing their total up to 11. The Story Guide confirms that that's enough and that they have repaired the item.

A Failure during an interval might mean no progress. Maybe the Character takes a break to clear their head and come back to it later. A Critical Failure might mean a setback, losing some previously gained Successes or even having to start from scratch.

As always, a good baseline for Success Numbers on these checks is 8.

However, these can easily be modified by circumstances and setting. Are they running in a snowstorm? Are they painting with bad tools? Are they repairing the equipment in a state of the art facility with the best tech available?

Invention

It is not often something is created that is truly new. Frequently, invention is about coming up with a better version of something that already exists, to improve on the current iteration. Yet sometimes, a completely new thing is brought into the world, and that can be a powerful event. While the following rules are written around the concept of inventing a new piece of technology, they can also be applied to almost anything totally new – discovering a new Ability, inventing a new ceremony, making a new chemical compound for gats.

First, invention should be something discussed with the Story Guide and parameters established. Certain inventions that a Player might have in mind might seriously alter the boundaries of the story and the world of Coyote & Crow itself. Could a Character invent a portal to another world? In theory, yes, but maybe that is something

the Story Guide and the other Players don't want to dive into in this Saga. Discuss what you would like to invent with your group first if it's something new.

If you want to improve upon something that already exists, still talk with your Story Guide. Generally, an improvement on something existing — like a mag-bow that does more damage — won't have as drastic an impact on the world, but it might. If the Invention is doing something as simple as lowering a Success Number, as opposed to adding Dice to a Check, then the time taken to invent is likely much less. Someone with decent Crafting might be able to make a friend's personal mobility vehicle slightly more maneuverable, lowering Success Numbers on appropriate checks in days or maybe hours.

Whether you are improving something that already exists or bringing something entirely new into the world, you will be using the Skill Checks Over Time rules. However, this time the bar is set a little higher. After all, if you could simply sit down and create a new and better mag-bow, everyone would be doing it. First off, invention requires Critical Successes. Normal

Successes do not count toward invention. Second, the default Success Number is 12. This can be modified down under optimal circumstances — in a lab with top-of-the-line gear, with a team — but this should be done in moderation.

Second, both the interval and the total time should be scaled appropriately. If a Character is just trying to make their own personal mag-sling a little better and improve range or accuracy, maybe that takes six months. If they are trying to improve the very concept of mag-slings, that might take years.

Lastly, if a person wishes to invent something, in addition to the SCOT, the Player must also take it as a Long Term Goal. It often becomes the focus of a person's attention and will certainly eat up a majority of their free time. Inventions and the efforts to bring them to life can be the focus of great stories and whole Sagas even. Don't be afraid to expand the World of Coyote & Crow and make it your own.

A Final Rule

Bigots and racists are not allowed to play Coyote & Crow.

PLAYING COYOTE & CROW

Encounters and Narrative Play Overview

You've read about the world of Coyote & Crow. You have your Character written up and ready to go. You understand the basics of the d12 system. Your Story Guide has crafted a story and now everyone is sitting down at the table, ready to play. But how exactly do you do that? What does a game of Coyote & Crow actually look like?

In this section, we're going to discuss the specifics of a Session. We'll cover how exactly Players and Story Guides actually navigate through an evening of gameplay. As previously noted, a Session is defined as any length of time the game is played over the course of single sitting, usually, two to six hours.

During a Session, there will be two types of play: Encounters and Narrative. These two concepts are largely defined by how they interact with time. Encounters tend to take the longest to play out at the game table but conversely they are often only minutes or seconds of your Character's life. The reverse is true for Narrative play. Hours, days, weeks, or even months of your Characters' lives could be summed up in mere moments of real time during Narrative play.

We will start by discussing Narrative play, as it is less rules-intensive but also because it can be an incredibly rewarding part of crafting a story for everyone at the table.

Narrative Play

Example: Story Guide: "You're leaving the city behind you and you've got a long journey ahead of you. You sit on the deck of the yutsu barge and watch your hometown fade off into the distance behind you. Ahead are the looming Pahtoe mountains, covered in thick snow. A chill wind blows through the solar sails and you see the crew putting on colder weather gear." Player 1: "I bundle up too, but I stay on the deck. I want to watch them operating the barge as I plan on eventually increasing my Pilot Skill." Player 2: "I'll go below decks and read. I've had enough cold for a lifetime and I have so much reading to get caught up on."

The above is an example of Narrative Play. The Story Guide describes the scene, what others are doing, and gives the Players a chance to decide what their Characters are up to within that scene. You'll notice that there are no dice involved here, no rules. It is just people talking and crafting a story. This is a chance as a Player for you to help the other people at the table understand who your Character is and for you to get to know theirs. It is a chance for your Character to practice Skills, speak to non-Player Characters, or have important interactions that don't involve Dice Checks. It's also the chance for the Story Guide to create a mood, to set the stage and to imbue a sense of drama. This is when most of the story will actually be told.
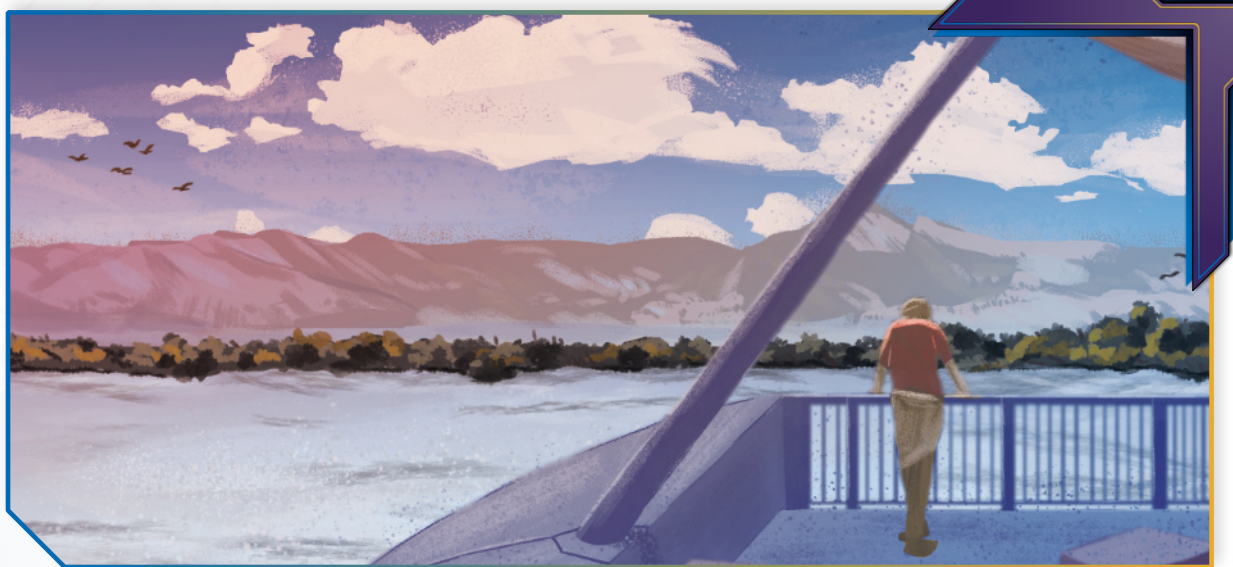
CHAPTER 13

As Players, this is your chance to ask the Story Guide questions or speak to non-Player Characters and have the Story Guide give you their reactions. You can chat freely with the other Players, either in Character or out. Some groups will really enjoy staying in Character, using your Character's voice and only framing dialogue in a way your Character would understand. While your Character sheets shouldn't necessarily be secret, avoid discussing your Character in Stats or game terms when you can. You'll find the game much more immersive and enjoyable when you can use your Character as a way to move the story forward rather than just reciting the numbers on your sheet.

With all of that said, Narrative Play can include Dice Checks. Sometimes these will be initiated by the Story Guide. When not in an Encounter, either party can request a Dice Check to attempt to do something but the Story Guide has final approval. The key thing to understand is that during Narrative Play, Dice Checks should generally only be made when no one or no thing is opposing the Check.

For example, a Character might be at a powwow and attempting to use their Charm Skill over the course of the evening on someone there. This would be a Narrative Play Dice Check and not an Encounter. The Story Guide can request a Dice Check and the other Characters can continue on doing what they are doing, perhaps even making their own Checks.

In the same example though, let's say someone showed up to the powwow who didn't appreciate the Character's attempt to Charm one of the other attendees and intends to stop them, physically if necessary. At the moment that person enters the scene, the Story Guide may decide that things have gone from Narrative Play to an Encounter. At that point everyone would switch to Encounter rules.

Over the course of a Session, play will switch back and forth between Narrative and Encounter styles any number of times, or occasionally stay in one mode the whole Session. An epic battle might take all evening, leaving the Characters in an Encounter from the start of the Session to the end. Or perhaps the Players are engaged in a subtle game of social reconnaissance and information

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gathering that amounts to nothing but lots of speaking to NPC's and reading up on data that moves the story along. The entire session might be spent in Narrative play.

One thing that is important to remember for Players during Narrative Play is that you are not in a confrontational relationship with the Story Guide. You may not know what plans they have, what antagonists or obstacles you'll face. But that doesn't mean your role is to derail those plans. While your Character has autonomy and free will, remember that you, as a Player, should be helping ensure that everyone at the table, including the Story Guide, is having a good time. As a Player, you should try to balance being true to your Character with trying to intuit what the Story Guide wants to happen, as well as giving space to other Players to make sure they have a chance to shine too.

If the Story Guide has made it clear that a specific NPC is vital to learning important information about the story, then going out of your way to attempt to waylay that NPC, even if it's in your Character's nature to do so, is against the spirit of the game. Try to work with the Story Guide and the

other Players. Maybe find a reason to not hassle the NPC, making sure the other Characters are aware of your Character's efforts. Then, instead of creating a situation that is frustrating for the Story Guide and other Players, you have created a dramatic moment that highlights the importance of the NPC while still playing to your Character's personality.

Never be afraid to ask a Story Guide if you can make a Dice Check, but avoid relying on them. Instead, tell your Story Guide what you would like to do and let them decide if you need to make a Dice Check. If your Story Guide will let you do something for free, it can move the story along in more fluid fashion during Narrative Play. For example, rather than asking if you can make a Skill Check to see if your Character can climb a wall, just ask if you can climb the wall. The Story Guide may say, "Sure, that's totally within your Skill range and you easily clear it." Alternatively, they may ask you to make a Skill Check if there is some hidden challenge unknown to your Character. Either way, it is usually better to talk through what you want your Character to do and allow the Story Guide to let you know the results.

Occasionally, there will be situations where your Character may have knowledge that you don't. In these instances, don't hesitate to ask your Story Guide if your Character can make a Dice Check instead of you trying to do the work yourself. Remember, your Character lives in the world of Coyote & Crow and they often have Skills and knowledge that you do not.

Overall, Narrative Play can be described as all of the time during your Session that you are not in an Encounter. Encounters have very specific beginnings and endings and are the most structured part of game play. We'll cover Encounters in this next section. Understanding Encounters will help you frame, and appreciate, your Narrative Play time.

Encounters

Many experienced roleplayers see Encounters as the most thrilling part of the game. It is during Encounters that some of the most exciting events happen — their outcomes partially determined by Player and Story Guide choices, and partially by the fates that the dice deliver.

We'll start by defining when an Encounter begins and ends, defining what an Encounter is, and then defining some terms commonly used during Encounters.

Start of an Encounter

The Story Guide has the final say on when an Encounter actually begins. But in general, an Encounter starts when two or more Characters intend to make Skill Checks in opposition to each other or when it is important to determine the order in which Skill Checks are resolved. This usually means that one or more Player Characters are interacting in some way with a non-Player Character.

Ending of an Encounter

Encounters end at the discretion of the Story Guide. Generally, they conclude when all parties involved in the Encounter choose to no longer take a Primary Action or when no Characters who oppose each other are in the Encounter area.

Definition of an Encounter

An Encounter is a systematic taking of actions by Characters, controlled by Players and the Story

Guide, over the course of a series of Rounds, that begins with Initiative and ends when the Story Guide declares it over.

Key Terms

Let's define a few key terms we'll be using throughout this section. Whether you are a Story Guide or a Player, you'll want to understand these terms before getting into your first Encounter.

Initiative: A number from 1 to 12 assigned to each Character by their Players and to non-Player Characters by the Story Guide, based on the Character's Initiative Score. This number determines who takes their actions in which order, with the highest number going first.

Round: A Round is a collection of actions by Characters over an undefined period of in-game time. During a Round, all Characters involved in an Encounter can take one Primary Action and a number of Secondary Actions. A round can vary in time from a few seconds to a minute, depending on what everyone is doing, so it is not important to frame it as a specific amount of real time.

Primary Action: Each Round all Characters are able to take one Primary Action. There are a number of things they can do with this Primary Action, but most common are things that require a Dice Check. Additionally, a Character can use their Primary Action to perform a Secondary Action if they choose.

Secondary Action: These are additional things a Character can do during the same round as their Primary Action. Things like moving short distances, reloading a weapon, and talking to someone are all examples of Secondary Actions. Most Secondary Actions do not require Dice Checks, outside of some Abilities.

Let's get a little further into each of these key terms and explain how they apply to Encounters.

Initiative

At its core, Initiative is about the order in which everyone is acting when more than one person is trying to accomplish something. The Story Guide will decide when it is time to move from Narrative play to an Encounter — the thing that will often determine that for the Story Guide is a Character decid-

ing that they want to take an action in conflict with someone else's action. In order to determine who can do what first, Initiative will need to be determined.

It should also be noted that while Initiative is partially a mechanic to help organize the Players and partially to help visualize who acts first and last, it is also largely an abstraction. It's important to keep in mind that Initiative and Rounds are there to help organize gameplay and tell stories, not to logic things away or restrict people at the table from having fun. If something is both true to the rules and yet seems to not make sense logically, then that is when the Story Guide should step in and retell the narrative in a way that adds to the drama and smooths things out.

Initiative Score

Once Initiative is called for, all Players — and the Story Guide — can check their Character sheets for their Initiative Score. Initiative Scores are a Derived Stat based on the sum of a Characters Agility, Perception, and Charisma, plus other potential modifiers. That number will usually fall into the range of 6-12, but may go higher or lower.

The Story Guide will take the next step. They will choose a single Initiative Score for all non-Player Characters as a group, or one Initiative number for each non-Player Character. There will be more on this in the Story Guide section. The Story Guide should write all of these down, but keep them secret from the Players for the moment.

The Players will then choose their own Initiative numbers. Before they choose, they can discuss among themselves which numbers to choose — strategizing is encouraged. So, what numbers can everyone pick from?

You may choose any Initiative equal to or lower than the Character's Initiative Score, with the caveat that the number must always be between 1 and 12. That means that even if a Character has an Initiative Score of 13, you cannot choose an Initiative higher than 12. Players can set a die to their chosen value to indicate their choice of Initiative.

The Story Guide should list out all of the Initiatives, along with the NPCs involved in the Encounter, on a single sheet (You can also use magnets with dry erase pens or a

variety of digital solutions — whatever your group finds easiest.) The list should show all twelve possibilities for Initiative from highest to lowest, with a corresponding name or names next to that number.

For example:

12	
11	
10	Aten
9	
8	
7	Dezba
6	
5	Holata, NPCs
4	
3	
2	
1	Jaya

Once all of the Initiative numbers have been chosen, the Story Guide should reveal the list, allowing the Players to see when the NPCs will act. Everyone can now see in what order everyone takes their actions. It might seem that you would always want to choose your highest Initiative value, as being able to go first would be an advantage. But that's not always the case. Sometimes you want to wait and see the results of other people's actions before you decide on your own.

In the example above, Aten would act first. Aten's Player has chosen their maximum Initiative because they believe it is in their best interest to quickly get a solid shot off with their bow during a fight. Dezba, similarly, intends to swing their war club and wants to get in their attack as quickly as possible. Jaya and Holata have chosen lower values, because they want to see what their allies and opponents do first. Ahanu however, firmly believes they should act last, so they have chosen a "1" to help ensure that.

You may notice that both the NPCs and Holata are acting on "5." When multiple people have the same Initiative slot, the Character — or group of Characters — with the higher Initiative Score can choose who goes first. This allows them the option to delay their action, should they wish (see below).

Now that we've established in what order everyone will take their Actions, we are going to move on to Rounds and what you can do with your Primary Actions and Secondary Actions when your Character's Initiative comes up.

One last thing though that we'll mention here briefly and cover in more detail later: These Initiative numbers are only established in this fashion before the first Round of an Encounter. You do not repeat this process each Round. However, over the course of the Encounter, a Character's Initiative may change. More on that in the Actions section.

Rounds

A Round comprises every Character involved in the Encounter taking one Primary Action and some Secondary Actions in Initiative order. Once everyone has taken their Actions, the Round ends and the next Round begins, starting back at the top of the Initiative order. At any time, the Story Guide may also add in other information or story elements that may change what the Characters choose to do in subsequent Rounds.

It's important to restate here that a Round is an indeterminate amount of time and is an abstraction that should be malleable in a way that is useful to the story. Maybe a Round is three seconds or maybe it's fifteen. It may change from Round to Round. If you're tempted to ask a question like, "How can my Character only fire their mag-sling once every fifteen seconds?" think of it like this: Perhaps they have fired the mag-sling many times during that span. The Dice Check your Character made doesn't represent a single sling shot. It represents the effort over a period of time.

If the absolutes of time become a problem during game play, we encourage you to do what sounds fun. As always, your Story Guide should be the final say on what is possible and what is not during a Round or during an Encounter. Whatever you decide, make sure that it adds to everyone's enjoyment and that you consider a sense of balance and fairness for Characters and non-Player Characters. Coyote & Crow is about storytelling, it's not a reality simulator.

Primary Actions

A Primary Action is the main thing that a Character does during a Round and is usually based around a Dice Check. Often, it's a Skill Check or the use of an Ability. Those two options will comprise the majority of Primary Actions for all Characters. However, there are other uses for your Primary Action as well. Here is the complete list of things you can do with your Primary Action:

- Make a Skill Check

- Activate an Ability

- Perform a Secondary Action

- Delay your Action

- Change your Initiative

Make a Skill Check

Coercion, Melee Weapons, Athletics, Piloting, and a myriad of other Skills will often be your Character's first choice for a Primary Action. Skills will make up the bulk of what you do doing an Encounter. Let the Story Guide know which Skill you're attempting in order to make a Dice Check.

Activate an Ability

Some Abilities can be used during Encounters and some specify that they must be activated as a Primary Action. See the specific Ability listing for details. Usually, you will be creating a Dice Pool and rolling. Let the Story Guide know you would like to use an Ability and follow the instructions listed there. The Story Guide may follow up with Reaction Rolls for any affected Characters and will let you know the effect your Ability has on the situation.

Perform a Secondary Action

Sometimes your Character doesn't need or want to take a Primary Action but has lots of little things

they need to do that don't involve Dice Checks. In these cases, a Player can substitute their Primary Action for an additional Secondary Action. This replacement Action must still follow all of the rules as described in the Secondary Actions with a notable exception: If you choose to use your Primary Action to replicate the Movement Secondary Action, you can still do that same Secondary Action. See the Secondary Actions section for details.

Delay Your Action

When your turn comes around in Initiative order, it is possible that you might be unsure of what to do because others haven't gone yet. Perhaps you strongly suggested to a guard that they don't draw their weapon, but instead suggest they surrender. You need to wait for their turn to come around to see if they'll attempt to attack you. Rather than take a Primary Action, you can choose to delay your Primary Action (not your Secondary Actions). Tell your Story Guide you wish to delay and under what specific conditions your new action will trigger. For example, you might say, "I'm going to hack into this computer if my partner doesn't give me the signal." The

Story Guide must approve this conditional situation. Once agreed upon, the Character's Primary Action is held in limbo until either the condition is met or until the Character's turn comes around again on a subsequent Round. The delayed Action starts immediately if the trigger condition is met, but doesn't necessarily finish immediately. For example, if a Player said, "I'll perform first aid if I receive the signal from my friend," then later in the Round, the friend gave the signal, the Action would trigger and the Player would do a First Aid Skill Check. The results of the Check would not resolve until the appropriate time had passed, however. Essentially, this is a Player choosing to lower their Initiative Score during the round and then activating their Action when the appropriate triggers occur. Their actual Initiative stays the same, however, and they will act on the same number next Round.

Change Your Initiative

If you feel that your position in the Initiative rankings isn't helpful to you for some reason, you may spend your Primary Action to change your Initiative Score for subsequent Rounds. This takes up

your entire Primary Action and can be thought of as positioning yourself to take advantage of a window of opportunity. When the following Round begins, your Initiative changes to the new slot. As with your initial choice, it cannot exceed your Initiative Score and must be between 1 and 12.

Secondary Actions

A Character can do multiple Secondary Actions during their turn, as long as those Secondary Actions don't conflict with each other. In addition, a Character can perform each of these Secondary Actions, once per Round, at most. The following are some examples of Secondary Actions. The bolded examples have specific definitions and will be expanded upon below.

- **Move**
- **Defend**
- **Take Cover**
- **Dodge**
- **Reaction Rolls**
- Reload or draw a weapon
- Check a computer screen
- Flip a switch
- Speak to an ally

This list is not exhaustive but is just to give you an idea of what is possible. Think about it in story-telling terms. Your Character is running down a hallway (a Move Secondary Action), they pull their mag-sling from their belt (Draw a Weapon Secondary Action), and while they are doing this, they yell for their friends to take cover (Speak to an Ally). Then as their Primary Action, they fire their mag-sling.

For the most part, Secondary Actions don't need to be delineated one-by-one and approved by the Story Guide while you are playing. The important thing is that you can't do more Secondary Actions than a real person could do. Your Character couldn't chat with an ally while also making a Coercion Skill Check against an opponent, as both of these require the Character's full vocal attention.

There is an exception to this rule. The Move action can be taken as a Primary Action substitute and again as a Secondary Action. This replicates the idea that the Character is focusing solely on sprinting for their entire round. While they might be able to yell at an ally while doing that, they wouldn't also be able to Take Cover.

Secondary Actions should be fluid, fun, and held together by common sense. When in doubt, check with your Story Guide and get their approval. A good rule of thumb is that if it has a reasonable possibility of failing, it is not a Secondary Action, it is a Primary one.

Additionally, some Abilities are activated through Secondary Actions. As with regular Secondary Actions, use your judgement. If an Ability requires speech as part of the activation, then the Character cannot also talk to an ally. If it requires someone to sit still, then they cannot also Move.

Move

As mentioned previously, the Move Secondary Action can also be done as a Primary Action, essentially allowing a Character to Move twice. Move is tied directly to the concept of Range. In Coyote & Crow, Range is an abstract concept broken down into three distances: Short, Medium, and Long. These are a comparative distance between two Characters. A Player Character might be at Medium range from a fellow Player Character while being at Short Range from a non-Player Character.

When discussing the Move Secondary Action, the only movement that really matters is when a Character is attempting to change their Range relationship to another Character. If a Character is standing next to a table and they want to reach over and grab something, they are technically moving, but there's no need to call that out as Move Secondary Action. Anyone staying roughly where they are, especially in relation to others, can move without necessarily declaring a Move Secondary Action.

Conversely, if something restricts a Character's movement — they're tied up, for example — then even these implied movements are not available, let alone the explicit version of the Action.

The explicit version of Move is about changing your Range relative to someone else. See the Range section in this Chapter for increasing or decreasing your Range. The Story Guide should be keeping track of everyone's relative Range, but don't worry about getting too bogged down in the minutiae of Ranges and Movement.

Defend (Melee Attacks)

The Defend Secondary Action is a choice you need to make during your Actions but will likely take effect during the Actions of others. A Character's normal Physical Defense value is a sum of two specific Stats, Agility and Endurance, plus any modifiers. This is the Success Number your opponents need in order to make an attack against you. Taking the Defend Action is a conscious extra effort on the part of the Character to protect themselves from a specific attacker.

The Defend Secondary Action is something you can't choose twice on the same Round, with certain Skill exceptions. When you Defend, what you are really doing in the story are things like parrying a blow, bobbing and weaving, or other actions that help you avoid being attacked by an opponent using Unarmed Combat or Melee Weapons Skills.

When you take the Defend Secondary Action, a Player must declare who they are defending against, then choose an appropriate Skill or Stat, depending on the situation.

If the attacking Character is using Unarmed Combat, the defending Character may add either their Strength or their Unarmed Combat Skill Rank to their Physical Defense against that attacker until the next time the defender takes another Primary Action.

If the attacking Character is using the Melee Weapons Skill, the defending Character may add either their Melee Weapons Skill Rank to their Physical Defense if they are armed with their own melee weapon or they may add their Agility to their PD against that attacker until the next time the defender takes another Primary Action.

Take Cover (Ranged Attacks)

Take Cover is slightly different from Defend. When using a Take Cover Secondary Action, a Character is attempting to remove themselves from the line of sight of an attacker who is using the Ranged Weapon Skill. This can be done even if the two opponents are at Short Range. If a Character Takes Cover, they cannot take a Move action without leaving Cover. They also can't take the Defend Action, as this requires the Character to be able to move freely.

When a Character Takes Cover, they receive a temporary increase to their Physical Defense that lasts the duration of them being in Cover. If they do not attack or otherwise expose themselves from outside the Cover, their Physical Defense is +4 against any attackers. If they attack, look, or otherwise expose themselves even partially from the cover that Round, they only receive a +2 Physical Defense.

This increase represents two different things. First, it presents the attacker with a harder to hit target because less of their target's body is exposed. It also represents the difficulty in shooting through the materials the target is hiding behind.The standard bonuses to Cover can be increased or decreased by the Story Guide based on the material and volume of cover available.

Dodge (Ranged Attacks)

Maybe Cover isn't available or maybe someone is just fast on their feet. Either way, if someone chooses the Dodge Secondary Action, they are choosing to make themselves a difficult target to hit by employing quick, flexible movement. When the Player chooses this Action, they choose a Range. The defending Character adds their Acrobatics Rank to their Physical Defense against any attacks this round from that Range.

Reaction Rolls

These rolls most often happen during other Characters' Actions. They are usually in response to a Skill or Ability being used against that Character. When this happens, the Character makes a Reaction Roll outside of their normal Initiative order. The reacting Character is still using a Secondary Action and all of the same considerations should be taken into account.

For example, if a Reaction Roll required the Character to be able to move, but the Character was tied up, they would automatically receive zero Successes on a Reaction Roll — they would not even make a Dice Check. Sometimes, Characters will be required to make multiple Reaction Rolls. That is not a problem, so long as making one doesn't conflict with another, as with any other Secondary Action. Reaction Rolls are normal Dice Checks and Players can opt to use Focus as they would with regular Checks. Under normal circumstances, Players do not choose to make Reaction Rolls but are required to by other Character actions.
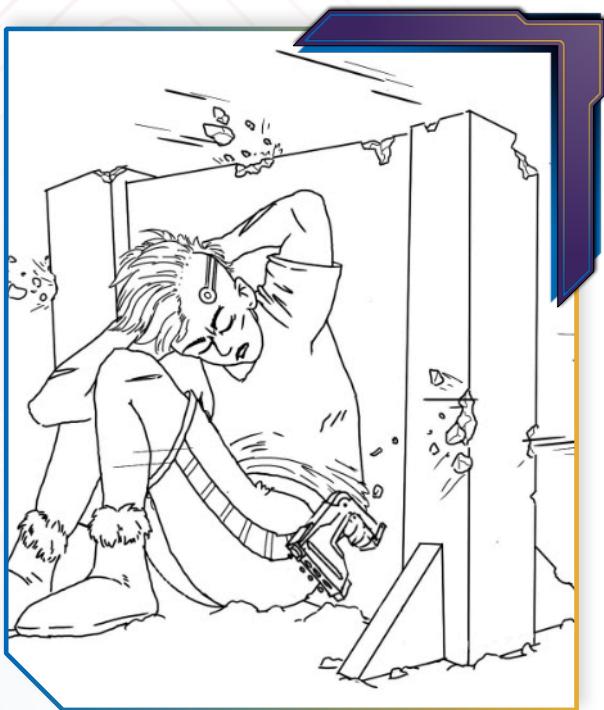
After the First Round

Once everyone has taken their Primary and Secondary Actions in Initiative order, from highest to lowest, you have reached the end of the Round. It's likely that the Encounter is just getting started, though! Going forward into the Second Round is simple. The Story Guide will make any potential adjustments to the Initiative list in case anyone has changed their Initiative during the previous Round. Then you begin again at the top of the Initiative list. You will repeat the Round process until the Story Guide indicates that the Encounter has ended. Once it has ended, play returns to Narrative Play format.

Important notes about Initiative and Rounds

Some Characters will have Initiatives higher than 12. Limiting them to 12 during the Initiative process is not a punishment but is in actuality, an advantage. Remember that if two Characters are acting during the same Initiative slot, the Character with the higher Initiative Score can choose who goes first. It allows Players to shift their Initiative rank from Round to Round knowing that if

they are fast enough, they can still break a tie and act when they need to.

As your group goes through Encounters, you will find there are many ways to manipulate your Initiative to your tactical advantage. Be aware that the Story Guide may do the same thing for the NPCs! You'll find that sometimes it is better to act first and just as often, it is better to know what your opponents are doing and be able to react to it accordingly. Being fast gives you more options.

From Round to Round, you may find that it suits your playstyle or the situation to keep your Initiative where it is, or to change it up often. But remember that changing it costs your Primary action. Make sure that when you change it, it's for a good reason.

If a situation arises where two Characters have the same Initiative and Initiative Score, the Player Character breaks the tie.

Types of Encounters

Now that you understand the basic parameters of how an Encounter begins, ends, and what you can do with your Actions, let's dive into various types of Encounters and details involved in each. There is an array of Encounter styles and possibilities. Maybe Characters will start out conversing with someone, trying to get information. Maybe that leads to a fight and eventually a chase! In this scenario, you will start using social Skills, then move on to Combat, and eventually switch to a Contested Skill Check during the chase. So what does all of that mean? This section will break down many of the individual mechanics you will use during Encounters to help resolve common situations your Characters will face. It's important to remember here that the Story Guide has the final say in how a situation should be handled. The rules are here to set a baseline — if a situation during an Encounter doesn't quite fit what is written here, it is perfectly okay to make up a solution that helps create an exciting story.

This Section will cover:

- Social Encounters
- Contested Skill Checks
- Combat
- Player vs Player
- Asymmetrical Encounters
- Spiritual Encounters
- Movement and Ranges

When you are actually playing, there is no need to label your Encounters with any of these descriptors. In fact, your Encounter will often flow between these types, hopefully without even being noticeable. What's important is understanding some of the ways you can get the most out of these descriptors and put your Character to best use.

Social Encounters

Coyote & Crow is often about the point at which two different things interact; two people, a person and a spirit, a spirit and a machine, etc. Interaction isn't inherently confrontational and most things in the world have agendas or drives that are not in direct conflict with a Character's. Social Encounters are vaguely defined here as Encounters that don't involve physical harm — it's left vague because there are such a wide variety of these Encounters that it's easier to describe what they are not.

Most often, you will find that Skills like Charm, Coercion, Deception, Language, Ceremony, and Medicine come into play during Social Encounters. Some Characters excel at these kinds of Encounters and it's important to let them shine. If a Player isn't social, it's perfectly fine to let the dice do the talking — that is, the Player can substitute the dice results for actual in-play dialogue. When appropriate though, feel free to act out social Encounters and insert your own dialogue. It can be a really rewarding part of roleplaying.

When a Character uses a Skill on another Character, it's not necessarily the start of an Encounter. It is when two Characters are in opposition to each other that an Encounter begins. As an example, let's say Ahanu is trying to flirt with a merchant to try to get them to give up some information. The Story Guide asks for a Charm Skill Check. This isn't an Encounter as yet. This still falls under Narrative Play. Ahanu would make their Skill Check and results would be determined normally.

But let's add a twist. What if the merchant had their own agenda? What if they were spying for a tech corporation that was paying money for information on what Ahanu's group was up to? Now, these two Characters are in conflict. Who will get the information they want first? And are they aware of what the other is up to?

In this scenario, an Encounter would begin and in Initiative order, each Character would resolve their own Skill check. Ahanu would be attempting to Charm the merchant and the merchant would be attempting a Coercion check on Ahanu, looking to gain information during their discourse. The Player and the Story Guide might actually exchange the real dialogue and then roll dice to determine the outcome, or they might skip the dialogue if the Player doesn't feel comfortable playing out the scene. Either way, there would be a back and forth, with each Character trying to glean the information they need and get clear of the conversation before the other achieves their goal.

This conversation likely wouldn't lead to violence. Neither Character actually wishes the other harm. But they have opposing needs and it results in a Social Encounter. Social Encounters should end either when the Story Guide indicates it has ended or when both sides have had a chance to act during a Round. For example, if Ahanu acted first and got the roll they needed with Charm, it wouldn't be fair to just end the Encounter suddenly. After all, the Encounter simulates a conversation. The merchant might see Ahanu starting to walk away, but they would still have a chance to make a Coercion Check and try to talk Ahanu into engaging for a little longer.

Lots of things can modify Social Encounters and the Story Guide is encouraged to use these modifiers often. Rarely are things static and formulaic in interactions. In our previous example, how would the Success Number needed change if the merchant were attracted to Ahanu? Or if they were in a noisy crowd? Or if Ahanu only had one minute before their yutsu barge left?

In general, a minor advantage or disadvantage adds +1/-1 to Success Numbers in social situations. A major one usually adds +2/-2 and a critical one adds +3/-3. They can also stack. All three of the modifiers in the previous description could be happening at the same time. Ahanu would have their work cut out for them!

It should be noted that Social Encounters can absolutely happen during other types of Encounters. Could a Character convince an enemy to surrender during a fight? You bet! Would it be difficult? Probably. A Social Skill Check during Combat would likely be a +3 Difficulty for anyone attempting it.

(Optional) Winning and Losing in Social Encounters: Just as in Combat, there can be winners and losers in Social Encounters. When they begin, a Character will usually have a goal of some sort and attaining that goal is considered a win. Defining whether an Encounter was a win or not is up to the Story Guide. However, once ended, a Character that won a Social Encounter is rewarded with one point of Mind. This awarded point is not added until the entire Encounter has ended. If Ahanu convinced a person to surrender during Combat, Ahanu would re-

ceive a point of Mind, but not until the entire fight was over and all participants were defeated or had surrendered and the Story Guide had declared that the Encounter was over.

If the Social Encounter was a Contested Skill Check, then the loser loses a point of Mind and a point of Soul. (See Contested Skill Checks below). This is why it's best to go into a contest of wits well-armed!

This gain and loss of Mind and Soul is optional and your group should decide before you enter into these kinds of Encounters whether you will use these incentives.

Contested Skill Checks

Sometimes two Characters are attempting to achieve the same goal at the cost of the other party's defeat. Who has coerced whom? Who has wrestled whom? Can you catch up to that person running away? Any time two Characters are in direct opposition to each other and each attempting to use the same Skill on the other, they are performing a Contested Skill Check.

It is important to mention that this situation does not supplant normal Initiative order during an Encounter. However, it can change a Character's planned Primary Action for the Round. There are three three things we're going to cover here:

- How is a Contested Skill Check started?
- How does a Contested Skill Check work?
- How does a Contested Skill Check end?

Starting a Contested Skill Check

When anyone declares an Action, either the Player or Story Guide may declare that they would like to contest that Skill Check during their own Action. If this happens outside of an Encounter, a Contested Skill Check automatically means an Encounter has begun. When someone declares they are contesting another Player, it lets everyone know that the results of the first party will be set aside until the second party has checked for their own Successes. Once a Character has committed to a Contested Skill Check, there is no backing out of it until the following Round.

Conducting a Contested Skill Check

The first Player to act resolves their attempted Skill Check as normal. The total number of Successes are set aside. The rest of the Round continues as normal. When the second party takes their Action, they make a Skill Check as normal. The two total pools are compared.

If the number of Successes is equal, neither party has Succeeded or made any progress.

If the number of Successes is not equal, then the person who scored more Successes are considered Successful for the Round.

But that's not the end of it. It's best to think of Contested Skill Checks like a tug of war. Even if you score more Successes than your opponent, it only means you have made gains on that rope, not that you have necessarily won. So how do you determine how many Successes you need to truly Succeed? You need as many Successes as the Total Dice Pool your opponent has in that Skill. If one or both parties fail to get enough Successes, neither has Succeeded and the contest will continue on the following Round.

Returning to our example of Ahanu and the merchant: Let's say they were both trying to use Coercion on each other. Ahanu has a Total Dice Pool of 3 (Spirit of 3 and Coercion of 0) in Coercion. Let's say the merchant has a total of 4. That means that Ahanu needs 4 Successes and the merchant needs 3.

Ending A Contested Skill Check

There are two ways a Contested Skill Check can end. First is that one of the participants is Successful. The second is that one Character can choose to back out at the end of the Round.

If a Character is Successful, then the effects of their Successes are applied at that point and the Contested Skill Check is considered resolved. Both parties return to normal actions on the following Round.

If a Character chooses to back out of a Contested Skill Check at the end of a Round before either party is Successful, the other Character's Successes are immediately applied as if they had made a normal Skill Check as well as any effects that go along with those

Successes. If a Character is unable to make their Check on their turn for some reason— say they were knocked Unconscious — then they are automatically considered to have backed out.

Combat

Before we get into this next section, it is important to explain two things regarding Combat. First, this game strives to give Players and Story Guides alternate options to Combat. From a mechanics perspective, if everything in a game eventually leads to Combat, Players often build their Characters that way from the start. It creates a vicious cycle where Players always choose to fight because that is what their Characters are best at because that is what they always do.

If, instead, Players have the option to fight, but have sufficient incentive to find other ways around their problems, then they have choices. Choices are what roleplaying games should be about, creating narrative branches that weave unique tales. We believe Combat should be an option, not a default.

The other thing that is important to call out here is that many Indigenous people value storytelling that involves more than just who won in a fight. There are lessons learned, tricks played, cunning plans executed, a piece of wisdom unveiled. This game, among its other goals, strives to recreate these stories in a way that honors the depth and variety of Indigenous cultures. If your Encounters always lead to Combat, you may want to talk among your group outside of a Session and consider why violence is your first option. How might your Encounters be more fun or memorable if they ended without anyone being injured or killed? As we go through this section, try to keep in mind that Encounters encompass a breadth of behaviors and interactions. Violence is just a single path to a story. You may find that, unlike some other roleplaying games, not every opponent you face can be dealt with through physical force alone.

That said, sometimes Characters have no choice but to get physical. They might have to restrain someone else, destroy an out-of-control machine, banish a spirit, or even risk taking a life. Combat is a form of an Encounter, just like any

other. It follows all the previously listed rules and guidelines. If Combat rules ever conflict with other rules in this book, fall back on the Story Guide's decisions and interpretations.

There are a number of situations and details relevant to Combat covered here that amplify or clarify previously described mechanisms. We'll cover these in detail, but one important aspect is that Combat in Coyote & Crow is meant to be epic. It should create vivid images in your mind and play out like your favorite films and books. We encourage Story Guides and Players to embellish their actions when possible. Describe what you're doing and then let the results of your Dice Checks amplify that story even further.

Many of the things you will want to do during Combat Encounters are described in further detail in the related Skill entries. The most common General Skills you'll be using in Combat are:

- Unarmed Combat
- Melee Weapons
- Ranged Weapons

There will also be numerous Specialized Skills you'll be using as well. But Combat is not always limited to Body damage. There are psychic and spiritual repercussions to some Abilities and Skills. You may be fighting something incorporeal or against an opponent who is miles away. What is important to note with Combat Encounters is that they are violent confrontations between two or more aware opponents.

There are a few additional Combat concepts that are covered here.

- Surprise
- Range
- Conditional Modifiers

Surprise

Generally, Surprise can only happen at the start of an Encounter and only lasts during the first Round. Surprise occurs when a Character is unaware that they are being attacked. When a Character is attempting to Surprise one or more other Characters, the targets must first be unaware of the attacking Character(s). Then, the attacking Character makes a Stealth Skill Check against their opponent's Mental Defense. Success indicates that the targets are Surprised.

If a group of Characters is trying to Surprise their opponent or opponents, the Character with the lowest Stealth Skill Dice Pool rolls for the whole group. Their Success or Failure applies to the entire group. When determining which Mental Defense Stat to use, always pick the highest from among the potentially Surprised Characters.

Surprised Characters do not get to take any Primary or Secondary Actions that Round with the exception of Reaction Rolls, subject to the Story Guide's discretion. Characters doing the Surprising still choose their Initiative Scores as normal for the first Round. Once the second Round begins, Characters are no longer Surprised and may not be Surprised again under normal circumstances. Initiative then resumes normally.

Range

How far away you are from your opponents is important — in Coyote & Crow, it is abstracted to a concept called Range. Range is broken into three categories: Short, Medium, and Long. These descriptors are not fixed amounts, but instead represent amorphous concepts and are relative attributes based on the distances between a Character and their target.

Short Range is defined as any distance that is within reach of a Character who only takes a single Move action during the Round. This represents their immediate reach and anything they can get to within the same Round. This is likely a dozen yards out in an open field, anywhere inside a normal-sized room indoors, etc. If a target is in Short Range, they can be attacked that same turn by a Character. A Character that spends two Move Actions heading away from another is now at Medium range. If two Characters in Short Range both spend one Move action going in opposite directions, they are both now at Medium Range from each other.

Medium Range is out of the Range of Unarmed and Melee Combat Skills. A target at Medium Range cannot be reached and attacked in the same Round. However, a Character who spends two Move Actions can decrease their range from Medium to Short. Medium Range is the purview of many ranged weapons. It is generally described as too far to touch, but close enough to see. One

Character moving away from another at Medium Range will have to take four Move Actions to change to Long Range. If two Characters at Medium Range each spend two Move actions going in opposite directions, they move to Long Range from each other.

Long Range covers everything from 'really far' to the horizon. Many ranged weapons are not capable of reaching this Range and many others use targeting assistance of some kind. Long Range is where mag-bows and similar weapons shine. If a Target is at Long Range and takes four Move actions away from the Character, they'll be out of Long Range and no longer in combat — the Encounter will end. A Character may spend four Move Actions moving toward a target to decrease their range from Long to Medium.

If two Characters are trying to change their range in direct opposition to each other, in a chase, this becomes a Contested Running (Athletics) Skill Check if on foot or a Piloting Check if in Vehicles. Changing Ranges requires the following Success difference:

» **Keeping target in Short Range or moving away to Medium Range: 2 Success Difference**

» **Keeping target in Medium Range or moving away to Long Range: 4 Success Difference**

» **Keeping target in Long Range or escaping (no longer an Encounter): 8 Success Difference**

To Sum up Range:

Short Range: Within 1 Move Action, melee range, close

Medium Range: Within 2 Move Actions, ranged weapons, near

Long Range: Within 4 Move Actions, ranged weapons, far

Conditional Modifiers

Conditional modifiers are situations that change the Success Numbers Characters need. These modifiers may come and go from Round to Round during Encounters or can be stacked with each other to create larger modifiers. This list is not exhaustive and your Story Guide may create new ones and will decide when any modifiers are in play. These modifiers are equally valid during Narrative Play as well.

Remember, that no matter how many conditional modifiers are added to a Success Number or how extreme they are, a "1" is still a Fail and a "12" is still a Critical Success.

Modifiers are always listed in a +/- format. So a +3 means that 3 would be added to whatever the current Success Number is.

Here are some basic modifiers, their brief descriptions, and range of effect.

» **Speed: +1 to +3**

» **Terrain: +1 to +4**

» **Weather: +1 to +4**

» **Sensory Impairment: +1 to +4**

» **Physical Impairment: +1 to X**

» **Water and other Substances: +1 to +3**

Speed: In this case, we're talking about differences in speed. Normal human movement isn't enough to give a modifier, so this is limited primarily to vehicles or extremely fast-moving entities and animals. This modifier is specifically about differences in speed. Two vehicles flying at about the same speed might have no Speed bonuses at all. Conversely, a person standing still, firing at a fast-moving sunwing flying by, would have a large differential.

Terrain: This usually refers to whether there are elevation differences between opponents, extremely rocky ground that is difficult to maneuver or walk on, slippery surfaces that force combatants to focus on their balance, and other similar situations.

Weather: From gusts of wind to sheets of hail, weather can play havoc on someone's ability to fight, properly perceive distances, communicate, and a host of other things related to accomplishing important tasks.

Sensory Impairment: Whether it is smoke, pitch-black darkness, your ears are ringing, or you're blindfolded, having your normal suite of senses diminished or cut off can have a severe impact on your ability to fight. These can vary in degree from distracting to completely disorienting. This does not apply to Characters who normally have that sense impaired.

Physical Impairment: This may be a broken leg in a splint, having your hands tied behind your back,

or something else that limits your range of movement. If extreme enough, the Story Guide may not let you take the Action —it doesn't matter how much of a modifier you tack on, a person with their wrists restrained behind their back cannot fire a mag-bow.

Water and other Substances: You may be fighting in waist-deep water in a river or at the bottom of a vat of chemicals. Either way, your body will be slower to move and your Skills will suffer. In addition, you may not be able to breathe (see Environmental Damage).

Further Encounters

Vehicles

Vehicles have Agility and Endurance, as well as a Physical Defense and Body. The PD and Body of a vehicle may be larger or smaller than the sum of its Agility and Endurance, as the physical structure may either be reinforced or extra fragile.

When a Character is making a Piloting Skill Check, they may not add more dice to their Dice Pool from their Skill Rank than the Agility of the vehicle. That means if Aya's Piloting Rank is 4 and they are piloting a Skimmer with an Agility of 3, they cannot add more than 3 of their 4 dice from their Pilot Skill Rank to their Dice Pool.

Additionally, some vehicles may have mounted or built-in weaponry or other pieces of technology, such as sensors. When in combat with vehicles, the default target is the other vehicle. If you wish to attack a pilot, passenger, or specific aspect of a vehicle, you may, but the target is considered to have Cover (see Taking Cover).

Generally, vehicles do not have other Stats outside of Agility and Endurance and cannot be affected by attacks that are generated by Mental or Spiritual Stats or Abilities. If a vehicle's Body is reduced to zero, it cannot be used. If it is in flight at the time, it will crash.

Animals and Pets

The animals of the world have all the Stats humans do, even if they are often more limited. Pets and animals should be treated as NPCs with Skills, just as though they were a person. Sample animals and their Stats will be listed in the Icons and Legends Chapter of the Story Guide section of the book.

Dogs are kept as pets but most are breeds based on huskies, wolves, coyotes, and a handful of other breeds spread out through both continents. Purity of breed is much less valued than the skill, intelligence, and loyalty of the animal. In addition, other common pets throughout Makasing include birds, snakes, racoons, and squirrels.

Non-Native Players: It's important to note here that spirits and gods do not translate into common Western or European concepts of ghosts or anything like an Abrahamic god. Instead, spirits and gods are beings that live outside of the parameters of human beings and animals, sometimes on our plane of existence or moving between planes. Sometimes they have fixed forms, others can shapeshift. Some can speak to us, others cannot speak at all. Some are friendly, some are malicious, but most have their own agendas and lives. They often exist just outside of our field of vision or at the edges of our lives.

The Stats for various animals and pets are guidelines. Feel free to adapt them to your Saga as needed and add cultural flairs that make for good storytelling. Remember that you can create an animal companion through the Companion Gift or Burden.

Machines and Robots

For further information on these, see the Technology Chapter. Machines and robots may have any combination of Physical Stats, Intelligence, and Perception, but do not have Spiritual Stats or Wisdom. In addition, they have Derived Stats like Body and Mind, as well as Physical Defense and Mental Defense. They cannot employ Focus.

Inanimate Objects

Whether it is a piece of pottery, a wall, or a blanket, physical objects can generally be destroyed by reducing their Body to zero. Most objects have a simple Endurance Rank which supplies them with both their Body and their Physical Defense values. The Story Guide may increase either the PD or the Body for various objects as needed and they do not have to correspond directly to the En-

durance Stat. An object having zero Body doesn't necessarily mean it is reduced to dust or ash, but instead that its usefulness has been neutralized — a vase might be broken, a wall might have a hole in it, a blanket might be ripped in half.

Spirits and Gods

In Coyote & Crow, the human realm is dominated by the living — but the world is shared with the spirits and gods. Some of these will be described individually in the Icons and Legends Chapter.

There are two common traits that spirits and gods have in Coyote & Crow. One is incorporeality. This means they always or sometimes lack physical substance. They might be visible or invisible, but either way physical attacks against them will not work while they are incorporeal. In fact, no physical attack against an incorporeal being will do any Damage, unless otherwise noted in their description.

The other common trait is planar traversal. This might mean that they can travel from their plane of existence to ours at will, or when specific circumstances arise. It might also mean that they can travel back to their plane and reappear on our plane in a different spot. To us, this might appear as teleportation.

The difference between gods and spirits isn't very important in this context and Native Players should take note here that delineating between the two has no real game effect. In general, spirits are something that there can be multiples of. There are innumerable types of spirits, and of each type there are almost certainly more than one. With gods, they tend to be unique beings or unique sets of beings, limited in number. But even that definition sets limitations that they would likely scoff at. As gods are closer to concepts, they can often be in more than one place at once, reincarnate after 'death,' and often defy both physics and logic. Spirits tend to have their own set of rules that they either choose to obey or are compelled to. Gods, however, often have their own codes, ethics, and morality and their abilities and power levels vary as wildly as their personalities.

CHAPTER 13

The Black

No one is exactly sure what The Black is. Or if it even can be described as one thing. It has properties of reality, but none that can be consistently measured in the human world. So far there has not been a way to create an ongoing bridge between reality and The Black that can be recorded or observed by more than a single individual at a time.

Even the descriptions of The Black, via the sensory information available to visitors, seems to vary. In blind experiments, two people who claim to have traveled to The Black and were able to find each other on the other side were able to each verify in later discussions that they had indeed visited this other place through confirmation of the information they passed to each other while in The Black. But that has done little to explain what it is, where it is, or indeed, even when it is. Perception of time seems to be skewed in The Black and conventional means of telling time do not function. That may be because when a person visits The Black, their corporeal body is left behind. Many assume that even though a person might see a niisi on their arm, or even

believe they are interacting with it, the actual object has no relative value in that realm.

What is known about The Black is the following: The Black is possibly a generic term for one or more places that exist beyond current understandings of reality. Humans have apparently been able to visit this place through various means, including meditation, drugs, sleep, and ceremonies, long before the Adanadi came along. The Adanadi seems to make The Black more easily accessible to some, but does not change the nature of the interaction.

Other things live, or at least visit, within The Black. While these beings might be thought of as spirits, their true nature is not fully understood. To date, no one has had a comprehensive, science-based discussion with any being from The Black that can be confirmed or replicated.

To date, no one has encountered any specific repetitive terrain, social organization, weather, or any other phenomena associated with human reality. The Black seems to be a dream-like place that does not observe the laws of physics — although paradoxically, some have

COYOTE & CROW

claimed that on occasion, it does seem to observe some laws of physics. No pattern to this phenomena has been found.

The Black may be more than one realm and travelers to The Black have reported a variety of different landscapes, visuals, sounds, and other sensations. So many have reported this, in fact, that some travelers to The Black even believe that each time they travel there, they create a new realm — a Black created from their own thoughts and consciousness, that can never be visited a second time.

A minority of people see The Black as a hallucination or vision, not an actual shift in the viewer's reality. Others see this as directly visiting a spirit plane or even the spirit plane, depending on their beliefs. Others still see it as a way station or juncture that isn't really anywhere — an in-between place that may connect to other places, like the underworld.

A few people who have the Walk The Black Ability have formed small cults or organizations. Some of them are dedicated to a more scientific approach to studying the realm, trying to codify and under-stand it. Others are more interested in either communing with the spirits there or to finding ways to leave this plane of existence entirely and permanently, believing it is the way back to the Great Spirit.

There does seem to be some correlation between a person's physical location in the real world and their location in The Black. People who Walk The Black frequently report that if they are sitting side by side with another with the Ability and they use it at the same time, they often appear within sight of each other in The Black.

When in The Black, Spiritual Stats act as Physical Stats for all Dice Checks. Spirit replaces Strength, Charisma replaces Agility, and Will replaces Endurance. Any attempt at Physical Damage in The Black is actually Spiritual Damage. When you appear in The Black, you appear how you appear in the real world, but you do not have any of the weapons you were carrying. Some say that even if you did have them, it wouldn't matter. They would just be representations, and not work any better than your fists do.

The beings that exist in The Black vary wildly according to reports. Whether these beings actually exist or are manifestations of the visitor's imagination are not clear. Some have reported seeing massive winged beasts flying high overhead. Others have seen millions of insects swarming just below the surface of sand dunes.

Most interesting though are the reports of sentient beings, some that resemble humans, animals, or human-animal hybrids. They vary from indifferent to benign to malevolent. Some can speak, others can't. Some have an awareness of human reality and understand that humans are visiting from that reality. A few even appear to have the ability to see into the past or present, or to even affect things in human planar reality.

There are those who claim that the whispers of spirits and creatures from the legends and stories that have been circulating lately are in actuality beings who have found a way out of The Black and into our own world.

DAMAGE, DEATH, & HEALING

Damage

This chapter will cover what Damage is, the different types of Damage, what its varied effects are, how to dish it out, and how to take it. We'll talk about Physical, Mental and Spiritual Damage. Let's recap a few different concepts from earlier in the book to make sure everything is clear before going deeper.

When a Character is using a Skill to make a Dice Check that would inflict Damage on another Character, the Success Number is based on the appropriate Defense value of the target. In this case, appropriate refers to the type of Damage being done; Physical, Mental, or Spiritual. For example, if someone is using Unarmed Combat to throw a punch at someone, their Success Number is the Physical Defense of the target, plus or minus any modifiers. Some Skills and most weapons inflict Physical Damage, while other Skills and most Abilities inflict Mental or Spiritual Damage.

Once the Player or Story Guide has rolled the Dice Pool for the attacking Character, the attack will fall into one of two categories — they Succeeded or they didn't. This means that the attacker got at least one Success or didn't. If they got a Success, it means they did at least some damage to their target. The number of Successes indicates the amount of Damage to a target on a one-for-one basis. If you rolled 6 Successes, you did 6 Damage. In the case of our example, 6 Successes with a punch would do 6 Damage to the target's Body.

Unless a Skill or Ability specifies otherwise, Physical Damage always correlates to Body, Mental Damage to Mind, and Spiritual Damage to Soul. When a Character takes Damage, they deduct it from their current total in the matching category.

Physical Damage

This kind of Damage is the most overt and common. The amount of Physical Damage a Character can sustain is represented on the Character sheet by the Body number, which is a total of Strength, Agility, and Endurance. This number represents a Character's overall physical resilience and toughness. When reduced to zero, the Character will risk falling Unconscious. If reduced to less than zero Body, the Character will begin dying (see Dying). When reduced to an amount equivalent to the negative value of the Character's Endurance, the Character will die (see Death).

If your Character has less than their full Body, they will appear physically affected, but their Stats, Skills, and Abilities are not directly affected. As long as they have at least 1 point of Body, they are still up and fighting the good fight. Unless an Ability or other situation specifically calls it out, Body cannot go above the Character's normal starting amount (Strength + Agility + Endurance).

Within the category of Body Damage, there are sometimes sub-types of Damage. Sub-types are specific types of Damage that have special effects. The sub-types listed here are the basic ones. There may be others in the future and your Story Guide may create others as well. If a sub-type is not noted, then it has no sub-type and does normal Body Damage.

Damage Sub-Types

Fire

Fire does normal Body Damage, however it may also lead to the Burning Effect. Unless otherwise noted, anything that causes Fire Damage can trigger the Burning Effect. A Character that takes any Fire Damage should immediately, as a Reaction Roll, make a Survival Check against a Success Number of 8. The number of Successes needed is equal to the Rank of the Fire. A normal fire like a campfire, for example, is a Rank 1. Being inside a burning building might be ranked as high as a Rank 5. If the Character gains the required number of Successes, they still take the initial Damage dealt, but are not subject to the Burning Effect. If they fail to get the required number of Successes, the Character applies the Burning Effect (see Effects below).

Cold

Cold Damage can take several forms. Characters can take Cold Damage in the form of immediate Body Damage by extreme cold temperatures caused by localized sources. Things like liquid nitrogen or other chemically-created cold are the most common examples. If a Character takes Critical Damage from the Cold sub-type, they become susceptible to Stat Damage during any subsequent attacks. Until the Cold Damage is healed, any Critical Damage caused by other sources also causes a point of Stat Damage (see Stat Damage).

Cold caused by overall weather would be considered Environmental (see below).

Electrical

Electrical Damage causes damage as normal but also activates the Stun Effect. Anyone hit with Electrical Damage must make a Check against being Stunned following the Stun rules (see Stun below). Additionally, a Critical Success with Electrical Damage can cause Instant Death.

DAMAGE, DEATH, & HEALING

Falling

Falling Damage occurs when someone falls from a height and impacts below. It doesn't take much distance to potentially suffer a brutal injury from a fall. Conversely, people have been known to survive falls from thousands of feet high. When a Character falls from a height, the Story Guide should determine the points of Damage the Character will take from the fall by dividing the height of the fall by five. For example, a 100 foot fall would cause 20 points of Damage. Then the Character makes an Athletics Reaction Roll. Every Success gained on that check reduces the Damage by 1.

Non-Lethal

Non-Lethal is a sub-type of Damage that can only be activated with specific weapons that have the ability listed in their descriptions or with the Unarmed Combat Skill. A Player or the Story Guide must announce that the intent is to use Non-Lethal force prior to rolling a Dice Check. Damage subsequently caused cannot reduce the recipient below zero Body. Note that a Critical Failure when attempting Non-

Lethal Damage can result in normal Body Damage at the Story Guide's discretion. This means that attempts at Non-Lethal Damage can still very much kill someone.

Mental Damage

Mental Damage is something that reduces the Character's Mind. Mind is calculated by combining the Character's Intelligence, Perception, and Wisdom Stats. This base number can be modified up or down through the use of Abilities and Focus. It's possible for a Character to temporarily have a Mind score higher than their starting number. If a Character ever drops to zero Mind, they may fall Unconscious. If a Character's Mind is less than zero, they are dying (see Dying). If a Character ever has a Mind equal to their negative Wisdom, they will die (see Death).

Mental Damage can be thought of as fatigue, psychological trauma, headaches, and in extreme cases even brain damage.

Spiritual Damage

Spiritual Damage is something that reduces the Character's Soul. Soul is calculated by combining

the Character's Spirit, Charisma, and Will. This base number can be modified up or down through the use of Fortitude and Abilities. If a Character ever drops to zero Soul, they may fall Unconscious. If their Soul goes below zero, they are dying (See Dying). If their Soul score drops to an amount equal to their negative Will, they will die (see Death).

Spiritual Damage is something that affects a person's core essence — their spirit, their will to live, their heart, their drive, their conviction.

Fortitude

Fortitude, like Focus, is an intrinsic ability that all sentient beings have. It represents their strength of character, their spiritual drive, and their will to carry on. Any time a Character takes Body Damage, they may instead take some or all of those points from Soul. There may be edge cases caused by Abilities that interfere with this, but in general, Fortitude is built into the concept of taking Damage and is always an option for human, spirits, and other sentient creatures.
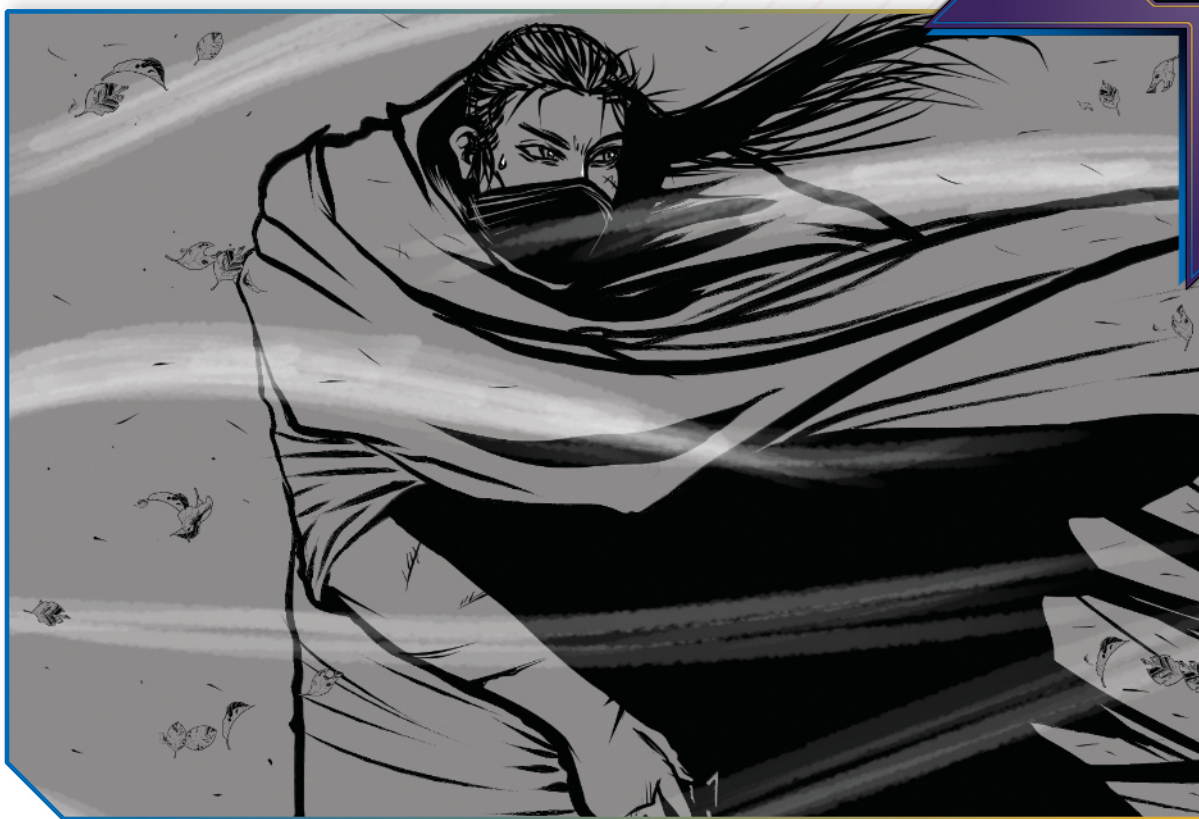
Fortitude may not be used to substitute Soul for Mental Damage or Focus.

In general, Fortitude is only employed by Player Characters. The Story Guide may optionally choose to have non-Player Characters employ Fortitude when appropriate for the story.

Effects

The Damage discussed so far happens during a Round, is immediately deducted from the Character sheet, and that's the end of it until the Character has a chance to heal the Damage. But sometimes, Damage can carry on over multiple Rounds or even after an Encounter ends. These kinds of Damage are called Effects. Effects continue to affect the Character until they have managed to rid themselves of it or are no longer within the parameters of its description. Some Effects can stack. For example, someone could be simultaneously suffering from two different poisons at the same time.

Environmental

Any extreme environment outside of the norms of human comfort can eventually cause damage.

Even just a single night spent in cool air without proper protection can cause lethal exposure damage to a person. Environment covers temperature, weather, humidity, and even things like radiation or lack of oxygen. It can range from something that does nothing more than keep you from getting decent rest (see Healing) to being so extreme that life or death is measured in just a few Rounds of exposure — standing on the edge of a volcano, for example, is likely to be a pretty short-lived experience!

For Environmental Damage, the Story Guide will establish a cadence for how often Characters must make a Survival Skill Check and what Damage the Character takes if they fail that Check.

For example, in a bad snow storm, the Story Guide might indicate that the Characters must make a Survival Check every hour that they are in it, that the Success Number is 8, and that Failure indicates 1 point of Cold Damage. Gear can make a big difference in Survival and many pieces of equipment lower Success Numbers for Survival Checks or add to the Physical Defense against certain types of Damage. Having Gear made for surviving in the

cold may lower the Success Number, making it easier for the party to trudge through the storm.

Poison

Poisons take various forms. Some are ingested, others are gas or on the blade of edged weapons. Regardless of the delivery method, all poisons have the same in-game effect — the target suffers whatever Damage effects are listed by the poison. In some cases, there may be Endurance or Will Rolls to mitigate the immediate effects. See individual poisons for their specific effects, duration, and counter agents. Both Medicine and Herbalism Skills can help counter poison.

Bleeding

A number of weapons and some poisons can cause the Bleeding Effect. Bleeding doesn't just indicate the presence of blood. It means that the type of wound caused is unlikely to close on its own. Without outside interference, Bleeding will continue until the Character is dead. A Character who is bleeding is, by necessity, in an Encounter.

If a Character is suffering from the Bleeding Effect, they take a point of Body Damage at the start of their Actions every Round. To avoid taking the Damage, the Character must make an Endurance Reaction Roll with a Success Number of 7. Multiple instances of Bleeding do not stack the Damage. Instead, if a Bleeding Character receives the Effect again, the Success Number needed to resist taking Damage each Round increases by 1.

To stop Bleeding, a Character must make a Successful First Aid Check as a Primary Action. If the Character making the Check is the one Bleeding, the First Aid Success Number is increased by 2.

Stun

To be Stunned is to not have the mental focus and capacity to take Actions. A person who has the Stun Effect could be described as dazed, winded, or semi-conscious. There are many ways this can happen to a Character, from Abilities to a good right hook to the jaw. Stun Effects will always eventually end on their own. A Character who is Stunned cannot take any Actions, even Secondary Actions, except a Check to get rid of Stun as described below. In general, when Stunned the Character is immobile, unable to think clearly or interact in any meaningful way.

Additionally, Stunned individuals cannot properly defend themselves and their Physical, Mental, and Physical Defenses all drop to zero — with the exception of worn gear or other points gained outside of Stats.

Characters who are Stunned lose at least one Round to the effect. To get rid of a Stun Effect, the Character must make an Endurance or Will Check, whichever is higher, on the turn following their Stun. The Success Number is 8 and you must make at least 3 Successes in a single Check. Success indicates that you have shaken off the Stun and may act normally on your next Round. Failure indicates that you are still Stunned and must repeat the process in the subsequent Round.

Optional: Being Stunned can be a big impediment during a fight. If your campaign style is invested in deeper realism during combat, you can add an optional Stun rule to help simulate the devastating effects of real world combat. Any time a Character takes more Damage to their Body in a single Round than their Endurance Stat, they are at risk of being Stunned. For example, if a Character has an Endurance of 3 and they take 4 points of Body Damage, they risk being Stunned. The Character immediately makes an Endurance Check with a Success Number of 8. Unless they gain at least 3 Successes, they are Stunned. Be aware that this will greatly increase the deadliness of Combat.

Burning

Burning begins the turn after Fire Damage is taken. When something causes the Burning Effect as the result of Fire Damage, the victim will suffer additional Fire Damage equal to the Rank of the Fire (see Fire Damage) at the end of their turn each Round. There is no roll for this, the victim simply takes the Damage. If the victim chooses to spend their Primary Action attempting to extinguish whatever is causing the Fire Damage or to get out of the area that is burning, they can make a Survival Skill Check. If they get a number of Successes equal to or greater than the Rank of the Fire Damage, they extinguish it and will not take further Damage. If a Character has access to complete immersion in water or the equivalent, they can spend their Primary Action to extinguish the Fire without making a Dice Check.

States

The default state of Characters in Coyote & Crow is Conscious, but that's hardly descriptive of all of the states humans can be in. Unless called out otherwise, all Characters are assumed to be Conscious — that is, fully aware and able to make thoughtful decisions and choices.
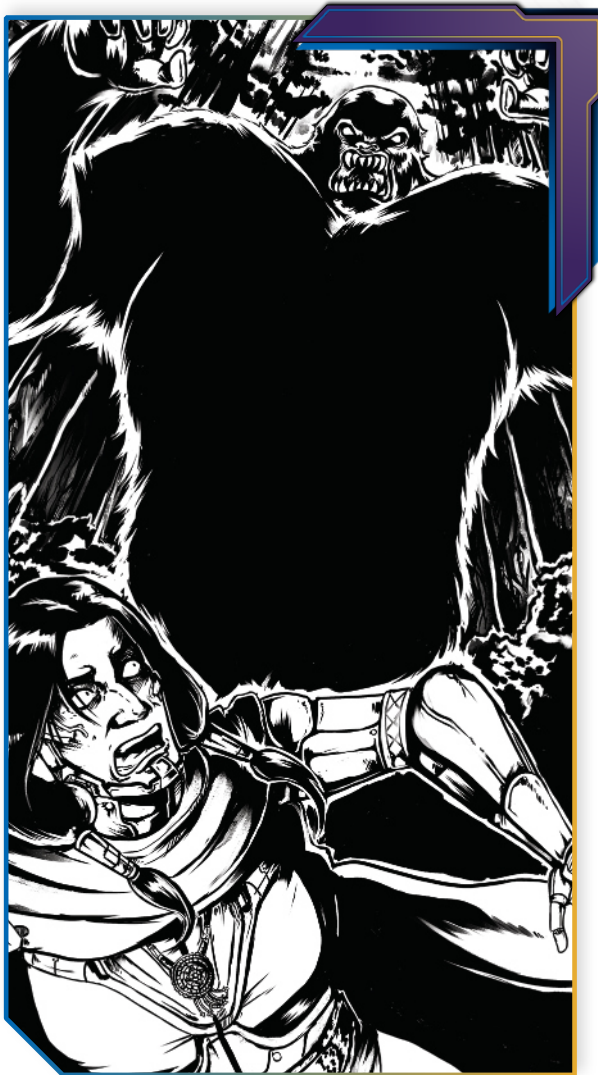
Sleeping

By default, Characters are assumed to be able to sleep well, get the rest they need, and can enter this state when needed. Gifts and Burdens, drugs, danger, stress, anxiety, and the environment may all impact whether a person gets enough sleep. Failing to get enough sleep can eventually lead to exhaustion. When a Character is Sleeping, they cannot take any Actions (Primary or Secondary), except to wake up (which is a Secondary Action). They may only take this Action by choice if there's an outside influence, like a noise or an ally waking them. Any Character Sleeping is automatically subject to Surprise.

Altered

Altered is an umbrella term used to describe a wide variety of States. It covers many forms of consciousness outside what we prescribe as standard consciousness. The effects are extremely varied, but usually take the form of temporary Stat gains and losses, often in balance. There are many ways to achieve Altered States: Prayer, ceremonies, drugs, spirits, and meditation, to name a few.

More specific Altered States will be covered in future Coyote & Crow materials.

Panic

Sometimes fear or other stimuli can drive a person to Panic. They lose all ability to make rational decisions and often act in misguided ways out of a sense of immediate preservation. Sometimes Panic can affect Characters through an Ability, but Panic is more often caused by very common fears and anxiety. When a Character is subject to Panic, they must make a Will Check to overcome it. However, the number of Successes needed can depend on the scale of the situation. In general, Player Characters should not be subject to Panic outside of Abilities or specific effects. NPCs, though, can be subject to Panic any time the Story Guide sees fit. Avoiding Panic during a fight involving ranged weapons or inside a burning house might require 2 Successes. Waking up to see a Kalo Kayaki over your bed, leering down at you might be 5 Successes. If a Character Critically Fails a Panic Check, they fall Unconscious.

The effect of Panic is that the Character can still take Actions, both Primary and Secondary. However, the Character must act in accordance with immediate self-preservation. No other considerations are possible. If fleeing is possible, the Character may flee. They may freeze and take no actions at all. They may attack and the target of the attack may not even be the source of the Panic, but instead someone considered in the way of the panicked person's survival. Characters cannot operate unfamiliar machinery, make complex decisions, or do anything that doesn't in some way help to alleviate the Characters' Panic.

If you're a Player Character, you should play out your Panic as you see fit with Story Guide approval.

There are two ways the Panic Effect can end. The first is that the Character overcomes it. Once they have become Panicked, on subsequent Rounds they can attempt to overcome their own Panic and get control. This is tough to do. Panicked people often stay that way. As a Secondary Action, anyone suffering from Panic may make a Will Check. If they get Successes equal

to or greater than the Rank of the Panic, then they overcome it and on the following Round can act normally. The Success Number needed varies. If the source of the Panic can still be seen and heard, it's 9. If the source of the Panic is out of sight or hearing but still present in general, it's 8. If the source of the Panic is gone or removed entirely, the Success is 6.

The second way Panic can end is that either the source of the panic is removed from the scenario entirely — a fire is extinguished, an enemy defeated, a spirit banished — or the person Panicked is removed. This might mean they get far enough away that the Story Guide thinks that the Character is no longer in danger, or perhaps the Character is rendered Unconscious.

Unconsciousness

At a certain point the human body, mind, and spirit reach their limits. When you are pushed too far, eventually you break. When a Character reaches zero Body, Mind, or Soul, they may fall Unconscious. Between Damage, Focus, Fortitude, Healing, Abilities, and Resting, there are many ways to lose and gain Body, Mind, and Soul.

Every Round that a Character has zero or less in Body, Mind, or Soul, they must make a Will Check to stay Conscious. The Character needs 1 Success with a Success Number of 8. If they make the Check, then they are Conscious but may only take Secondary Actions. Once Unconscious, a Character will stay Unconscious until Body, Mind, and Soul are all at a minimum of 1.

If a Character is Unconscious at the end of an Encounter, the Character automatically begins a Short Rest unless otherwise decided by the Story Guide.

An Unconscious Character receives no sensory information and cannot take any Actions, Primary or Secondary. Their Endurance, Agility, Wisdom, Perception, Will and Charisma no longer contribute to their Defenses.

A Character regains consciousness when their Body, Mind, and Soul are at least at 1.

Stat Damage

Occasionally, a weapon or situation will call for Stat Damage. Stat Damage is always the last Damage to be taken during an attack. Apply all other Damage first. The type of Damage being dealt will determine which chart below is used. Once Damage type is determined, the Player whose Character is receiving the Stat Damage will roll a die. The die result will drop the corresponding Stat by 1 point. Once it is lowered, the Character's Derived Stats are recalculated and new maximums are determined. If the Character was already at their max, this may mean the Character also loses a point of Body, Mind, or Soul when they adjust to their new lower number. For example, say a Character with a Body of 10 lost a point of Endurance. This would also lower their Body Score of 10 to 9.

Stat Damage heals far more slowly than traditional Damage. See the section on Healing for more. Stats cannot be reduced below 1. If a situation calls for a Stat to be reduced that is already at 1, the situation may result in Death or Instant Death at the Story Guide's discretion.

Physical Damage	Roll	Mental Damage	Roll	Spiritual Damage	Roll
Strength	1-2	Strength	1	Strength	1
Agility	3-4	Agility	2	Agility	2
Endurance	5-6	Endurance	3	Endurance	3
Intelligence	7	Intelligence	4-5	Intelligence	4
Perception	8	Perception	6-7	Perception	5
Wisdom	9	Wisdom	8-9	Wisdom	6
Spirit	10	Spirit	10	Spirit	7-8
Charisma	11	Charisma	11	Charisma	9-10
Will	12	Will	12	Will	11-12

Dying

Anytime a Character has less than zero points of Body, Mind, or Soul, they are said to be Dying. This is certainly trouble for a Player, but there are plenty of ways that they can avert their Character's final end.

First things first. If a Character is Dying, they also fall under the rules for Unconsciousness. Being Conscious or Unconscious does not affect whether a Character is Dying.

Regardless whether it is during an Encounter or during Narrative play, when a Player's Character is Dying, it becomes an Encounter. That is because each Round, a Player will have to make certain rolls that affect their fate.

Every Round during the Character's turn, they make a Reaction Roll for each Derived Stat (Body, Mind, and Soul) below zero to determine what happens next in regards to their Dying state. This Dice Check is based on either their Will or their Endurance, the

Player can choose, regardless of which Derived Stat is below zero. The Success Number is 8. After the Check, consult the following table:

» **Critical Failure: Lose 2 points**

» **Failure: Lose 1 point**

» **1+ Success: No Change**

» **1+ Critical Success: Stabilized**

Lose 2 Points indicates that the Player is continuing to worsen. They take 2 points of Damage in the appropriate category (Body, Mind, or Soul). If this reduces them to the point where they would die, see Death. Otherwise, they will continue to be Dying in the next Round.

Lose 1 Point indicates that the Player is continuing to worsen. They take a point of Damage in the appropriate category (Body, Mind, or Soul). If this reduces them to the point where they would die, see Death. Otherwise, they will continue to be Dying in the next Round.

No change indicates that the Character is still in a Dying state and they will have to make another Check the following Round. There is no other effect.

Stabilized indicates that the appropriate Stat (Body, Mind, or Soul) has stabilized, the Player does not have to make additional Checks in subsequent Rounds, and that they are no longer considered Dying if this was their only Derived Stat below zero. They do not gain or lose any more points unless they take Damage from a subsequent attack.

If another Character spends a Primary Action to make a First Aid Check on a Dying Character and gets any Successes, the Character does not lose any Body points that Round. If the Character making the First Aid Check gets a Critical Success, the Character stabilizes and does not need further medical attention to keep from dying. If the Character attempting the Skill Check gets a Critical Failure, they do a point of Body Damage to the subject. It is important to note that First Aid only affects Body. Only a Dying Character can Stabilize themselves from loss of Mind and Soul.

Death

Death is a big event in Coyote & Crow, as it is in real life. You may have noticed that in the above descriptions that there is a long road for a Player's Character to get to the point where they may die. There is a lot one can do, from Fortitude and Focus, to holding out for quite a while while dying, to fairly easy First Aid Checks, in order to keep from reaching death's door.

For non-Player Characters, it will be up to the Story Guide how to proceed. Some Story Guides may choose to gloss over things like Dying and Stabilizing for non-Player Characters. They may just declare them defeated or dead. Others may wish to give every opportunity for other Characters to jump in and save those lives. That level of detail will be decided by your Story Guide and by the tone and tenor of your Saga.

When it comes to Player Characters, one very important rule presides over all the rules of this Chapter. **A Player's Character doesn't die unless their Player allows it.** Player Character death is the biggest event in this game. It irrevocably changes the experi-

ence for that Player and it would not be fair to anyone at the table if the Player didn't have some agency in that situation. Some could argue that the Player had agency in the choices that led to their Character's death, by the very definition of their control over their Character. We would agree, if this game was a simulation of real life. But it's not. It's about epic heroes and their journeys. Players and Story Guides together should decide when that journey comes to an end.

Now, of course, you are welcome to override this rule and play your Saga however you would like. If you choose to do so, we ask that your entire group discuss this rule before you start playing and decide how you want to proceed in the case of Character death before it happens.

Sometimes unlucky rolls or a powerful opponent can kill a Character. Sometimes poor choices put a Character at risk. Or maybe a Player is moving away or can no longer play in the group and the Player and the Story Guide have decided to bring the Character's story to a close. No matter what has led to a Player Character death, that final note should be

something that the Player is involved with.

If the numbers and the dice suggest that a Character should die but the Player doesn't want their Character's story to end, maybe this is a chance for the Story Guide to introduce a new Character or story element, one that helps save the Character at the last second, creating a dramatic moment.

Or maybe the dice aren't going that badly but a Player has decided they want to retire their Character. They have worked it out with their Story Guide that they want the Character to go out in a moment of triumph, saving their friends. In that case, forget what the dice say and let the Character go out like a hero.

If a Player is leaving your group and decides they want their Character to die, then that's the end of things. If the Player is staying in the group however, set aside a time with the Story Guide after the current Session to help create a new Character and reintroduce the Player into the game with their new Character in the following Session.

Instant Death

Optionally, non-Player Characters can die before they reach the minimums of negative Body, Mind, or Soul equal to the Characters Endurance, Wisdom, or Will. In these cases, the Character has simply suffered too much immediate trauma to survive. Instant Death can happen in the following circumstances:

- When an NPC is Dying and makes a Critical Failure while attempting to Stabilize.

- When a minor NPC is hit with a "12" on a Critical Die from a Player Character.

- When the Story Guide determines there is no reason to think a Character could survive the situation — for example, they fell hundreds of feet into rocky surf.

Instant Death isn't common. When it happens, it should either be because taking the time to do all of the bookkeeping would slow down the pace of the game unnecessarily or because the death serves a dramatic storytelling purpose.

Resting and Healing

So far, we've talked about many ways Characters can sustain injuries, the many ways they can be negatively affected, and even how they can die. Now it is time to focus on healing. Healing, resting, and gaining Mind, Body, and Spirit are an important part of Coyote & Crow. Unlike some games that have the health of a Character denoted by a single number, you will have noticed by now that Coyote & Crow has broken it down into three different numbers (Body, Mind, and Spirit). This is intentional and significant. These three aspects are all equally important and vital, yet they are distinct from each other while remaining intertwined. Healing involves not just broken bones and cuts, but the mental faculties and the very essence of the Character.

This section will discuss how Characters can regain lost Body, Mind, Spirit and recover Damage taken to their Stats. We'll reiterate here that Body can never go above its original value unless something specifically states that it can raise the number beyond that limit. If your Character's starting Body is 8, no amount of healing or rest will raise it above

8. Mind and Spirit do not have the same limitations. They can go above their normal limits in a number of ways. However, it's important to note that most of these gains are temporary and that Mind and Spirit will return to their normal maximums after a Long Rest.

There are five ways that a Character can regain lost Mind, Body, and Spirit:

- Various Skills (Medicine, Ceremony, etc)

- Abilities

- Drugs

- Short Rest

- Long Rest

In this section, we'll only be covering the Short Rest and Long Rest options. The others will be covered in detail in their specific entries in their respective Chapters.

Short Rest

Your Encounter has ended. You survived, but you're a little rough around the edges. Time for a break. A Short Rest is exactly what it sounds like. Short Rests take place outside of Encounters and are only used during Narrative Play. Your Story Guide will determine the amount of time it takes, if necessary. It might be five minutes or it might be an hour.

During a Short Rest, Characters should be, well, resting. You can still make Dice Checks at the Story Guide's discretion, but they shouldn't be demanding in any way. A Short Rest is enough time for everyone to catch their breath, have a meal, bandage other's wounds and their own, and contemplate what got them into their current situation.

Certain Skills, like Ceremony or Medicine, cannot be done during a Short Rest. They require too much focus and time. If a Skill doesn't specify if it can be done during a Short Rest, check with your Story Guide.

The Story Guide may interrupt the Short Rest with another Encounter. If this is the case, the Characters do not gain the benefits from a Short Rest and must start over after the subsequent Encounter ends.

So what does a Short Rest accomplish? Each Character in a Short Rest makes three Checks upon completion of the Short Rest; an Endurance Check, a Wisdom

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Check, and a Will Check. Every Success gained on those rolls returns one point of corresponding Body, Mind, and Spirit.

Short Rests can only be taken a maximum of twice a day, and can only be taken after an Encounter. In other words, if you don't have an Encounter, you can't take a Short Rest. If you only have one Encounter, you can only take one Short Rest.

Long Rest

As with a Short Rest, a Long Rest isn't an exact amount of time, but is generally at least enough time to sleep, eat, bathe, and change clothes. It may be longer if there are other things that the Characters want to do during that same period, such as a Ceremony. Note that a Long Rest doesn't necessarily have to include sleep. As with Short Rests, if they are interrupted by an Encounter, you do not gain the full benefit. It is up to your Story Guide to determine if you gain the full benefits, only the benefits of a Short Rest, or no benefits at all. Characters may only take one Long Rest per day.

Characters must be Conscious or Sleeping to take a Long Rest. Many Skills and Abilities can also
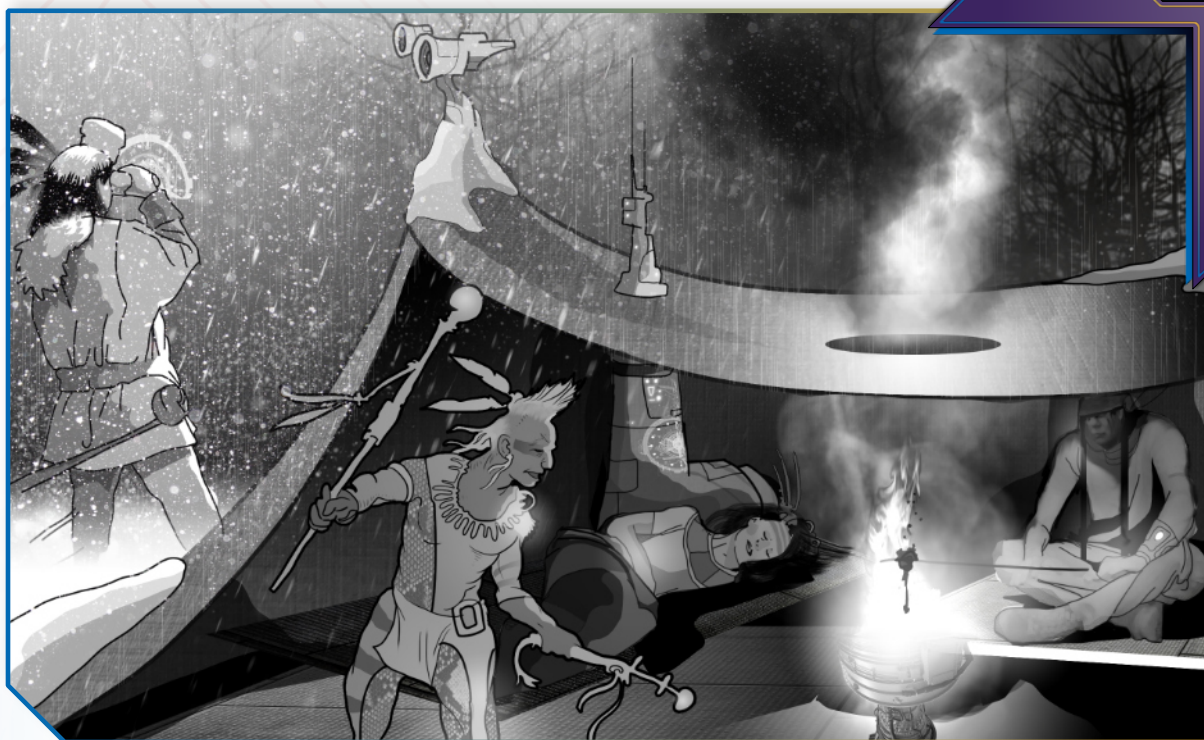
be activated during a Long Rest. See their individual descriptions for details.

A Long Rest allows for the regaining of Body, Mind and Spirit. A Character that has taken a Long Rest makes Checks, as with a Short Rest. In addition to the gains listed in a Short Rest, the Character taking a Long Rest also gains Body, Mind, and Soul points equal to their Endurance, Wisdom, and Will Stat.

For example, Ahanu has an Endurance of 2, a Wisdom of 3, and a Will of 3. They take a Long Rest. Ahanu rolls a Dice Pool of 2 for their Endurance and scores 1 Success. Adding the 1 Success to their Endurance Stat of 2, they regain 3 points of Body. They roll three dice for their Wisdom, gaining 3 Successes and add 3 for their Wisdom Stat, for a total of 6 Mind gained. Finally, they roll 2 Successes on their Will Check, adding it to their Will of 3 for 5 total points of Soul. Remember that no matter how many Successes you get this way, you can't go above your normal maximum by Resting.

At the Story Guide's discretion, Characters may take a Short Rest and immediately follow it up with a Long Rest, gaining the full benefits from both.

Healing Stat Damage

Healing from Stat Damage is much more difficult than recovering from Body, Mind, or Spirit loss and may only be done during a Long Rest. Healing from Stat Damage can regain no more than 1 point per day total from all Stats. Stats may not be healed on any day where the Character participated in an Encounter.

During a Long Rest, the Character may choose a specific Physical, Mental, or Spiritual Stat they wish to recover. Instead of making a normal Check for healing of Body, Mind or Spirit, they can instead make a Check to see if they regain 1 point of Stat. To do so, they must gain at least 1 Critical Success from their Healing Check. Failure or Critical Failure means the Character does not gain a point back. This Check only substitutes for the Healing Check. The base points gained from a Long Rest are still healed.

A Character cannot regain more points in Stat this way than they originally had before taking Damage.

SECTION 4

For the Story Guide

CHAPTER 15

GETTING STARTED

This section of the book is aimed at helping Story Guides facilitate fun, exciting Stories and stewarding memorable Sagas. Players are welcome to read this section as well and may find it illuminating. However, we recommend that Players not read the Chapters "Icons and Legends" or "Encounter at Station 54." Those Chapters contain details and elements that will make the world less mysterious for the Players and possibly spoil some fun moments. Better to let the Story Guide reveal information contained in them as you play.

Let's address the bison in the room. More than any other person at the table, the Story Guide is responsible for creating a fun and safe environment for everyone.

On top of helping the Players weave a memorable Story, that's a lot of responsibility. But not to worry, we are going to walk you through the process and set you up for success.

If you are experienced with tabletop roleplaying games as a DM, GM, Storyteller, or similar role, you may just need to skim these pages and adapt the advice to your own style. We highly recommend you review the section on the Three Path Concept, as it is important to how Stories are presented in Coyote & Crow.

In this Section we'll discuss everything you will need to know to organize your game, create a compelling story, and foster a welcoming space for your Players.

Your Job as Story Guide

While it may seem daunting, if you care enough about being a Story Guide that you bought this book and are reading this Chapter, you can do it. The Story Guide's job in a game of Coyote & Crow is to work with the Players to tell the stories of the Characters. While the Players have just one Character to worry about, you have a whole world. With that comes a lot of opportunity to make the story fun and exciting, but also a lot of work to manage.

As a Story Guide, you are going to be creating a world for the Characters to interact with. You will probably be using many of the concepts in the world laid out here, but the details in this book are only a small part of it. Every personality you give to an NPC, every story of a mysterious creature, and every description of a fascinating landscape will bring your world to life more than the words here can. It will be your job to know who the Characters in your game are, what sorts of Stories the Players want to participate in, and to make the world feel real.

Getting a Game Started

Before we get to all the excitement you will have at the gaming table, let's rewind a bit. You may not even have a group to play with yet. Maybe you don't know anyone who plays roleplaying games and this is your first time making an attempt. Playing with friends during your first outing will make things easier, since you will all know each other and have an idea of what to expect. Inviting your friends to try the game with you is the easiest and best way to get things going if it's an option.

If you aren't able to fill a game with your friends, there are a lot of tools at your disposal to find other players. If you have a local store specializing in board games, there's a good chance they also carry roleplaying games and might have regular games held there. Public libraries and schools also host roleplaying games clubs or programs that likely welcome new members. On many social media platforms there are communities of local gamers who support each other and can point you in the right direction for a local meetup.

You don't even need to find people nearby to play with. There are

wonderful online platforms designed to facilitate roleplaying game meet-ups. Sessions can be played over any number of web-based meeting platforms. Search your preferred social media and you're likely to find hundreds of gamers looking for players or groups to join.

Organizing games can also be challenging for other reasons. Most of the time roleplaying game groups will meet regularly for months or even years. Joining or starting a game can be a big commitment. It takes time to create Characters, and Players will almost always be impatient at the end of one Session to learn what happens in the next. You will want to ensure that everyone understands and agrees upon how often people will meet up, where you will all play, and who the Story Guide will be.

No matter your situation, there are a number of reasons that when you sit down to play your first game of Coyote & Crow, the people around you may be relative strangers, they may be new to

roleplaying games, or both. With that in mind, it is vital that from the very start your group feels welcome and safe. People are often at their most imaginative when they can feel both vulnerable and empowered. Creating that atmosphere should be your top priority, whether you are the Story Guide, hosting the group, or as is often the case, both. If this is your first go-around with roleplaying games, we suggest you play with three to four Players, plus a Story Guide. We recommend that starting group size because that many Players is often a manageable amount of people and information to handle for a new Story Guide.

Feeling safe and welcome means different things to different people, so there is no one size fits all solution. We recommend that your group discuss boundaries, limits, and methods to halt play when necessary. Deciding beforehand if certain topics, behaviors, or language will be allowed or expected at your table could save everyone awkwardness, pain, and embarrassment. There are a number of tools you can find online to

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provide solutions and facilitate these conversations. "Lines and Veils," "X-Cards," pre-game surveys, and many other methods can help foster open communication about boundaries. For more on these kinds of resources, please visit the section of our website forums labeled Resources.

www.coyoteandcrow.net/forum/index.php

The most important thing though is that you, the Story Guide, are open to feedback and respect your Player's limits. No one at the table has more control over what happens than you.

Additionally, while an initial conversation about boundaries is important, it should be an ongoing conversation as needed. It also shouldn't just be Players speaking to Story Guides. Story Guides have a voice too and should explain to Players why they are circumventing specific topics or situations. Players should also talk to each other. Roleplaying games attract a wide variety of personalities and people often exaggerate or amplify certain parts of themselves when they game. What may seem fun and harmless to one Player may be rude or jarring to another.

Terms of Storytelling

Your next big challenge is to decide exactly the sort of stories you want to tell with Coyote & Crow. In order for us to help you plan out these next steps, we'll need to define the terms we'll be using first.

These are the game terms that you should understand before you start playing:

- Session
- Narrative Play
- Encounters
- Story
- Saga

Also good to know:

- Setting
- Theme
- Tone
- Sessions

A **Session** is however much time you spend when you get together with your group to play. Generally, that's anywhere from two to six hours, but usually comes down to schedules and how much time you want to spend in a stretch. If you

are new to being a Story Guide, you may want to keep your games a little shorter. Four hours is enough time to get into some great fun and storytelling while remaining manageable. The longer your Session goes, the more the Story will likely diverge from what you expected and the more you'll have to improvise.

When a rule in this book, like Goals, refers to a number of Sessions, it simply means that many get-togethers. The purpose of using real-world time instead of the time the Characters experience is to provide a feeling of story growth and pacing for the Players. For this reason, if you are having very long or very short sessions, these guidelines may feel off. If you meet for 12 hour marathon Sessions, maybe consider the first half and the second half of the day as different Sessions. Similarly, if you're only playing during your lunch hour, maybe count every four or five times you play as a Session.

You should explain to your Players before you start if a get together is going to be treated as more or less than one Session. Some Players play for the joy of roleplaying, but for some, advancing their Character is where the fun lies for them.

Narrative Play

Most of the time spent during your Session will probably be in Narrative Play. Narrative Play unfolds like a conversation being led by the Story Guide. Generally, the Story Guide describes what the Characters see, hear, smell, or taste, what the non-Player Characters are saying or doing, and any other information important for the Characters to make their decisions. For their part of the conversation, the Players describe to the Story Guide and to each other what their Characters are doing.

When a Player wants to attempt something that their Character might fail at, consider whether or not you want them to make a Dice Check. The deciding factor for you here should be whether or not they have a reasonable chance of failing — and if they do, are there significant consequences for failing? If the answer is yes to both, proceed with a Dice Check.

Otherwise, if a Player wants their Character to do something and there are no consequences to failure or they are likely to succeed, don't slow down your game to bother with a Dice Check. Either describe to them how they ac-

complish what they're trying to do, or even better, let them describe the action.

Always call for a Check when the Player wants to directly affect or influence an NPC into doing or saying something they wouldn't otherwise. A Player might simulate their Character's Charm Skill with some great dialogue at the table, but it doesn't change the fact that to get an NPC to do what they want, they are going to have to roll the dice as well. A Dice Check will decide just how effective the Character's attempt was.

In the spirit of Narrative Play being a conversation, other Players should have the opportunity to react to what is happening around them. For example, one Player Character is about to pick the pocket of a random non-Player Character. Another Player happens to know that the NPC is a highly-trained warrior who is likely to notice and there could be bloodshed. The Player speaks up to the Story Guide and their fellow Players and says, "Can I stop my friend before they attempt to pick the person's pocket?" This keeps everyone involved in play,

and can prevent frustrations at the table about who did what, when.

If two Characters want to act at the same time during Narrative Play and you can't easily work out who should act in what order, the Player whose Character has the highest Initiative can choose which of them acts first.

Don't be afraid to spend a few minutes describing the scenery or asking Players about their Characters feelings, interactions, or little details. Give your stories a chance to breathe and come to life. Do your best to describe the smells, sights, and sounds of the world around them. Create an appropriate playlist for background music at your table if you can. Be specific when describing clothing, or the ingredients in a stew. Most importantly, people in your world shouldn't be faceless or nameless. Mysterious creatures are fun, but if the group spends some time with the nearby farmers, seeing them as real people, your Players are far more likely to feel motivated to protect them from that creature when the time comes.

Narrative Play can be as exciting and rewarding as Encounters, even moreso. Everyone loves to get to

the action and the drama, but great stories are often built around more collaborative and calmer moments. Dialogue, discoveries, and tension-building will happen during these Narrative conversations. More importantly, your Players have the opportunity to reveal their Characters to each other and foster teamwork. Often during Encounters, Players dive into their Character sheets and roleplaying gets sidelined by rules and dice. Don't rush to your Encounters. If everything Players do is geared toward jumping from one Encounter to the next, you'll learn that Players will often find themselves more confrontational than they need to be. As the saying goes, if you only present your Players with nails, pretty soon, they'll only carry hammers.

Encounters

Narrative Play comes to an end when Player Characters experience direct opposition from non-Player Characters. As the Story Guide, you decide exactly when this is appropriate. When you've made that decision, you'll switch the mode from Narrative play to an Encounter. During Encounters, timing of actions becomes much more important and the outcomes
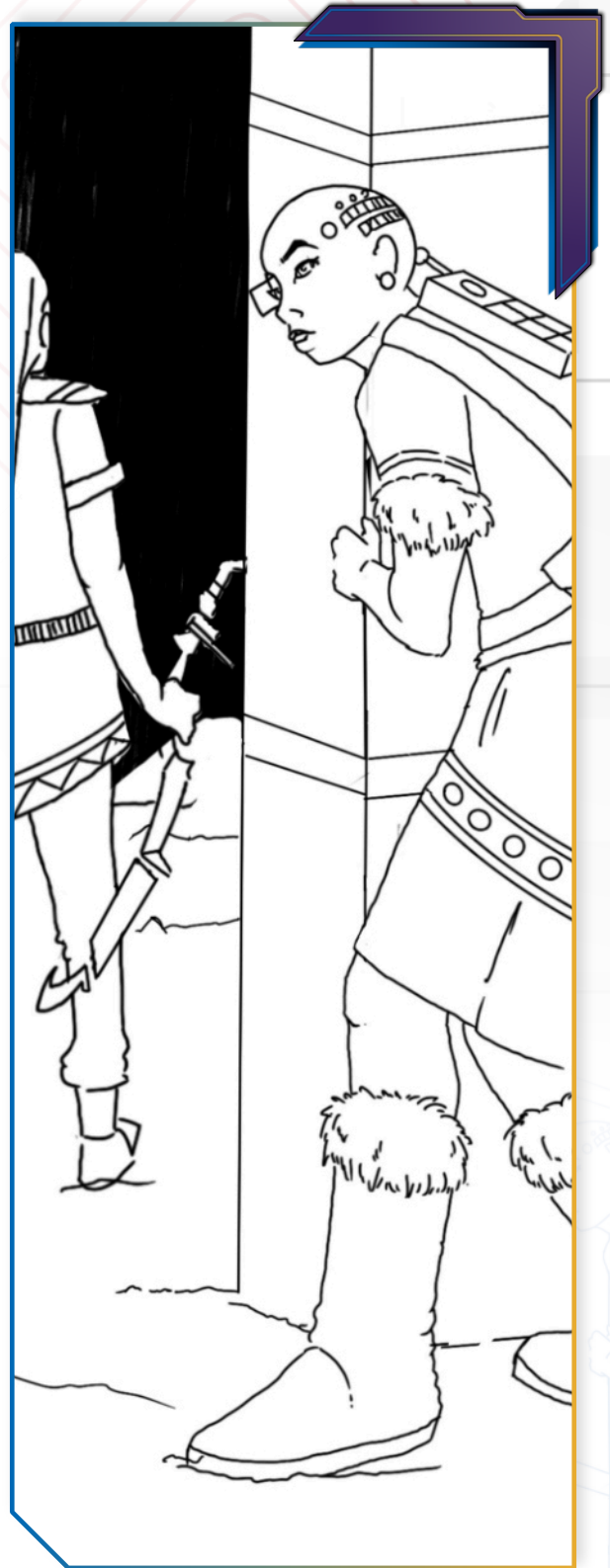
of actions become much less predictable, so we slow things down, adding in rules and structure.

In many roleplaying games, an Encounter is synonymous with violence or physical confrontation. While that is certainly an aspect of Encounters in Coyote & Crow, it is important to emphasize that it is not the primary option and may mean that the Characters have failed at other opportunities to move the Story forward (see the Three Path Concept).

Encounters by definition are about conflict and confrontation, but that doesn't mean they have to be violent. It only means that the parties involved have oppositional goals. As a Story Guide, you are responsible for setting the tone and consequences of your Encounters. When the time comes for Characters to determine their Initiative Score, you should already have an idea of the stakes for the Encounter (see Story, below, for more).

From a more practical standpoint, Encounters are the portion of the game where Players and Story Guides will spend the most time rolling dice and making Che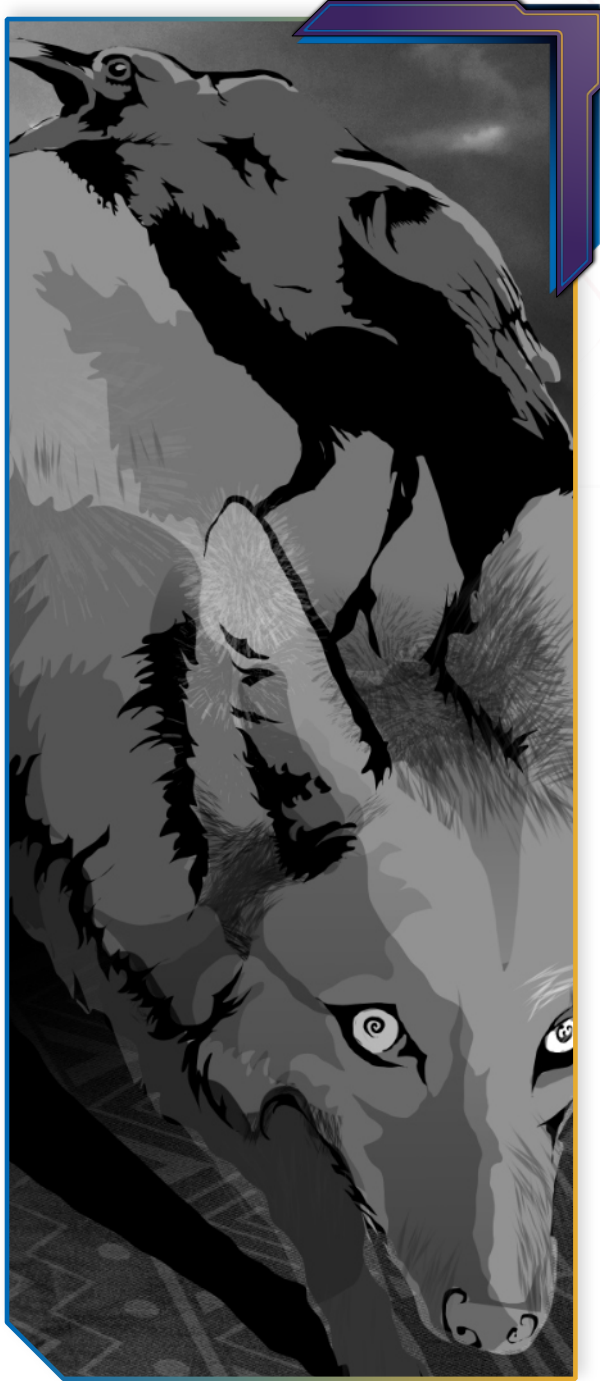cks. It is also the time when the Story Guide will be referencing specific rules. As the Story Guide, you will have to keep track of what the non-Player Characters can do, and the Players might need you to help them understand what their Characters can do as well. Encounters represent tension and action, so to get the most out of them, you will want to make decisions as quickly as possible. Try to know the rules that you need, and if you don't know them, do your best to find the answer quickly or just make your best guess. Don't worry if your ruling isn't perfect in the moment — you can discuss it with your Players after the Session and have the right answer ready for next time.

It's also good for Story Guides to know what the start and end of the Encounter should look like before it begins. Is this a situation where the bad guy needs to escape? Do the Characters need to learn a crucial piece of information? If this is a violent Encounter, will someone or something be killed? What will the fallout from that be? How does this encounter tie into the larger story that you are trying to tell?

Planning Encounters should be part of your story-crafting, part of

the planning and writing to do prior to the Session. Sometimes things will come up unexpectedly, but the best Encounters are ones where the Characters and non-Player Characters have a reason to interact, with drives and goals other than survival. Which means that you, as the Story Guide, need to understand why the conflict is happening and what the consequences are.

An Encounter ends when the conflict is resolved and there is no longer a need for precise timing. It's a good idea to give Players a chance to cool down at the end of an Encounter. These are tense scenes with a lot of uncertainty, and it can take time to get back into slower-paced storytelling. If the timing is right, ending a Session at the end of an Encounter or just before one begins is a good way to let the Players process the Encounter and think about what they'll do next. If the Encounter was in the middle of your session, giving the Characters a few minutes in which they can discuss the aftermath will help the Players transition more smoothly back into Narrative Play.

Stories

A Story is a complete tale inspired and guided by you and realized by the Players over a number of Sessions that has a beginning, middle,

and end. As a Story Guide, you craft the framework of the Story, while the Players fill in the details during Sessions. A Story isn't locked into a certain number of Sessions but it is generally just a part of an overall Saga, like a chapter in a book or a movie in a franchise. Stories last as long as they need to — you might finish one in a night or one might last a dozen Sessions. Often you will find that Stories overlap or intertwine with one another. A new one might begin before the last one ends. "Encounter at Station 54" is an example of a Story you can try at your table that should likely only be one or two Sessions. Other pre-crafted Stories will be available for purchase through various outlets if writing your own is intimidating to you at first.

Sagas

A Saga is a series of Stories that form a larger narrative, often with the same Players and Characters. During Sagas, Players may quit or join, Characters may die, retire, or come in during the middle. A group might even switch Story Guides at some point. However, there is a through line of Story and Characters that bind it all together.

As a Story Guide, building your Saga with your Players is a big part of playing Coyote & Crow. Oftentimes, you won't have a clear idea of what your Saga is about when you begin. But usually a pattern in the Stories you tell will start to emerge, even if it is unconscious. As with Sessions and Stories, talk to your Players about what kind of Saga they want. After a Story ends, is there a logical next Story, a continuation, that would build on to the Saga?

A big part of crafting your Saga is about understanding setting, theme, and tone. While you may have a rough sketch for what you want your Saga to be about when you begin, even after discussing it with your Players, oftentimes, Sagas take on a life of their own. As Stories unfold, Characters develop and your group of Players grows in experience and skill at roleplaying games.

Don't worry too much about trying to craft your Saga in advance. For now, it's enough to know that a Saga is a collection of Stories that your Characters experience where the common thread is your group and often, their Characters.

All The Unspoken Parts

Next we're going to define some concepts that aren't game mechanic terms but will greatly help you as a Story Guide craft the experience for your Players. We'll briefly define these terms and then in the next Chapter, we'll apply them to the concepts above to help you prime your imagination and get you ready to start telling your own exciting stories in this world.

Setting

Setting is just the time and location that a story takes place. For Coyote & Crow, we have already established that the time is the year 710, seven centuries after the Awis. You certainly aren't bound to that time frame. You could do something hundreds of years earlier or later. However, all of the material in this book is geared toward that period, so if you want to set the game in a different time, you will likely have to do quite a bit of writing, research, and extrapolation. We strongly suggest you keep your game in or around 710 when starting out.

As for location, we suggest you start in Cahokia, as it's the place with the most information provided. Your stories certainly don't need to stay in Cahokia, however. There are maps and descriptions for lots of other places to visit in this book and they'll be detailed further in expansion materials. Plenty of adventures will likely start in Cahokia but will probably expand their locations as time goes on. This may require a little work and imagination on your part.

Theme

Theme is the running concept or message that your Stories and Sagas may contain, often conveyed through the circumstances or actions of the Characters rather than said aloud explicitly. You don't have to have a theme at all. You might just be having fun. Or you might realize you have a theme halfway into your Saga that you would like to pursue further. Themes should be subtle and unannounced, otherwise they begin to feel like public service announcements or after-school specials. If you want to inject themes into your games, you'll need to weave them in, a little bit at a time. Roleplaying games, like books and films, are a fantastic way to explore themes.

A few examples of themes include: Compassion, revenge, the power of friendship, the inevitability of death and loss, redemption, true love, courage in the face of adversity, growing beyond your limitations, and so many more.

Tone

The tone of your games is how you approach your themes and the mood your game presents. Is it light and full of comedy? Maybe it's a somber drama. It could be adrenaline fueled action or blood curdling horror. Likely, it moves between those depending on the Story you are telling and your style as a Story Guide. It's best to keep your tone consistent during the same Story. Changing the tone mid-Story can be very jarring and can easily confuse Players. If you change tone between Stories, try to do it gradually so that Players can acclimate.

FORGING YOUR SAGA

As a collection of Stories, your Saga may be a driven epic with an overall theme and consistent tone that has a humble origin with a stupendous conclusion, all planned out in advance. It might also be a meandering, themeless jumble of Stories that don't add up to a larger picture. Likely, it will be somewhere in between — there are no right or better answers outside of having fun along the way.

But having at least a vague idea of how you want your Saga to play out, the types of Stories you want to tell, your setting, theme, and tone, will give you some direction when you sit down to play.

Below are some ideas for genres that you can skin over Coyote & Crow. By that, we mean that you can take some classic pre-existing genres and wrap them around the

world and rules of Coyote & Crow to help you get started. You're not obligated to use any of these in any way. You'll likely find that even if you are drawn to a single one, your Stories may end up pulling elements from multiple genres. These are just some suggestions to get you started. Within each are some ideas for setting, themes, and tone, as well as a few prompts that might help you craft your Stories.

However before we dive into those, we want to call out what we think of as sort of the default starting point for Stories you will tell in Coyote & Crow, the Suyata. We suggest this because it's an easy way to introduce new Players — both new to roleplaying games and new to Coyote & Crow — to the world as well as giving them and the Story Guide a built-in reason for Characters to team up and

work together. You can apply the default Suyata framework to any of the other genres below.

Suyata

There are numerous advantages to having your first Stories in Coyote & Crow be about a team of Suyata. To detail those advantages, let's explain a bit about the Suyata (You can read more about them in the Chapter "Makasing and the World Beyond"). The Council of Twelve, the ruling body of Cahokia, leads an organization called the Suyata, or the Chosen.

The total number of Suyata is only known to the Council, but some estimate there may be as many as 10,000. Members are often recruited shortly after receiving the Adanadi, and only those with Abilities are asked to join. It is loosely organized with a three-tier command structure. The Council is at the top. They then appoint certain Suyata as commanders or leaders. These people are known as Minatin, or the Respected. They train new Suyata, organize individual members into groups, direct operations or handle logistics, and act as a bridge between individual Suyata and the Council. Nevertheless, important assignments are often given directly to Suyata by the Council members themselves. A group of Suyata is referred to as a Kolisoo.

When first starting out with Coyote & Crow, having Players create their Characters as part of a Kolisoo is a simple and fun way to get Characters into the story quickly. With this format, Players can create their Characters knowing that they will be starting as a Suyata and that each Player's Character are all part of the same Kolisoo. This avoids having to spend too much time trying to figure out why Characters from disparate backgrounds would be working together. As a Story Guide, you can then simply have the Council assign the Kolisoo a mission and you have the setup for your first Story already done.

Using this framework, you can tell Stories that involve protecting towns from mythical creatures, capturing serial killers lurking in the city's dark corners, playing factions against each other to weaken the Council's enemies, or any number of other possibilities, including all of the genre settings listed below.

All Suyata have access to the following two pieces of gear (not listed in the Equipment chapter):

Suyata Armor: +1PD, Concealable (similar to a Skin Suit and is often worn underneath personal clothing)

Suyata Kit: -1SN to Survival Checks (a small pack filled with a variety of common travel and survival gear)

Setting: Cahokia

Themes: Any

Tone: Any

Sample Story Prompts:

- The farmers in a remote town in the Free Lands are going missing, one every month on the new moon.

- The leaders of one of the cities in the Free Lands has banned all travel to and from their borders. A messenger has escaped and begs Cahokia for help describing only a vague and mysterious threat.

- Thieves have taken a prototype weapon from Cahokia's top secret research facility. The Suyata must recover it before the prototype is sold to a neighboring nation.

Protection

While not a well-known pop culture genre, protection is an important one for Coyote & Crow. The idea of protecting something or someone can be literal, as in defending an individual from attack. But can also be conceptual, like making sure a language is preserved. The Awis, the Adanadi, and the world that has unfolded has created many opportunities for protection. Characters have plenty of reasons to want to aid, conserve, protect, or defend things and people, and these often tie in with their Motivations and Backgrounds. This is one of the easiest genres to build a longterm Saga around because protecting something is often a lifelong project. It also gives a challenge to Players. Forcing them to examine what is important for their Characters to save will give you many opportunities to put them in dramatic situations where their decisions will have far-reaching consequences.

Setting: Any

Themes: Preservation, Survival, Love, Compassion

Tone: Any

Sample Story Prompts:

• An explorer wanders into town and dies before they can say where they've been. In their belongings is the leaf of a plant thought long extinct. Can the Characters retrace the explorers steps and rescue this plant from possible extinction?

• An elder, who has closely kept secrets involving important ceremonies, has gone missing. Characters may have to choose between saving the elder or saving the information the elder hasn't yet passed on to others.

• A game preserve is reporting both missing bison and missing hunters. Characters must discover who or what is responsible and help restore the balance.

Exploration

This genre sees Characters traveling to new places, meeting new people, and encountering things their Characters aren't familiar with. Exploration thrives on problem solving and mysteries. Each new location presents new challenges to overcome. Survival and adaptation also play strongly in this genre and the Characters might not see other humans for days, months, or even years. They may have to be able to persevere with just their wits and the gear on their back.

Why are the Characters exploring? Are they scouting over the Permanent Ice Zone in search of signs of habitability? Are they traveling the great seas, expanding traditional navigation knowledge and hoping to rediscover lost lands? Are they seeking out a fabled source of Adanadi? Talk with the other Players about why their Characters want to explore. They don't all have to have the same reason just to be traveling the same path. Conflicting motivations can make for great drama.

Setting: Unknown lands

Themes: Survival, Courage in the Face of Adversity, The Value of Friendship,

Tone: Somber, Action

Sample Story Prompts:

- A secretive person solicits the Characters to escort them to a far away location that they claim is a magical and unique destination. Along the way, the Characters begin to suspect that neither the place nor the person are what they seem.

- The parents of one or more of the Player's Characters have gone missing. The vague clues they have to follow will take them far beyond familiar lands.

- A Character has had a prophetic dream, calling them to find a place on strange shores.
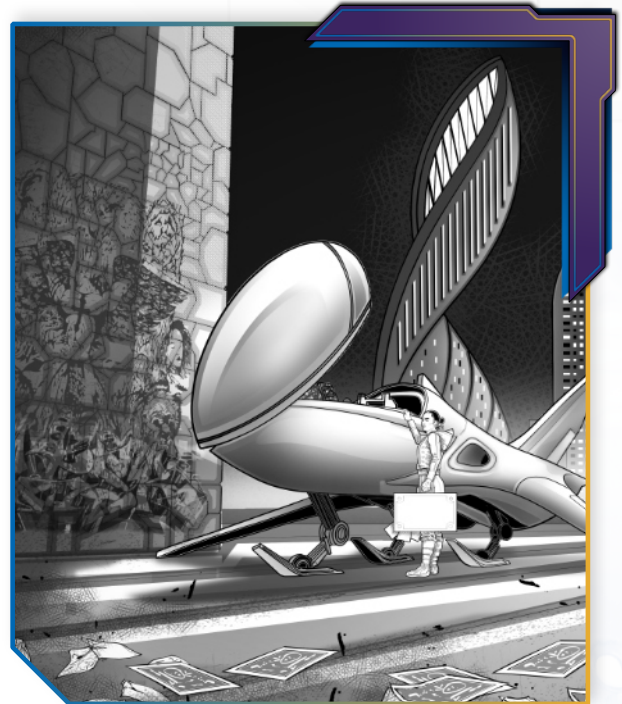
Espionage

Like classic spy films, this theme is about getting, keeping, or controlling information. In Coyote & Crow, this might mean working for or against Cahokia to gather information on another nation, to steal a prototype, or to free an important person who has been kidnapped. Espionage is a great genre for touching on ideas about ownership, greed, control, and betrayal. If you want to have Players worried their Characters will be stabbed in the back by their fellow Players, you should talk about that when first setting up your Saga.

Not only does this ensure that all Players are on board with the idea, but it plants the seeds of suspicion right from the start.

Setting: Cahokia, other urban centers

Themes: Betrayal, Redemption, Revenge

Tone: Somber, Grim, Paranoid

Sample Story Prompts:

- Characters are sent to guard a diplomat traveling to a nearby nation, but secretly, they are there to break into the local daso and steal valuable intelligence.

- Characters are sent to infiltrate a suspected cult forming in a remote town that seems focused on worshiping a spirit thought long forgotten.

- Characters find proof that a member of the Council of Twelve is not who they claim to be. Now they have to figure out who the traitor is before they become a target themselves.

War

Having war between nations as a backdrop can present good opportunities to tell many types of Stories. The world is definitely at a turning point in the year 710 and there is a massive strain on old treaties. Resources, refugees, old feuds, misunderstandings are all ways that nations could easily slip into war, sending your Saga in an unexpected direction. While having a backdrop of war can be enthralling, it is best not to make your Saga too centered on continual violence or war itself. Having your Characters do nothing but fight each Session isn't just contrary to the spirit of this game, it will likely get old very quickly. Like in any other genre, make sure the characters have several options for how to resolve problems.

Setting: Any

Themes: Survival, Compassion, Death and Loss, True Love

Tone: Somber, Hopeful, Horrific

Sample Story Prompts:

- The Characters are sent to a border town near the brink of war, where they must contend with both locals and warriors from the neighboring nation, all on the edge.

- The Characters are survivors of a military unit pushed deep into enemy territory. Their forces have been scattered and the group must find its way back to friendly lines.

- The Characters are an elite military unit ordered to sabotage enemy production capabilities, given a great deal of freedom and very little support. The success of their nation's war effort rests on their shoulders.

Horror

Telling stories that create tension or terror can be challenging but really rewarding for Story Guides. You will find that trying to simulate graphic imagery is pretty limiting in a roleplaying game and instead, you'll get your best results by creating an atmosphere of dread.

There are plenty of spirits and creatures that may inhabit this world and any one of them could be the source of wonderfully frightening Stories. Your Players may be involved in a totally separate adventure and come across something horrifying by chance. Or maybe they are seeking these scary adventures out intentionally. Remember that spirits and creatures can often be unnerving because of

a lack of understanding, but people are almost always the best source of real horror. True evil is often the domain of human beings.

When telling horror stories, it is often good to keep two things in mind: atmosphere and tempo. It's especially important in telling horror stories to involve every sense you can. Use music or sound effects, describe every smell and sensation. Slow things down and let your Characters ruminate over the little details. You also can't keep people in constant fear, especially if they are sitting around a table with their friends having a good time. So remember to let up after a while. Let them feel safe and comfortable and as though their Characters are in control. Only then should you swing the pendulum back the other way and remind them of the things in the shadows.

Setting: Night time, Forgotten or Cursed places, Caves and Dark Forests, Anywhere Remote

Themes: Fear of the Unknown, Revenge, Death and Loss

Tone: Tense, Gruesome, Dreadful

Sample Story Prompts:

- The Characters are sent to investigate a strange sound in a cave that has frightened some town folk. Once inside, the Characters hear a little girl calling for help. Soon, the Characters are completely lost in the cave and the little girl's voice seems to be calling them further in.

- Sent to bring supplies to a mountain town cut off by a bad snow storm, the Characters find themselves being stalked by something that leaves bizarre tracks and makes strange noises at night.

- Someone finds an odd looking stone in their pocket. The next day, a terrible fate befalls them and the rock shows up in one of the Player Character's pockets.

THE THREE PATH CONCEPT

Whether planning a Session or a whole Story, the most important thing to remember as a Story Guide is that the Players should be able to make meaningful choices. Ultimately, how events turn out should flow from those choices. In Coyote & Crow, we use the Three Paths as the guide for writing Stories and Encounters. You'll see examples of this in "Encounter at Station 54" and other Stories we publish.

Taking a Three Paths approach to Story creation means identifying the major decision points in Encounters and Stories and making sure you have allowed for at least three possible approaches from your Players, and outcomes for each. Whether they are facing down a creature of legend or negotiating a peace between neighbors, having an idea of the Character's options and the consequences that follow will make things easier and more fun for you — and make for more satisfying Encounters for your Players.

If you are unsure what your Players might do, consider what the extreme possibilities might be. Returning to the scenario of Characters negotiating a peace; do they threaten to kill the neighbors if they don't stop bickering? Do they try to convince the neighbors' children to marry to convince the families to find peace? Do they ignore the problem and see if things escalate? While combat or charm might both frequently be options to solving a problem, neither should be the only options. You also don't have to leave the extremes of those options entirely to the whims or interpretations of the Players. As the Story Guide, you can find ways to hint or suggest that a particular path is available.

Once you have settled on the extreme options that Characters might pursue, consider one significant thing that will change as a result. If the conflict or scene is part of a Story, think about how later beats in the Story, or in the Story's conclusion, might be affected. If the scene is something not tied to a larger plot, have a plan for down the road consequences in addition to immediate ones. Being able to call back to these moments in later Sessions will make the world feel more alive and the Characters more tied to it.

There shouldn't be right or wrong paths. These paths you are building out shouldn't lead to dead ends, but instead, lead to results that build toward the next step in your Story or toward reinforcing your theme and tone.

Example One

A group of Characters have heard that a yawpon tea house owner may have knowledge about a black market arms dealer who might be supplying terrorists with weapons. When they step into the tea house, there is a customer who has obviously taken way too many hallucinogens and is behaving erratically. The owner is attempting to get the man to leave before he damages things or scares off other customers.

The Characters could take a few approaches. Maybe they wait for the scene to play out and then try to charm the shop owner into giving the group the information they need. Maybe they threaten him. Or perhaps they ask about the intoxicated man. All three are possibilities and how you lay out the scene may help guide the Characters to the result you want. But you should be prepared for any of three — or others.

So, let's walk through these potential results.

Option 1: Charm the owner. As a Social Encounter, the Characters can try to get on the owner's good side and maybe get this information by being nice. They buy some tea, chat him up, and appeal to his better nature.

But maybe, he's good friends with the dealer so you set the Success Number really high. You may also decide that unless the Characters get a certain amount of Successes, he is just as likely to give them false information and then alert the dealer.

Option 2: Threaten the owner. Again, as a Social Encounter, this time using Coercion, the Characters are appealing directly to the shop owner's nature. This time, his drive for self-preservation. Maybe

this actually escalates to violence and combat, as the owner fears enough for his life that he strikes out. Perhaps you set a fairly low Success number, deciding that the owner is fairly cowardly but that if they get too many Successes, the owner's fear makes him go for a weapon and attempt to fight the Characters off. If he gets the chance, he may attempt to alert his dealer friend that the Characters are after him.

Option 3: Help the tea shop owner with the intoxicated patron. In this scenario, maybe the shop owner asks the Characters to watch the shop for a few minutes while the owner takes the customer home, just a few blocks away. Once he's gone, an Investigation check allows the Characters to discover recent deliveries to an odd address in the tunnels below Cahokia. It was rumored that the tunnels are where the arms dealers were supposedly hiding out...

Example Two

The Characters are lost and traveling in unknown territory. Late one night, while most of the group is asleep around a campfire, four warriors show up and accuse them of spying and trespassing. They are hostile and the Characters believe that a fight could break out at any moment. Maybe the Characters go for their weapons, hoping they can overpower the warriors. Maybe they try to explain to the warriors that they're just lost, hoping that they can charm the warriors into having a conversation and de-escalating the situation. Or maybe they attempt to deceive the warriors, making them believe that they are just an advance party of dozens of warriors that are just a few miles distant and that harming the Characters now would meet with harsh retaliation later.

Option 1: The Characters choose to attack. Maybe they win or maybe they lose. If they win and there are surviving warriors, maybe you tell the Characters that the warriors are from a small village that had been getting raided repeatedly by bandits and that these men were sent out as a last-ditch effort to find the thieves before they struck again. Now the village has lost its best warriors.

Option 2: The Characters choose to Charm the warriors. This will be a high Success Number, as the warriors are hunting the bandits and they believe the Characters are the culprits. If they fail, the warriors may attack. If they succeed, the warriors may attempt to enlist the

Characters' help in exchange for supplies and directions back to known roads.

Option 3: Attempting to deceive the warriors with a Deception check might have two results. If Successful, maybe the warriors leave, returning to their village to abandon it with their families, thinking that between the bandits and an invading force, they are better off fleeing. If the Characters Fail, maybe the warriors attack, believing the Characters to be the bandits. The Characters are then forced to defend themselves.

As you can see in these two examples, no situation has a specific right answer, but choices do have distinct fallout that will determine how the Story will go next. Some of them have Characters end up in the same place eventually, while others create a new branch for the storyline. If the goal of the Story is to find a woman living in the village, then how the village views the Characters is important. Whether they walk in as saviors or as villains will change all of the subsequent events. Depending on the Characters' actions, the villagers may not even be there when the Characters walk into town!

The Three Path Concept isn't there to box you in as a Story Guide. It should never make you feel like your Players have to have exactly three choices, or that any of those choices might break your game or put the Characters in an untenable situation. There will be times when the Three Path Concept just doesn't work in an Encounter. That's okay. Put it aside and come back to it when it makes sense.

What is important to remember, and the reason we encourage the Three Path Concept, is that we want you as a Story Guide, and by proxy, your Players, to realize that there are so many ways to interact with your world — ways that don't always involve violence.

Use the Three Path Concept at important junctures when you are developing your Stories and Encounters. As you're writing them, give yourself this simple challenge; Besides Combat or a Social Encounter (Charm, Coercion, Deception) what other things might your Characters do? What options can you present to them that make them use a different Skill or engage with your NPCs in a unique way?

INTERPRETING THE RULES

So far we've given Story Guides and Players a wealth of pages dedicated to rules and world-building. We hope that we have set up a strong foundation from which you can start telling your own Stories and that the rules, as written, give you a clear understanding of how to interact with your Players and vice versa.

But we have no doubt that there will be questions. Situations will arise that aren't specifically covered in the previous sections of this book. When that happens, we want your game to continue on as smoothly as possible. Inevitably, there will be times when someone says, "How does thing X work in this world?" or "What do I need to do if I want my Character to do Y?" and you won't know the answer off the top of your head. You will have to stop and reference this book.

With this chapter, we hope to go beyond the letter of the rules and dive a little deeper into the why's and how's of things so that you, as Story Guide, will be better equipped to make those occasional interruptions as smooth and as brief as possible. We believe that if you have some understanding of the underlying reasoning behind some of the rules, you will be more comfortable with interpreting them at the game table.

We'll break this down into a few sub-categories and get into specifics. Then we'll wrap it up by giving you a more general overview of the game's approach to mechanics and our philosophy of gameplay.

Creating Gifts and Burdens

Gifts and Burdens are mechanical in their nature and should usually lead to an increase or reduction in Success Numbers. Most of the time, Gifts and Burdens will readily fall into the categories listed. There will also be times when you or a Player wants to create an unusual Gift or Burden that doesn't fall into the categories listed.

We suggest being careful with creating new Gifts and Burdens when playing your first few games, only because they can be incredibly potent Story and Character devices. It can be easy for Players to gain excessive benefit from them or for Story Guides to bog down Stories with them disproportionately.

If you do choose to create a totally new Gift or Burden, talk it out with the Player and make sure there isn't a way to modify any of the existing Gifts or Burdens in a way that feels authentic to the Player. Remember that in the end, what is important is how the Character sees this trait, how they believe it affects their lives. Avoid assigning intrinsic positive or negative value if you can or at the very least, find ways for them to have potential for both aspects.

Overall, these traits are here to create more fully realized Characters for your Players to engage with. The mechanical aspect is only here to help delineate their level of importance to the Character. The things that make Characters truly interesting are rarely found in number-based Stats. It is in what they love, why they're broken, what they feel defines them or holds them back.

This is also why you should always work with a Player on exactly why and how they plan to gain, lose, increase, or diminish a Gift or Burden. These are great opportunities to create plot elements within your Stories and to make the Player feel that their Character is a living part of this world, rather than just a passive observer interacting with it from a distance.

There may be times when you have difficulty justifying the gain or loss of a Gift or Burden during gameplay. While we don't recommend just shrugging it off, don't let it slow up gameplay. If you can't find a good story-based reason why a Character would no longer have that Rank 2 Condi-

tion, let the Character spend their time, as per the guidelines set out in Goals and Progress, and then just let the Player remove it.

As for the creation of new Gifts and Burdens, keep to the framework of Levels 1-3 correlating to a 1-3 increase or decrease in Success Number and you should be fine.

Skills and Skill Specialization

The General Skill list should cover everything a person could attempt to do, for the most part. If you and your Players strongly feel that there is a General Skill missing from the list, and it's not covered under a Specialized Skill, by all means, create your own — and let us know! Be careful doing this, as it means that all the Characters of your Saga should now have equal access to that Skill. Adjust your NPCs accordingly.

As for Skill Specialization, we wanted to call out a few aspects that are important. The list of Specialized Skills is long but by no means complete. There may be a number of Specialized Skills we haven't included in this book. You're welcome to add more as you see fit. However, keep in mind that we have covered a pretty broad swath of them here and the more you add, the more narrow their use becomes and the less likely they are to be used.

Characters can have multiple Specialized Skills under the same General Skill. More than that, unless a General Skill specifies otherwise, the Rank of the General Skill allows the Character to perform all Specialized Skills under it at the Rank of their General Skill.

For example, Aya has Performance at Rank 3. They have the Specialized Skills of Dancing and Costuming at Rank 4. They can perform the Specialized Skills of Comedy, Oration, Storytelling, and Acting at Rank 3, along with any other kind of Performance the Player or Story Guide can think of, in addition to Costuming and Dancing at Rank 4.

We also want to discuss a few specific Skills and give you some further context.

Ceremony

It is important to delineate this is a game-specific Skill and that it does not necessarily include the vast and broad concepts of all cer-

emonies across hundreds of Indigenous cultures. This Skill is built, in its General form, as a way for non-Natives to interact with the concept in a way that is functional and non-appropriative.

However, Story Guides and Players with Native heritage are encouraged to use this General Skill as a doorway to Specialized versions that may have wide-ranging effects. This Skill, along with the section in this Chapter that discusses science and spirituality, can greatly affect how you see this world as a whole. In essence, this

Skill can determine whether 'magic' exists in your world or not.

The Ceremony Skill as it is written as a General Skill is built around the idea that ceremonies, a coming together of people to observe specific ritual practices, is one that provides comfort and aid to those taking part by tapping into deep primal needs within human psyches. In that sense, the Skill is agnostic and says nothing about magic or higher powers.

But Specialized versions of this Skill might have other effects. As a Story Guide, you should discuss the ramifications of those effects. If a Character can actually affect the weather with a ceremony, think about how that might affect the rest of the world and how that Specialized Skill might change the very nature of your Stories.

There are no restrictions on the effects of Specialized Ceremony Skills, however, we suggest you have their effects fall into these parameters:

- They should have localized effects (within sight, in Short Range, within a day's walk, etc.)
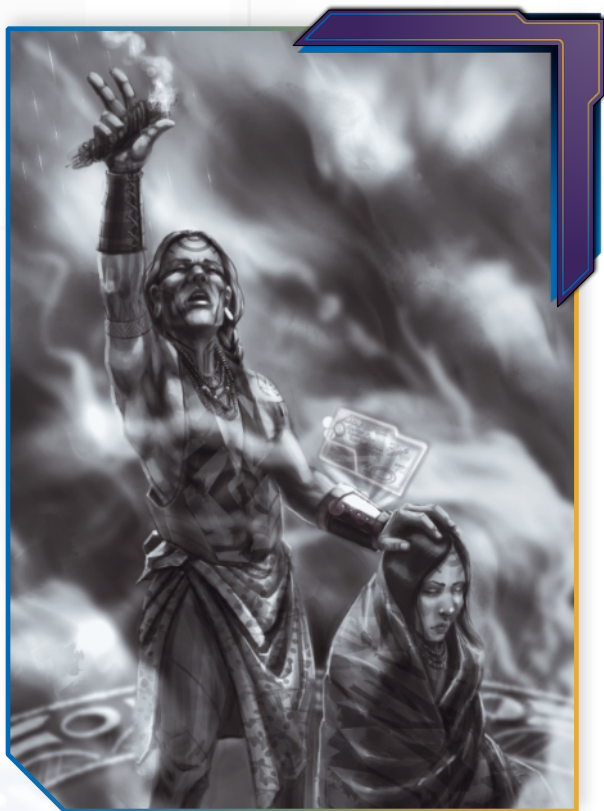
- They should have a specified time limit (until the next Encounter, Long Rest, one week, etc.)

- They should have a specific game effect that can be easily measured (they lower specific Success Numbers by an amount, they add a Critical Die to a specific Check, they add points to a specific Derived Stat)

- They shouldn't have obvious measurable results in the game world, unless you are ready to radically change your Saga to reflect the societal changes that would result.

Charm, Coercion and Deception

Social Encounters are almost always going to involve at least one of these Skills. Deciding which should be employed will be a balancing act between Story Guides and Players and will be weighted based on some specific factors:

- The relationship between the Skill user and the target

- The end goal of the Skill user

The relationship between the Characters involved really helps set the stage for social Encounters. Are they friends, strangers, enemies, somewhere in between? It's pretty difficult to Charm an enemy and you probably shouldn't be going around deceiving your friends. To that end, it will be helpful to define the differences between these three Skills in relation to who they would be used on.

Charm is about the Character presenting a positive, appealing version of themselves in a way that flatters or caters to the target's desires. The idea is the target likes or appreciates the Character in a way that makes them more likely to agree to the Character's suggestions. A Successfully Charmed target doesn't need to have ideas put in their head because they genuinely want to help the Character. To Charm someone, the target usually has to be at least neutral. So as a Story Guide, when a Character meets a non-Player Character and they are strangers or have a predisposition to seeing the Character in a positive light, this is a Skill to start with in many situations.

When it comes to Charm, the effects are often passive. The target will look to help the Character, befriend them, and do what they can to show support. But direct demands that challenge the target or a lack of reciprocal be-

havior from the Character will erode that relationship. Charm is not mind control and if a person is feeling abused or taken advantage of, any positive results from Charm will quickly fade.

Coercion is a form of manipulation. It is about mixing lies and truths in just the right proportion that the target feels that the only reasonable action for them to take is the one that the Character has laid out. Most of the time, Coercion will end up being employed against Characters that are either enemies or of neutral opinion about the Character. For neutral targets, the Character may be trying to trick them. For enemies, the Character may be attempting to intimidate or even physically harm them.

Lastly, Deception is just lying. It's a covering up of the truth. Unlike the previous two, this Skill is used when the target is attempting to obtain information from the Character. A bounty hunter asks the Character their name. The Character would make a Deception Check to see if they could get away with giving them a false name. Note that in this scenario, the bounty hunter isn't necessarily using Coercion. They are just asking someone their name. But if

the Character who was asked their name failed their Deception Check, the bounty hunter might become suspicious and employ Coercion on the Character in an attempt to get them to give up their real name.

As you can see from the examples above, there is both gray area and overlap between these three Skills depending on the situation. In the end, don't get too bogged down on which one is 'right' for a scenario. If a player advocates for one over the other and presents their reasoning, let that play out.

Husbandry

Most uses of this Skill are covered in the Skill description but it is important to highlight a few specific aspects of it. First, the ability to communicate with animals. It should be made clear that this is not about speaking a magical animal language. Instead, this portion of the Skill relates to everything from being able to imitate a bird call that might draw that bird's attention to knowing what behaviors might stop a bear from attacking. In all of these situations, it's about having deep knowledge of animal behaviors and working within those to obtain results that benefit both.

Training animals can also be accomplished through this Skill and if someone has a pet or even a pet Companion, as described in Gifts and Burdens, they can train that pet to follow certain commands. Story Guides should use common sense along with the Skill Checks Over Time when it comes to trained animals. A Story Guide might even allow for certain pets to gain limited Skill Ranks beyond their listed stats through the use of the Player Character's Short-Term Goals.

In general, commands should be limited to the animal's ability to be trained and their overall intelligence. A dog is going to be much more trainable than a squirrel.

Hacking and Programming

Computers, hacking, programming, virtual reality, and the new digital age emerging in the world of Coyote & Crow is a lot of ground to cover. In this book, we only skim over the basics. Future books will get further into the world of the daso, Second Eyes, and all of the possibilities for storytelling there. You're welcome to invent or extrapolate on what you have been given in this book.

The Computers Skill is a General Skill that gives the Character the overall knowledge to interact with modern digital devices. Unlike other Skills, the two Specialized Skills available in this book cannot be used with the General Skill and require their own Ranks to be employed.

Programming allows a Character to create new software for niisi, computers, robots, cybernetics, vehicles, and anything or any other tech that uses code. Creating software that is in any way malicious, or overwrites or interferes with existing code, can only be implemented after a system is successfully broken into using Hacking. In general, software can be used to emulate Skills and Skill Ranks, or to lower Success Numbers on existing Skills.

Programming is almost always a Skill Check Over Time and requires access to computers to write and store the code. The length of time it takes and the Success Number should be reflected in the ambitiousness of the program. Lowering a Success Number by 1 from its original number might take a few days. Raising an existing Skill Rank might take a few weeks. Giving

something a whole new Skill might take months.

Hacking is a much more immediate Skill. This allows the user to break into and gain access to digital systems. Once the Hacker is in, they can use their General Skill to make the machine do things it doesn't normally do or to find data hidden away. Companies and governments are generally very secretive about their data and have extremely high security in place to prevent Hacking. Individuals are much less likely to have any heavy security, mostly because they don't likely have anything worth stealing.

The primary exception to that is nizi. Modern encryption for the safe transfer of money is extremely tight. Hackers that manage to embezzle or steal nizi quickly get on the radar of governments, and if caught, are dealt severe punishments.

Abilities

Some Abilities are straight-forward and don't need much extra context. Cougar's Grace can be taken at face value. But other Abilities need a little extra discussion.

Wasp's Sting

The existence of Wasp's Sting has caused ripples in scientific communities because it is proof positive of the ability to cause an effect over distance with no detectable energy transferred between the two points. It also is evidence of the ability of a person's mind to be able to directly affect reality. Abilities like Eagle's Insight, Winter's Rest, and Stone Thoughts have no scientifically measurable cause and effect. But Wasp's Sting can be studied through controlled experiments.

This combined with its potential deadliness has created a difficult situation for the people who possess it. That situation is made worse by the fact that there is no visible phenomena to call out its use. A person could be in a crowded dance hall and fall over dead and no one in the room would know they'd been murdered through the use of Wasp's Sting until after an autopsy. Most people who have this Ability don't show it off for this reason. People are generally distrustful of anyone with Wasp's Sting and it has become fuel for many conspiracies.

Story Guides are encouraged to have Characters face social backlash for publicly displaying this Ability or admitting they have it.

Read The Earth

Never use this Ability to trick the Player or otherwise mess with their head. It is one thing to give them fun mysteries or obscure clues, but remember that this Ability may be the Player's only Ability. If they chose it, it's because they are willing to put a certain amount of trust in their Story Guide to help them make this Ability enjoyable and engaging.

In general, apply the rules as listed in the Skill description. Sticking to this will help the Player set proper expectations.

Where you come in as a Story Guide is when you can use this Ability to add on extra images at the end of their visions. Be sure to separate these out so the Player knows that their initial query has been resolved and this is something extra. You can say, "The vision fades to black and there is a long quiet pause, but instead of returning to wakefulness, another vision appears" or something to that effect.

Giving a Player Character these extra images has two useful effects. First, if your Players are going way off course from the direction you need them to but they don't realize it, you can use these visions to help them get back on to the right track. Second, you can use these visions as teasers or hints that may lead them to future or side adventures. Everyone loves a good mysterious vision.

Mother's Voice

As with Read the Earth, don't take advantage of your Player's trust to have fun with their Character at their expense. When a Player picks this Ability, they are essentially giving you, the Story Guide, a vote of confidence. They still get to roll their dice, but you are taking a little bit of their agency away. Reward them by having them do extra cool things or take actions that have a future benefit that reveals itself later.

Maybe they don't have any Computer Skills but in the middle of a fight they stop attacking and go use a computer. At the end of the Encounter, all the Players realize that the Character, while under the influence of Mother's Voice, had gone and deactivated a security system that none of them knew was about to go off. The entire group will be grateful and the Player will feel as though their Ability was useful to the group.

This is definitely an Ability you should discuss with your Player between Sessions. Make sure they are enjoying how you employ it and how they interact with it. If it is not fun for either of you or you are having a hard time making it feel effective, don't feel bad about letting them choose a different Ability.

Encounters

Encounters can be intimidating for Story Guides, especially if you are new to the role. What is important to remember, and is really the cardinal rule for Encounters, is to have fun. It can be really easy to get bogged down in rules during Encounters and before you know it, a single Round has eaten up thirty minutes of your game night.

Our suggestion is to not worry about rules as much as you worry about everyone having a good time. The rules are here to help, but they aren't always going to perfectly replicate the reality of a situation or make the best Story.

In addition, there are going to be times when you are called on by circumstance to make rules up. For example, what if someone makes a bomb? Often, an explosion would fall under a ruling called something like 'area of effect' or similar. If you haven't noticed yet, there's nothing in this book that affects an area and so we haven't included those rules. While we likely will in future books, it just wasn't important to our goals in this core book.

When situations like that come up, make something up! We believe the d12 System is flexible enough to easily create rules for area effects. If whatever you come up with at the table at that moment keeps the game moving and enjoyable, then it's a win for everyone.

A good baseline rule to follow for almost any situation is to not increase or decrease the number of dice a Character rolls during a Check — just increase or decrease the Success Number. If you stick to that, you'll find that most situations are fairly navigable.

Time, power, ammunition and other logistical concerns

Many games dive deep into the minutiae of how much ammunition a weapon carries, how long a power pack lasts, or how much a Character can carry. For Coyote & Crow, we only want those to come up when it's important to the story. While we've outlined how

items get their power and can be recharged or how a mag-sling stores its ammo, we intentionally left most logistical concerns as vague abstractions.

If you are running the kind of campaign where every arrow in someone's quiver is a matter of life and death, then by all means, have the Player keep track. But be aware that when a Character uses their Primary Action to use the Ranged Weapons Skill to attack with a mag-bow, the Action doesn't necessarily represent a single arrow being fired. It's meant to represent the Character's cumulative effort over the course of the Round. Maybe they fired off three arrows for 1 point of Damage each or one arrow for 3 points of Damage.

In this same vein, all logistical matters like power reserves are designed to be abstractions so that Players and Story Guides can focus on telling stories rather than bookkeeping. To reiterate, unless it's important to the story, don't worry about tracking every minute, unit of power, nizi, or arrow.

Science, Spirituality and the Question of Magic

Does magic exist in the world of Coyote & Crow? We're asking you because we're not sure either, which is just the way we like it. Part of the problem with magic — that is, a source of power that defies the laws of physics through supernatural means — is that once you include it as part of a rule system, you are obligated to define it. In our effort to create a world that has descendants from literally hundreds of different Indigenous cultures inhabiting it, there is not really a simple way to define magic that doesn't exclude many, if not most, of those cultures' ideologies and philosophies.

Canonically, there isn't an answer to the question of "Is there magic in the world of Coyote & Crow?" Instead, we challenge you to decide for yourselves if that's part of the Story or Saga you want to tell. Nothing presented in this book falls under the definition of defying physics through supernatural means. As the saying goes, "Any sufficiently advanced technology is indistinguishable from magic."

We won't tell you how to play Coyote & Crow. You're welcome to explicitly include or exclude the supernatural in any form or degree you choose. But we think some of the best stories you can tell are ones that leave those questions unanswered. As a Story Guide, you'll bring your own beliefs to the game table and the Players will bring theirs. Since it is quite possible that your beliefs will not all be the same, we encourage you to tell stories that stretch those beliefs in a way that doesn't alienate anyone.

The flip side of that is that science doesn't have the answers for everything. It has plenty of answers in this world and people feel comfortable putting their faith in it. That doesn't mean they put all of their faith in it. Just like our own world, just because science is everywhere doesn't mean it is everything. The people of this world have learned how to create abundant, safe power, feed and educate almost everyone, and have overcome massive climate hurdles, all with the help of science. But the people of Makasing are generally of the opinion that science is at its best when it involves asking questions, not supplying answers.

As with spirituality, we won't dictate how you approach science in your storytelling. That's entirely up to you. But we think you'll find that gameplay is a little more fun when hard science is just part of the equation and that every answer you supply leads to at least one new question, if not more.

Legends and Legendary Ranks

When you wrap your Stories and are awarding a Legendary Rank to Player's Characters, you are going to have to mix that good news with the bad. You'll also be giving the group a Burden. The level of that Burden should feel appropriate to the scale of the story you just told, but if you're approaching your storytelling from the right place, it shouldn't feel like a punishment to your Players. Instead, it should feel like an extension of the story. Level 1 Burdens should be the result of side adventures or sub-chapters in larger Sagas. Level 3 Burdens should be reserved for really big moments and Saga-changing Stories.

As an example, let's say your group of Players has just disrupted a smuggling ring. It was a rough go

and the smuggler's didn't give up easily. But in the end, some precious food and drugs were recovered and delivered to some people sorely in need. It seems like all's well that ends well, right? Instead, just as the Characters are about to head home, they receive a message. It turns out that the smugglers had a powerful patron. They aren't too pleased that the Characters put a dent in their organization. The patron promises to exact vengeance on all of the Characters. Maybe not today, but soon.

You decide to give the Characters a Level 2 Opponent Burden and they all know that sooner or later, they are going to have to face the repercussions. Hopefully, the Players see this as a natural progression of their actions in the Story.

Don't feel like you have to give all the Characters the same Burden. It should generally be the same Level, but outside of that, try to work it in as a logical consequence of the Player's choices.

We suggest you plan for some potential Burdens as you build out your stories, but be ready to adjust them if your Players don't do what you expect them to do over the course of the adventure.

The Ethos of Coyote & Crow

There are an endless variety of stories you can tell with the world that has been built and we have no intention of dictating the type or tone of those stories. We have created this world and we are gifting it to you entirely. But, especially if you're an old hat at RPGs, we hope you use Coyote & Crow to tell new kinds of stories.

This world isn't a shiny happy utopia. It's not a place where everyone lives happily ever after in a storybook garden covered in rainbows and little birds that land on your fingertips, inviting you to sing a song. But it is a place that is giving you an opportunity to think about your own motivations, your own history, your own perspectives, and to maybe have some adventures you might not have in other games.

Many tabletop and video roleplaying games are centered around the accumulation of power and material wealth. We would love it if you thought of this game as a vehicle for telling stories of a different kind. Have all of the action, intrigue, and excitement you want. Epic levels of it. Yet the message of those stories can be something besides accumulation of power and possessions. Characters in this world can build bridges, find common ground, make friends out of enemies, protect the unprotected, help the helpless, try to understand the incomprehensible, create rather than destroy, question the status quo while respecting the past, and focus on the accumulation of knowledge over the collection of things.

This game eschews mechanics that involve attaching moral or

Inspiration

If you're in need of a little help, there are some great sources of inspiration out there in mainstream media to help you get your stories started. Try books by Stephen Graham Jones, Rebecca Roanhorse, N.K. Jemisin, Nnedi Okorafor, Octavia Butler, or other modern science fiction authors with perspectives that break the stereotypical molds. Film and television is great as well. Check out works by Taika Waititi, the Wachowski sisters, Denis Villeneuve, Jennifer Phang, Alfonso Cuarón, Hayao Miyazaki, Guillermo del Toro and Sterlin Harjo.

ethical values to characters, because we feel that those kinds of labels tend to enable a kind of social permission to treat those characters a certain way. For some, if something is coded as evil, it's okay to do whatever you'd like to it. We aren't saying there isn't evil in the world of Coyote & Crow, but making it part of the game's rules just takes options away from Story Guides and reduces complex beings to two-dimensional cliches.

How does this apply in regards to advice for Story Guides? When crafting your Sessions, Stories, and Sagas, we suggest you think about your NPCs Motivations. Your Player's Characters all have them and your NPCs should too. You'll find that the challenges you develop for your Players become much more complex, much more interesting, if the NPCs involved all have different things driving them — even if it's just a merchant or a farmer that the Characters are speaking to for five minutes. Give them motivation and you'll find that they stop being expository props or sheets of stats for your next fight to the death. Instead, they start being a real part of a complicated world.

ICONS AND LEGENDS

This chapter of the book will give Story Guides some insight into the beings that might inhabit Makasing, beings that can challenge your Players in a variety of ways. Some might be friends, others are likely to be foes. Most will fall somewhere in between.

Before we get into the details, there are a few important things you need to know about these entries. With the exception of human beings and animals (described as Fifth World beings), none of these beings canonically exist in the world of Coyote & Crow. Whether they actually exist in your Saga, or whether they are just myths or stories is up to the Story Guide.

Remember that you are playing in a world that is just waking up from its long, cold winter. Did certain things awake as winter retreated? Things only talked about around fires? Or are those just the flames of old stories being fanned by people who haven't walked this new world? Unlike other game systems or worlds, we're not going to tell you who or what it is populated with outside of people and animals. You'll make that decision.

Native Players: feel free to add to the Spirits and Creatures listed here. This chapter can serve as a guide for how you might create something from your own culture's stories. The ones listed here are sometimes created from real Native legends and other times created from whole cloth.

In a similar vein, we're only listing a sampling of animals and of the groups and organizations that people have formed. Do not feel you have to use all or any of these if you have your own ideas.

Understanding the Entries

There are three main Types of entries in the following pages: Legends, Icons, and Fifth World Beings

Legends are presented as a simple description. There are no specific Stats or Abilities listed, often because the entry refers to a group of beings that could have a wide variety of powers and aptitudes. As a Story Guide, you can use the Legends entries as launching points for Stories or for ideas around creating specific non-Player Characters, with Skills and Abilities as you see fit.

Icons are slightly different. These are specific beings with a unique set of characteristics. Don't feel beholden to the numbers and text listed. You are always welcome to change them up to suit your particular group or needs. A particularly powerful group of Characters might need a more difficult challenge. Simply raise the numbers needed or give the Icon more powerful Abilities. Icons might be singular beings or they might not. In general though, if you encounter one it will have similar characteristics as the next one you meet.

Fifth Worlders, like Icons, have stats listed out but represent average humans and animals you'll meet in Makasing. The term Fifth World beings is just a way to indicate that they are beings and animals based on our understanding of the physical world. They represent generic versions that Story Guides can use as a framework for building out more specific Characters to fill their world, or as a quick reference for less important Encounters.

Name

Many of these beings have multiple names even within the same language. We're providing a single Chahi term for the beings in question, if they have one, and a rough English translation. If you're Native, feel free to call these beings anything you like. If you're non-Native, we suggest you stick with the Chahi names.

Categories

There are four main Categories for all of these beings and each has a short definition. Every living thing in Coyote & Crow falls into one of these four categories.

Human: Just like it sounds, humans are normal human beings, likely imbued with Abilities from the Adanadi and otherwise bound by the normal rules of humanity. They follow all the rules and have all the limits that Player's Characters do.

Animal: These are normal animals, like the ones we see in our real world. They have Stats and Skills, just like humans. Unless otherwise specified by the Story Guide, Animals are considered dead when they reach zero Body.

Creature: Creatures are similar to Humans and Animals in that they have physical flesh, can be born, sometimes have offspring, and can die. Unlike Humans and Animals though, they can often break the rules the others are bound by, allowing them to do unnatural things. It's important to note that the terms creature and unnatural should not be confused with bad or evil. Being an unnatural creature has no connection to the beings morality or ethics.

Spirit: While Spirits can take physical form, it is hard to determine if they are alive in the same sense as the other categories. Spirits, when destroyed, often vanish only to reappear a day, a year, or a decade later. Whether they are the same contiguous being or a new manifestation is hard to say. Some Spirits stay in an incorporeal form and can't be harmed at all physically. Others only appear in The Black. And as with Creatures, Spirits are not bound by

Name	Type	Category	Skill
Akwoni Nosiya Gasahtiitii	Fifth Worlder	Human	Skulduggery
Awaholi Diihii	Fifth Worlder	Human	Skulduggery
Dosadaag	Icon	Spirit	Folklore
Goliga	Fifth Worlder	Human	Skullduggery
Hiihangaziwag	Legend	Human	Skulduggery
Kag Naazhiig	Legend	Human	Skulduggery, Folklore
Kaloo Kayaki	Icon	Creature	Folklore
Kanikahag	Legend	Human	Skulduggery
Kayazan	Icon	Creature	Biology
Kinapa Watakiiwapi	Legend	Spirit	Folklore
Kinsataan	Icon	Spirit	Folklore
Lokotomig	Legend	Creature	Geology, Skulduggery
Madasita	Legend	Spirit	Folklore
Malo	Icon	Creature	Folklore
Mazozoog	Legend	Spirit	Folklore, Science
Moobi Motsii	Legend	Creature	Biology, Folklore
Natso Nibaa	Legend	Creature	Biology, Folklore
Niniyan	Icon	Spirit	Folklore
Okosooma	Legend	Creature	Biology
Thanka Makasi	Icon	Creature	Biology, Folklore, Herbalism
Wards of Paraa	Legend	Spirit	Folklore
Wima Thaacha	Icon	Spirit	Folklore

concepts of good and evil. They may have an objective agenda or they may act in ways that are completely beyond human comprehension.

Skill Check

Each entry will have a note called "Skill Check." This will list the Skill needed by a Character to see if they have any understanding or

knowledge of the being prior to meeting it in the game. As a rough guide, every 2 Successes gained from that Check should garner the Player one paragraph of information from the being's background description. Which paragraphs or how much information given should always be at the discretion of the Story Guide. Often, handing over a complete set of detailed information on an opponent can be anticlimactic, when instead it should be that one small kernel of truth that helps the group of Players in a clutch moment. Hand out that information thoughtfully. Actual statistics (Stats, Abilities, Skills, etc.) should never be given to Players outright. You might describe something as inhumanly strong, but you'd never tell Players that their opponent's Strength Stat is 7.

Other Notes

Entries in this section condense much of the information found on a typical Player Character sheet. For example, in the Skill section, rather than list the Rank of the Skill, leaving the Story Guide to determine the total Dice Pool, the Skill is listed with its total Dice Pool. Abilities may include things that come from the Abilities sec-

tion of this book, but also unique attributes that the being may possess.
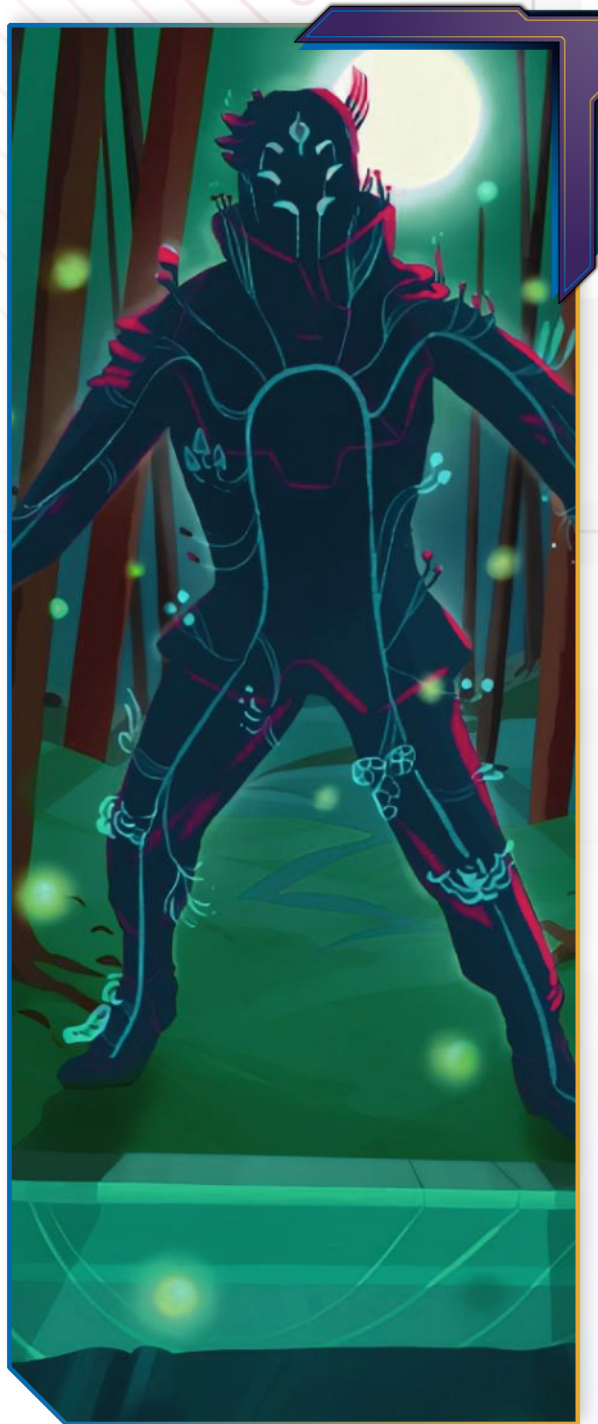
People of Cahokia

Type: Fifth Worlders

Category: Human

Skill Check: Varied Specialized Knowledge Skills (Politics, History, etc)

Background: These descriptions cover a very basic range of common people you'll meet in Cahokia and around Makasing. In general, the people of Cahokia are in good health, well-educated, and friendly. They have a wide variety of roles, jobs, skills, and personalities.

Derived Stats: All Derived Stats vary based on Stats.

Abilities: Children do not have Abilities. All Suyata have one random Ability. Citizens and Elders have a 20% chance of having an Ability (Story Guide's discretion).

Gifts and Burdens: While not required to have Gifts and Burdens, we suggest adding a few to help make your NPCs more realized and interesting, especially if Players are going to interact with them in meaningful ways or for longer than a single Encounter.

Equipment: The citizens of Cahokia will have a variety of gear that will be appropriate to their Skill set. Many people carry knives as a tool but few people outside of Suyata, criminals, or other professions that require it will carry any more serious weapons.

Children

Stats

STR	1	INT	1-2	SPI	1-2
AGI	1	PER	1-2	CHA	1-2
END	1-2	WIS	1-2	WLL	1-2

Skills: Athletics 1, Knowledge 1, one additional skill at Rank 1

Average Citizens

Stats

STR	1-2	INT	2	SPI	2
AGI	1-2	PER	2	CHA	2
END	1-3	WIS	2	WLL	2

Skills: Athletics 1, Knowledge 1, two skills at Rank 2, three skills at Rank 1

Suyata

Stats

STR	2-4	INT	2-4	SPI	2-4
AGI	2-4	PER	2-4	CHA	2-4
END	2-4	WIS	2-4	WLL	2-4

Skills: Athletics 2, Knowledge 1, one skill at Rank 3, two skills at Rank 2, three skills at Rank 1

Elders

Stats

STR	1-2	INT	2-3	SPI	2-3
AGI	1-2	PER	2-3	CHA	2-3
END	2-3	WIS	2-4	WLL	2-3

Skills: Athletics 1, Knowledge 1, two skills at Rank 4, three skills at Rank 2, three skills at Rank 1

Animals of Cahokia

Type: Fifth Worlder

Category: Animal

Skill Check: Survival, Tracking, Husbandry

Background: The animals of Makasing suffered along with humans through the Awis. Many species went extinct. But as with people, the healing climate has brought a resurgence of life and many animals are seeing a meaningful rebound from the brink. These animals below represent a simple cross section of typical animals in the Free Lands. Keep in mind that while there are free-roaming Bison and Elk, that many are also managed on large game preserves. By default, animals cannot perform Skills that they do not have Ranks in. The Story Guide can override this when it makes sense for the Story, however.
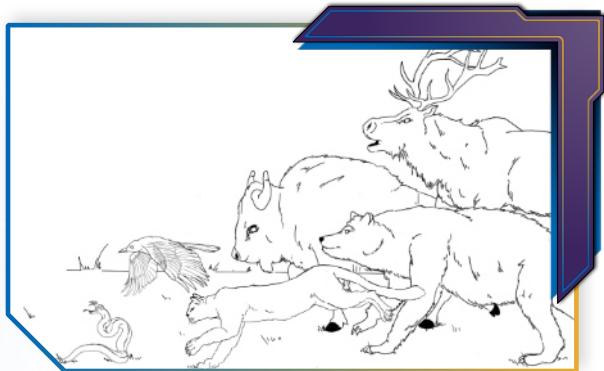
Bear

Stats

STR	5	INT	1	SPI	2
AGI	2	PER	3	CHA	2
END	5	WIS	2	WLL	2

Skills: Unarmed Combat 8, Intimidation 5, Tracking 5

Abilities:

- **Hide:** +1 PD
- **Heightened Senses:** -2 SN to Stealth checks when attempting to Surprise
- **Maul:** +2 to Unarmed Combat attacks (reflected in Skill total)

Crow

Stats

STR	1	INT	2	SPI	2
AGI	3	PER	4	CHA	3
END	1	WIS	2	WLL	2

Skills: Investigation 5, Language 3, Acrobatics 4

Heightened Senses: -2 SN to Stealth checks when attempting to Surprise

Flight

Snake

Stats

STR	1	INT	1	SPI	2
AGI	2	PER	2	CHA	1
END	2	WIS	1	WLL	1

Skills: Unarmed Combat 3, Intimidation 3, Stealth 4

Abilities:

- **(optional) Poison 3** (on Successful Unarmed Combat)
- **Heightened Senses:** -2 SN to Stealth Checks when attempting to Surprise

Cougar

Stats

STR	4	INT	1	SPI	2
AGI	4	PER	4	CHA	1
END	4	WIS	1	WLL	2

Skills: Unarmed Combat 6, Intimidation 4, Stealth 5, Tracking 4

Abilities:

- **Heightened Senses:** -2 SN to Stealth Checks when attempting to Surprise
- **Bite:** +1 to Unarmed Combat attacks (reflected in Skill totals)

Bison

Stats

STR	5	INT	1	SPI	3
AGI	2	PER	2	CHA	1
END	4	WIS	2	WLL	3

Skills: Unarmed Combat 5, Intimidation 4

Abilities:

- **Heightened Senses:** -2 SN to Stealth checks when attempting to Surprise
- **Hide:** +1 PD
- **Charge:** +2 attack when moving from Medium to Short Range

Elk

Stats

STR	4	INT	1	SPI	3
AGI	4	PER	3	CHA	1
END	4	WIS	2	WLL	2

Skills: Unarmed Combat 3, Intimidation 3

Abilities:

- **Heightened Senses:** -2 SN to Stealth checks when attempting to Surprise
- **Antlers:** +1 to Unarmed Combat attacks (reflected in Skill total)

Akwoni Nosiya Gasahtiitii

Type: Icon

Category: Human

Skill Check: Skulduggery

Background: Akwoni is a bit of an enigma. Even their name raises eyebrows, as they treat all of their names as given names and answer to any of them, individually or in combination. They're a fixer, first and foremost. They make sure the right people meet the right people. They make money in the shadows off of deals sealed with a forearm grip. Almost everyone in the shadier parts of Cahokia has heard of them and people almost always have a strong opinion. They have ended up on the wrong

side of the law multiple times. However, despite their willingness to step outside of lawful boundaries, no one has any first hand knowledge of Akwoni ever stealing from them or going back on a deal. Indeed, Akwoni isn't just a straight shooter when it comes to business — they have a well-deserved reputation for being anywhere from overtly flirtatious to downright lascivious. Akwoni is non-gendered and attracted to all genders, changing how they present and whom they flirt with on a regular basis. Their age is hard to determine and they lie about it often. Their outfits vary in form and function but they're always making a statement. They are known to routinely mix business and pleasure, but never to confuse the two. No one knows exactly where Akwoni lives, and many suspect they have no actual home. They often turn up at the Chizi Market during the day and at the Nookaroobi at night.

Akwoni always seems to be in the know, always seems to have the right connections, and can smell trouble a mile away. But they're also friendly, fun, and love meeting new people.

Stats

STR	2	INT	3	SPI	4
AGI	3	PER	4	CHA	4
END	3	WIS	4	WLL	4

Derived Stats

PD	7	MD	8	SD	8
Body	8	Mind	11	Soul	12

Initiative: 11

Skills: Athletics 5, Charm 8, Coercion 7, Computers 5, Hacking 6, Programming 6, Crafting 5, Cybernetics 6 Deception 6, Investigation 6, Melee Weapons 4, Anica Blades 5, Performance 7, Skulduggery 8

Abilities:

- **Stone Thoughts**

Equipment: Skin Suit (+1 PD), Ni-isi, Standard Hack Rig, Second Eye AR, various drugs, Knife (+1), Anicha Short Blade (+3, 0/+2/X), Drone (not always on their person), Sunwing (stored in a hangar).

Awaholi Diihii

Type: Icon

Category: Fifth Worlder

Skill check: Skullduggery

Background: Awaholi Diihii is a reclusive figure who spends much of his time in the more secretive parts of Makasing. He is known by most simply as Awa. Many folks are frightened by Awa's appearance, as he is very open about having an extreme amount of cybernetic replacements, most of which don't resemble their human counterparts. The story goes that while some of his initial cybernetic replacements were done by others, most of his later surgeries were done to himself.

Awa doesn't hide the fact that his entire body appears to be artificial. While his torso is covered in synthetic material, no one is sure if he has also replaced all of the organs underneath. His arms and legs do not have skin and the me-

chanical tendons, joints, and musculature are all visible to observers. Some people even think he's replaced his brain and that he's entirely artificial now.

Much of his life is secretive, but he also holds open meditation circles and is welcoming to anyone that wants to sit quietly in one of the many old tunnels he frequents.

He claims to be an expert at cybernetic surgery. Some say that he'll do the surgeries for no more than the cost of the parts. Others tell tales of going under his knife for a synthetic leg replacement only to wake up and find parts of their brain chipped with unknown software. He won't answer questions about his own augmentation but is otherwise congenial.

His demeanor is quiet, calm, polite, and curious. Despite his augmentation, he doesn't like conflict and will likely flee if attacked. His home is a quiet little space with a direct tunnel to the underground mag-lev transit system. If he has friends or family, no one has claimed him. Part of his home is set up with a top-of-the-line surgical suite, as well as parts and tools for advanced cybernetic augmentation.

Stats

STR	5	INT	5	SPI	2
AGI	5	PER	4	CHA	2
END	5	WIS	3	WLL	3

Derived Stats

PD	12	MD	7	SD	5
Body	17	Mind	12	Soul	7

Initiative: 11

Skills: Athletics 8, Computers 9, Crafting 7, Cybernetics 10, Medicine 6, Science 1, Biology 7, Unarmed Combat 6, Ranged Weapons 7

Abilities:

- **Walk the Black**

- **Hardened Exterior:** +2PD

- **Hawk's Eye**

Equipment: Community Sized Gat, Advanced Computer System, Advanced Medicine and Cybernetic Tool Kit, Industrial Yutsu Sled, a large store of cybernetic parts and drugs.

Dosadaag / The Little Ones

Type: Icon

Category: Spirit

Skill check: Folklore

Background: After the Awis, many families were forced to flee the horrible winters. The Dosadaag are said to be the spirits of orphaned children who died on these treks. They sometimes seem mischievous and other times mournful. Few people actually see them in this world. When they appear, it is often in packs of three to eight, their whispering child voices heard on the winds of moonless nights. They can sometimes be glimpsed underneath the ice of a frozen lake, their ghostly faces peering up at the living. Others claim to have seen them traveling through thick snowbanks. The only sign of their passing is a rustling in the snow and sometimes hollowed out tunnels left behind.

Most see them as omens or signs. It is said they often appear in places where someone is going to die soon. When they mourn, their collective wailing can be heard for up to a mile. It can cause fear, panic, or even mind-numbing sadness and uncontrollable sobbing. When they are mischievous, they enjoy stealing or moving important objects, hiding them nearby. As people search for their belongings, the Dosadaag can sometimes be heard giggling.

A few people have claimed to have met the Dosadaag in The Black and that when encountered there, they are well-behaved children who are lost and looking for their parents. They seem to have no knowledge of their behavior in our world. It may be possible to convince them to move along to another existence, but no one is sure.

The Dosadaag have no physical form and cannot be destroyed in our world. While they can appear in the physical world, they are actually rooted in The Black. Their motivations tend to remain mysterious, but they do seem to have them. Sometimes they seem to haunt a place. Other times, a person. Sometimes it's for a day, other times for years. What causes them to switch from mournful behavior to mischievous is unknown.

Stats

STR	-	INT	2	SPI	3
AGI	-	PER	2	CHA	2
END	-	WIS	2	WLL	3

Derived Stats

PD	-	MD	4	SD	5
Body	-	Mind	6	Soul	8

Initiative: 8

Skills: Skullduggery 6, Stealth 5

Abilities:

- **Telekinesis:** Through force of will, Dosadaag can move objects with their minds as though they had a Physical Strength of 2 as Secondary Action. They can do this at up to Medium Range and never more than 1 object at a time. They will always attempt to do this stealthily so they can hide the objects. They never use this ability for attack, although they might place an object in a way that it could cause accidents, such as spilling something slippery in a location where someone might fall.

- **Wailing:** When Dosadaag wail, they all wail together as a group. This Ability works in either the physical world or in The Black, but not both at the same time. This Ability is a Primary Action. The Dosadaag make a single collective

Check based on their Charisma and Spirit (5). Every person within hearing range must Check against the roll, comparing their Mystical Defense values to determine how many Successes the Dosadaag achieve against each listener. The effects are as follows:

- 0 or fewer Successes: No effect

- 1-2 Successes: Listener has all Success Numbers raised by 1 and will feel a deep sadness. This lasts until the singing can no longer be heard.

- 3-4 Successes: Listeners will Panic and run wildly away from the singing if possible for four Rounds. After that, the listener may make a Will check as a Primary Action. With at least two Successes, the Panic ends.

- 5+ Successes: The Listener falls into a sobbing stupor that will continue unbroken even after the Dosadaag stop singing. Once the wailing has stopped, the listener must make a Successful Will Check five Rounds in a row in order to stop. Even then, the listener will feel melancholy for days or even weeks afterward.

Equipment: The Dosadaag carry no equipment in the real world or in The Black. They appear dressed in ragged clothing.

Goliga

Type: Icon

Category: Fifth Worlder

Skill check: Skullduggery

Background: Goliga is a mercenary and former member of the Suyata. He roams Cahokia often looking for fights or work. His face is badly scarred along his right jaw and he likes to brag that it's from surviving a slice from an Anicha long blade. He's a braggart and a bully, proudly displaying his weapons and relaying his triumphs to anyone who will listen. He will tease people physically smaller than him and attempt to dominate anyone who challenges him or is physically as large as he is. He will flirt with almost any woman younger than his own 40 years. He will take any job that pays decently (Wealth Rank 4 to hire him for a day), won't likely put him in the path of the Suyata, and doesn't require him to travel too far beyond Cahokia.

If charmed or in the company of employers for more than a few days, he will let it slip that he is married and has four young children. While he flirts, he won't touch or make any real advances on any woman and may sheepishly admit that his wife is the only woman he's ever wanted. The rest is bluster to keep up his image. Once hired, Goliga will not break a contract for any reason and will see it through, even to his death.

He won't discuss why he was expelled from the Suyata, but it's obviously a source of pain for him. He also has a hard time hiding his contempt for anyone currently in the organization. His go-to move is to attack with his ax, but he won't do it unless he truly feels either threatened personally or his employer gives the okay.

Stats

STR	4	INT	2	SPI	3
AGI	3	PER	3	CHA	2
END	5	WIS	2	WLL	5

Derived Stats

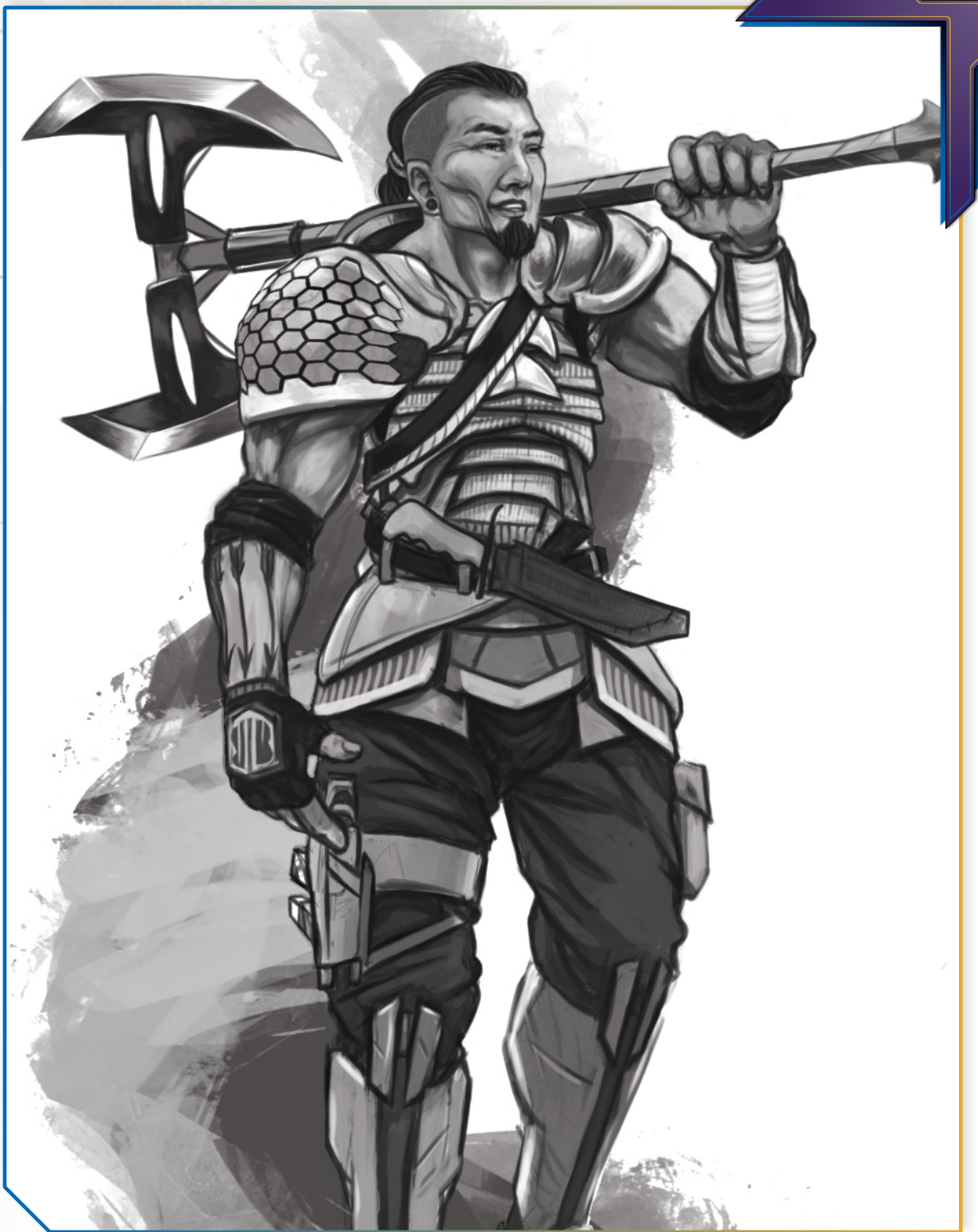| PD	10	MD	5	SD	7
Body	12	Mind	7	Soul	10

Initiative: 8

Skills: Athletics 8, Unarmed Combat 7, Melee Combat 8, Ranged Weapons 6, Piloting 4, Tracking 6, Coercion 6, Survival 7

Abilities: Skin of the Armadillo

Equipment: Plated Armor (+2 PD), Niisi , First Aid Kit, 3x Military Enhancers, Combat Knife (+2, 0/+2/X), War Ax (+3, Two Handed, Critical: Bleeding), Mag-Sling (+2, -1/0/+2)

Hiihangaziwag / The Unshadowed

Type: Legend

Category: Human

Skill Check: Skulduggery

The Hiihangaziwag are a communistic-style monastic order that has a large temple and group home just outside of Cahokia. Its members come from all over the world. While it appears to be a benign, if strange, organization on its surface, no one is really sure if that will always be the case, as their beliefs are rather extreme.

It's not hard to spot a member of The Hiihangaziwag as they go about their lives. They dress in head to toe black cloaks and solid black, featureless face masks. They rarely speak to non-members and never to each other in public. Their masks rarely come off. Every member of the Hiihangaziwag has a tattoo that covers the majority of their face — a split moon and sun. Their dress allows them to spot fellow members easily but also acts as a barrier from others, reinforcing their world view. The tattoo is likely a sign of personal conviction to their order.
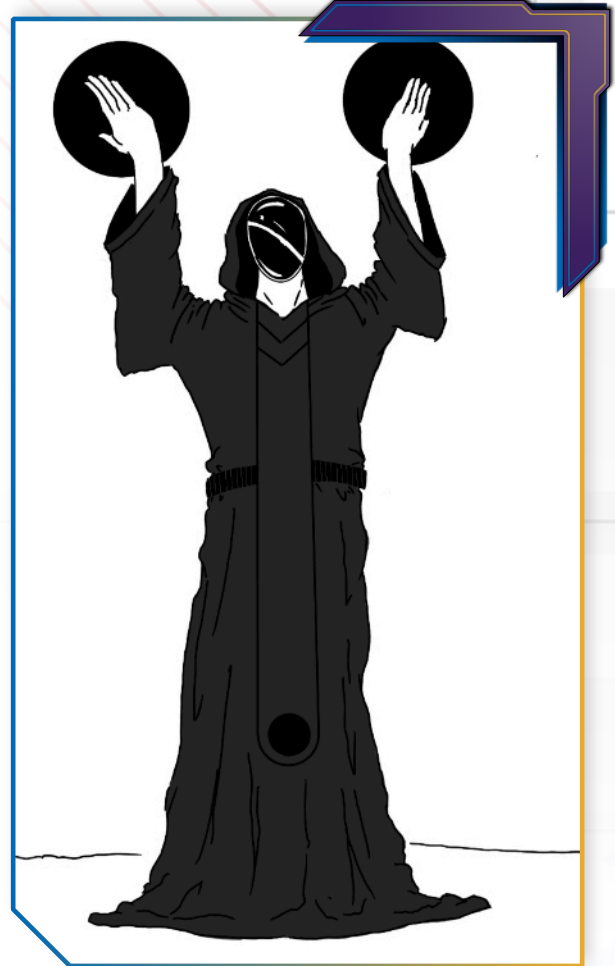
Despite their fairly egalitarian power structure, there are two distinct tiers within their order. The top tier, which has the most members, are all people who have the Walk the Black Ability. No one outside the order is sure if there is a single leader or even how they organize internally. The second tier is made up of disciples of the

order. Their life within the order is very different from those who have the Walk the Black Ability.

The belief among both groups is the same however. They feel that the Fifth World is a ghost world and that everyone in it is dead. They believe that everyone perished in the Awis and that the people currently inhabiting the world are just spirits going through the motions. Children are just reformed spirits of previous ghosts who believe they have died.

Those who have the Walk the Black Ability are nearer to understanding that they are truly dead however, according to their beliefs. They see their Ability as the first step into passing on to the next life. To that end, they spend much of their time in The Black attempting to use their Ability to open a subsequent door within The Black itself, creating a new bridge to an unknown realm.

Those without the Walk the Black Ability believe all of this as well, but think that if they pray long enough and hard enough, they'll be granted the Walk the Black Ability and move a step closer to passing on from this world.

While the group has not committed any overt acts of violence or caused any direct trouble, there have been those within the Cahokia government concerned that The Hiihangaziwag may not see any actual moral or ethical value to their behavior, as all humans and life in the world are in an illusory state. To them, you cannot murder someone who is already dead, you cannot steal what is not real. At least, that's the government's fear.

No one is aware of anyone who has left the group and no one is sure of what sort of initiation or process is required to join. They do not advertise or proselytize, and yet, they continue to slowly gain members from all over. Some conspiracy theorists have speculated that they are meeting and conversing in The Black and slowly brainwashing people who go there.

Their temple is organized around a massive, open air prayer space, surrounded by farmland. Drones have spotted many underground entrances. Non-members are not allowed on the premises or invited in for any reason, but there is also no security, no perimeter, and no one has seen them carrying weapons.

Kag Naazhiig / The Alone

Type: Legend

Category: Human

Skill Check: Folklore, Skulduggery

Kag Naazhiig ("The Alone") are a strange and frightening cult made all the more terrifying by the fact that no one is actually sure if they exist or not. Various articles exist about them on dasos, but no government officially acknowledges them and there's no video or audio in the public sphere that confirms their presence in society — or their existence at all.

The legend that has been built up around them says that on the night of the Awis, there was a tribe or band of people living high in the mountains. Most say they were in the The Hammer Mountains, but some say they were in the Fine River Mountains. The purple streak that crossed the sky that night gave them a profound message that was very different

from what the rest of the world took. While many took it as the Great Spirit departing to return some day, leaving them all the gift of the Adanadi, Kag Naazhiig took it as a message from the Great Spirit that the world was cursed, diseased, an abomination.

When plants, animals, and people began to be seen showing their purple marks, Kag Naazhiig took it as a sign that this evil was spreading. Rather than take the Adanadi themselves, they rejected the Gift and carved the purple from their flesh as soon as their children were old enough to withstand the cutting. As civilization began to rise again, Kag Naazhiig saw it not as a triumph, but a spreading of impurity. Knowing they could not defeat so many who had embraced this evil, the Naazhiig spread out and stepped into the shadows. They use makeup and tattoos to pretend they still have their purple marks, that they have received the Adanadi. They marry into other tribes, secretly keeping in touch through dark parts of the daso. They plot, plan, assassinate, destabilize, poison, and sabotage. Some say they are slowly working their way up into places of great power, willing to wait generations for the right moment.

Their final gambit, some say, is to plunge the entire world back into war, and eventually burn the Earth down to its foundations. On the day there is nothing but stone and ash left, the Great Spirit will return and start again. Kag Naazhiig see themselves as harbingers and righteous soldiers in a long and bloody war.

Kag Naazhiig these days could be from any tribe, anywhere. They could be a whole family or a single traveler. They could be that new person you just met, or your grandfather. People say Kag Naazhiig have a secret greeting and a hidden tattoo, indicating their allegiance.

For a brief period, there was a conspiracy theory floating around Cahokia that council member Ashka, who served for nearly 50 years, was a member of the Naazhiig cult. There was even a referendum brought up by the council to discuss the rumors. Theorists like to point out that the referendum was removed from the agenda without notice and that Ashka only served two more years before retiring.

## Kaloo Kayaki / Raven Wizard

Type: Icon

Category: Creature

Skill check: Folklore

Background: Kaloo Kayaki are shrouded in mystery and conjecture. While many believe they are spirits, they are actually creatures. It's possible that they were once human, as no one is exactly sure where they come from.

Often, they are solitary beings. However, they have been known to form small covens or collectives of three to five. They tend to present with male characteristics, but whether they actually have any true gender is unknown, and quite likely irrelevant. They have no known social or family structures.

Kaloo Kayaki feed on death and are often seen near and are associated with ravens. They can render themselves almost invisible, which may be why they are sometimes mistaken for spirits. They can smell sickness, disease, and injury from miles away and are often attracted to those dying or weak in spirit.
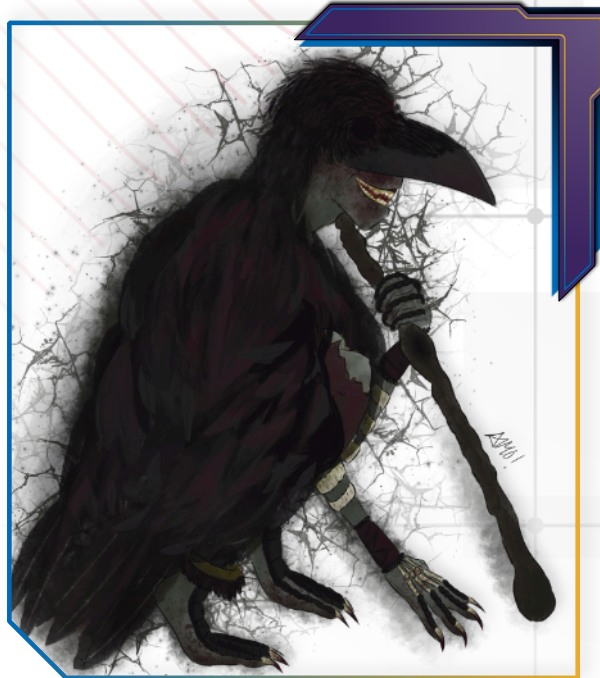
They will eschew confrontation for stalking their prey over days or weeks. Their favorite place to hide is in the shadows near the terminally ill, slowly feeding on the despair of the dying and their loved ones. They won't harm the healthy overtly, but if they get a taste of a person, they are not above scheming to ensure that that person comes to further harm, allowing the Kaloo Kayaki to feed further. They will attempt to prolong the life of their target, enjoying their suffering, staying hidden for as long as possible — sometimes for months.

Kaloo Kayaki have intricate, hand-crafted, overlaid bone claws that cover the backs of their hands and extend beyond their fingertips. These are used to injure opponents if the Kaloo Kayaki has been discovered or seen and cannot flee. The injuries induced by the claws will trigger their Essence Feeding.

When Kaloo Kayaki are not invisible, they still often seem blurry or not in focus. They wear long black cloaks made of glossy raven feathers and wear skulls of giant raven heads as helmets, often smeared with the blood of their recent meals. A slain Kaloo Kayaki will turn to dust within minutes of their death. No one is sure if they can speak or if they simply choose not to, but they seem to understand spoken and signed languages and are not above negotiation or bartering, although they are not likely to keep their word if it benefits them to break it.

Stats

STR	3	INT	3	SPI	6
AGI	3	PER	3	CHA	2
END	3	WIS	4	WLL	7

Derived Stats

PD	6	MD	7	SD	9
Body	9	Mind	10	Soul	15

Initiative: 8

Skills: Deception 6, Stealth 9, Melee Weapons 6, Tracking 9

Abilities:

- **Chameleon's Shine**
- **Hawk's Eye**
- **Far Sight**

Essence Feeding: Any time anyone loses any points of Body or Soul (through Damage or Fortitude) within Short Range of a Kaloo Kayaki, it may use Essence Feeding as a Reaction Roll. The Kaloo Kayaki makes a Dice Check based on its Will plus Perception, with the Success Number being equal to the target's Mystical Defense(SD). Each Success is a point of Damage that Kaloo Kayaki may inflict upon the target. This Damage will not affect its Chameleon's Shine and does not show itself visibly on the victim. Unless the Kaloo Kayaki is being attacked, they will not inflict maximum Damage but instead, they may inflict as little Damage as they choose, most often 1 point. They may choose whether it comes from Body or Soul. They will attempt to prolong the life of their target.

Equipment: Claws: +1

# Kanikahag / The Eels

Type: Legend

Category: Human

Skill Check: Skulduggery

Kanikahag are a group of people in Cahokia loosely organized through dark parts of the daso who are known for taking on unsavory jobs. They sometimes work together in groups but are often suspicious of each other as much as they are of others. It would be easy to dismiss these people as assassins, thugs, or mercenaries, but some of them are far more than that.

They are referred to by others and often by themselves as Kanikahag, or the Eels, because they tend to be fast, slippery, and strike by surprise. It's also rumored they got the nickname because they began as smugglers on the rivers, slipping their way past authorities and watchful eyes.

Despite their namesake, they most often hide their faces behind high tech masks that are shaped to resemble various animals. These masks often conceal the latest in voice disguise, augmented-reality enhancements, and other gadgets. While they have no official group

Coyote & Crow
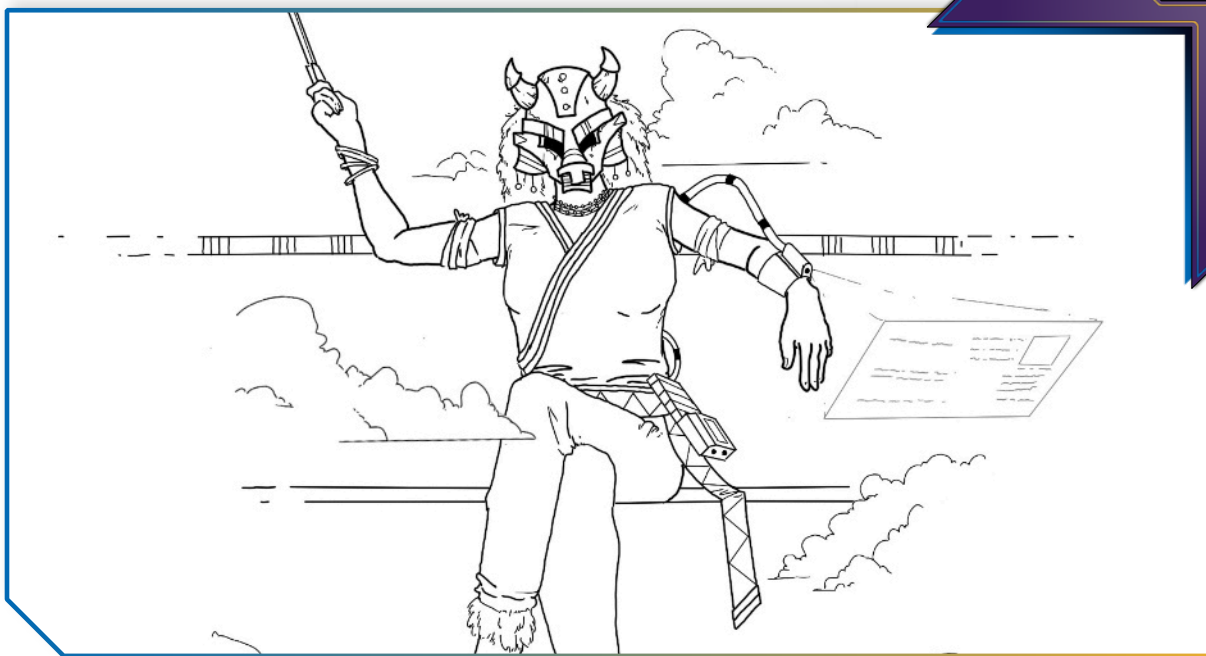
structure, the masks are almost a universal constant among the Kanikahag and sometimes the only thing they have in common.

It's said that the Kanikahag have a code. They don't interact with children. They don't kill anyone without first knowing who the person is and making their own informed decision about whether that person should be killed. They get paid up front. They never break a contract. They will break any law. The reality is that no one has ever been able to verify any of this — it might be an Eel tactic to let these kinds of rumors circulate, picking and choosing their myths as the situation dictates.

What is closer to reality is that the Eels act as sort of a mirror to the Suyata. They act outside of the law, for better or worse. They are willing to kill, steal, smuggle, or anything else that their patrons require. But they also have been known to rescue hostages, kill killers, and smuggle food and medicine to those who need it. They operate outside of a bureaucracy or the direct view of the public, which allows them to be viewed as both heroes and villains, depending on the act and the individual.

They often chat amongst each other through the daso in a highly-stylized, slang version of Chahi. They talk about tech, brag about jobs they've done or have claimed to do, and clients they should avoid or would work with again. They rarely meet in person, though, and are highly suspicious of anyone who wants to get to know them too well. Every once in a while, two Eels end up on opposite sides of the same job or in competition for the same goal. Those conflicts almost always result in a fatality.

There's a general reward out from the Council of Twelve for any solid information about the Kanikahag, either a specific one or the group as whole. But they are elusive and often have as many fans as critics, so few people have collected the reward. The Kanikahag seem to come from all walks of life, and are of varying ages, genders, and skill levels. And since the only thing binding them to that life is their mask and their self-labeling, many people assume that the Eels live dual identities and are comfortably living their lives in the city, just like everyone else.
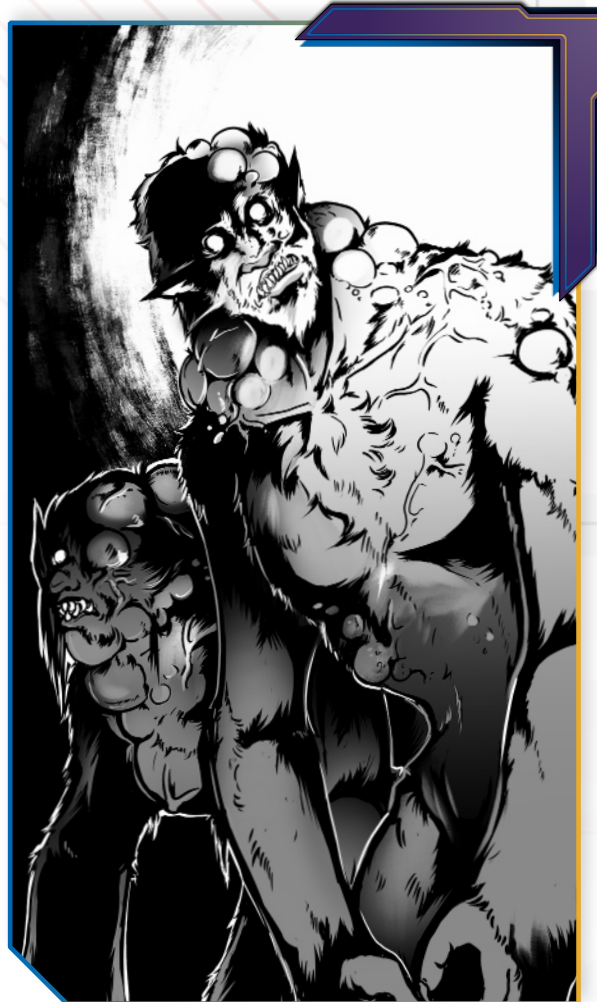
Kayazan / The Purple Cancer

Type: Icon

Category: Creature

Skill Check: Biology

Background: These beings began appearing a few years ago, and sightings are becoming more frequent. Reports state that Kayazan have attacked people, livestock, and wildlife. In some cases, they travel in packs, while others seem to roam alone. Reports follow no discernable pattern, with kayazan appearing throughout Makasing.

Kayazan beings have a wide morphology. Witnesses describe them as humanoids with swollen purple sores covering their bodies. They often have long noses, hairy faces, and patchy hair all over their body. Many walk with an awkward gate. Some have extra limbs or vestigial appendages. Kayazan are associated with a rancid or acrid smell that often precedes them. Encounters with Kayazan suggest they can sustain unnatural amounts of Damage without reacting or responding in pain.

Kayazan appear to have rudimentary intelligence but show no signs of consciousness. Though they rarely show emotion on their faces, kayazan always appear gleeful in the midst of carnage, seeming to thrive on destabilizing the balance of nature. They do not eat the dead, and instead, slaughter purely for joy.

Scientists studying dead Kayazan have identified Adanadi DNA markers combined with human, animal, or fungal DNA. The Adanadi DNA appears mutated or altered in some way, leading to its cancerous nature and uncontrolled growth. Moreover, DNA analysis indicates a single origin for all Kayazan, though the distribution of sightings would suggest otherwise.

It is known that the Purple Cancer isn't a disease, at least in the normal sense. There are no cases of it occurring in or spreading to living humans or animals. However, bites and scratches caused by Kayazan become infected quickly, weakening the victim. It's not clear how Kayazan reproduce. One theory holds that they deposit spores in dead tissue from which new Kayazan emerge. This theory has yet to be proven.

Some researchers report that it would be impossible for the Kayazan mutations to have occurred naturally. The mutations carry the tell-tale signs of genetic manipulation. Only a few facilities on Makasing are capable of this type of research, yet no one is sure who would attempt such experiments

Stats

STR	3	INT	3	SPI	6
AGI	3	PER	3	CHA	2
END	3	WIS	4	WLL	7

Derived Stats

PD	6	MD	7	SD	9
Body	9	Mind	10	Soul	15

Initiative: 8

Skills: Deception 6, Stealth 9, Unarmed Combat 6, Tracking 9

Abilities:

- **Malignant Resilience:** As a Secondary Action, the Kayazan may spend 1 point of Soul to regain 2 points of Body, up to its maximum Body.

- **Gleeful Slaughter:** If any non-Kayazan creatures within Medium Range of a Kayazan has lost a point of Body, the Kayazan becomes manic and frenzied. The Kayazan gains +2 to its Unarmed Combat Skill.

- **Mindless:** The Kayazan does not fall Unconscious when it's Mind falls to zero and does not die from Mental Damage. Additionally, the Kayazan is immune to Poison, Sleep, and Panic Effects.

Kinapa Watakiiwapi / The Twelve Whisperers

Type: Legend

Category: Spirit

Skill Check: Folklore

Roughly 130 miles west of Cahokia lies a series of caves surrounded by lush forests, deep caverns, streams, sinkholes, and waterfalls. Shortly after the Awis, as the story goes, twelve women were exploring for food and shelter as ash still rained down on the world. They found the caves, called by
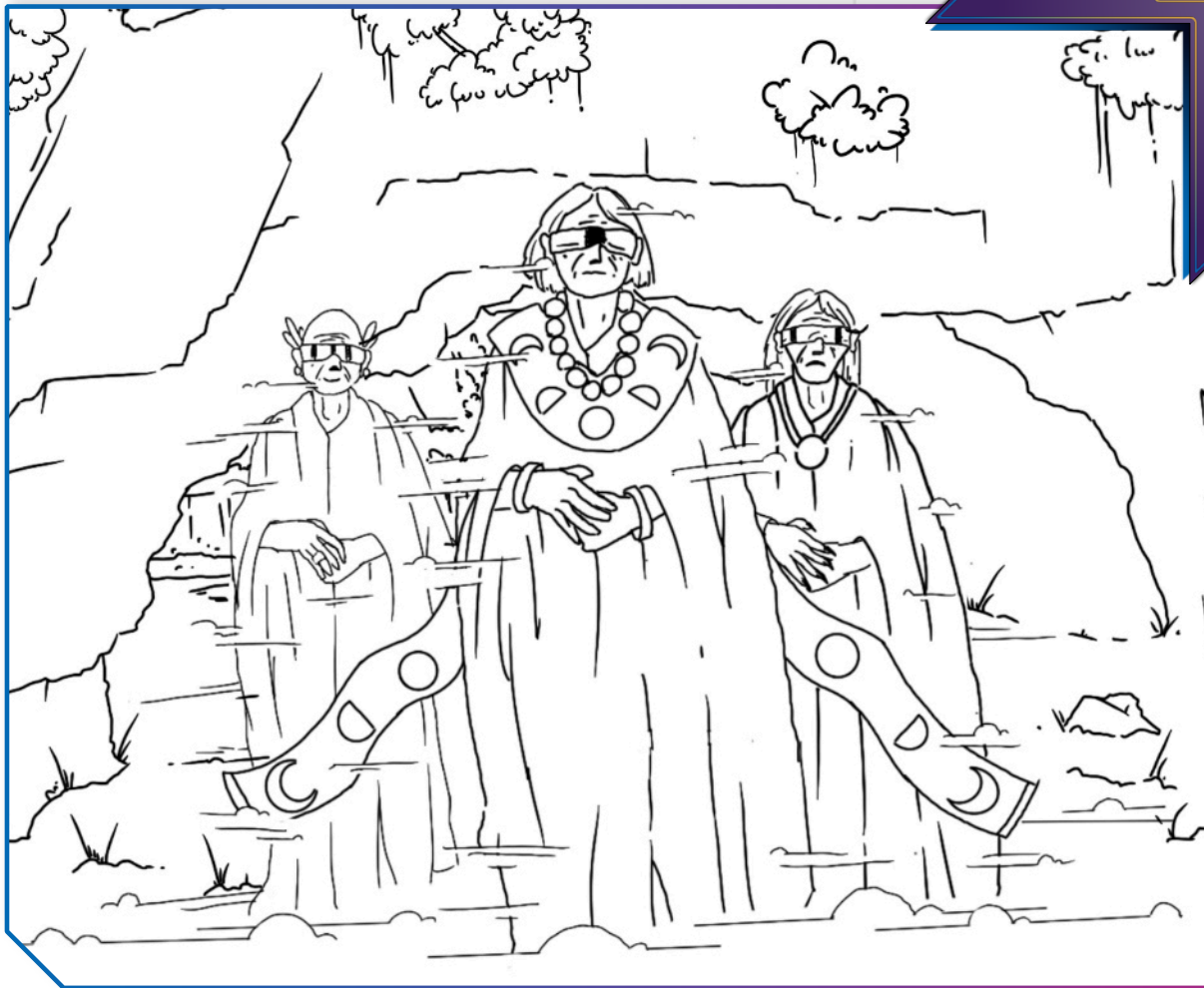
many names over the years, but today commonly called Hawini Sagon. They set it up as a shelter and told everyone who would listen to come to the caves to rest and eat. Four would manage the cave, four would forage for supplies and hunt, and four would travel out to find people and encourage them to come back.

As the story goes, many people were afraid of evil spirits living there and didn't want to go to the caves. The women persevered, stocking the cave with goods, making beds and blankets, preparing food and medicine, and offering shelter to anyone who wanted it. Then one day, a massive snow fell and then froze, trapping the women inside where they perished.

The legend says that the spirits of those twelve women carry on to this day, unrelenting in their desire to help others. Now, if anyone is ever ill, lonely, sad, hungry, or tired, they are encouraged by the people who live nearby to spend the night in the cave. It's said that everyone who does feels better the next day. In addition, for those truly in need, it is said that one of the spirit women will leave the caves with that person, following them, aiding them, and watching

over them, until whatever is troubling them has passed.

There have been thousands who have claimed to have seen the women over the years or to have been aided by them. No one has been able to substantiate the claims, but few seem to care to try, as no one believes that it would change anyone's opinion.

Those that visit the cave note that it stays at a constant cool, comfortable temperature, no matter the time of year or weather conditions. Nearby residents encourage travelers to stay there as needed, only requesting that they leave the area as pristine as they found it. Twice a year the locals perform a ceremony honoring and thanking the women for their sacrifice and generosity. While their names are not known, many have named their children in honor of the women in the caves.

Once a person in need has visited the caves, it is said that if they are subsequently hurting or in need they can call to the spirits of Hawini Sagon. Those who do sometimes hear the women whispering words of encouragement and comfort in their ears, no matter how far from the caves they are.

Kinsataan / He Who Judges

Type: Icon

Category: Spirit

Skill: Folklore

Background: Kinsataan is a Spirit that seeks balance and justice roaming the deepest parts of swamps. It takes a physical form in the material world, appearing as a collection of swamp detritus — mud, moss, animal bones — often with the skull of a large animal for a head, such as an alligator or deer. While it appears to have legs, it actually floats just above the ground, lurching and swaying awkwardly.

Its smell can be detected by animals as far as a mile away, as it gives off a wretched odor of decay, even compared to the surrounding swamp. Kinsataan stands almost eight feet tall and its gaze is unnerving.

As a seeker of justice, standing tall and silent in front of Kinsataan will cause it to judge the person, looking into their soul and weighing their deeds and heart. If Kinsataan finds the person "worthy" (see below), they will guide the person out of the swamp if they are lost, to food if they are hungry, or aid them in some other simple way.

If the person is found "unworthy" (see below), it will submerge itself back into the swamp and begin to haunt the person. It will attempt to confuse and disorient them un-

til they either go mad or die in the swamp. It will attempt to segregate the unworthy from the worthy and defend the worthy if necessary.

Kinsataan cannot speak but will attempt to communicate using Raven's Call, where it often repeats the phrase, "Stand before me and be judged." It has no personality or character outside of this sole mission.

If attacked, Kinsataan will defend itself, regardless of whether the person has been judged. If destroyed in this world (reduced to zero Body), it travels to The Black where it can reappear in our world at the next Winter Solstice at full Body. It will not pursue someone outside of the swamp.

Some say it can be bribed with certain spices or that it is vulnerable to the charms of an attractive woman, but these are likely false rumors.

Stats

STR	5	INT	4	SPI	6
AGI	3	PER	5	CHA	2
END	5	WIS	5	WLL	6

Derived Stats

PD	8	MD	10	SD	8
Body	13	Mind	14	Soul	14

Initiative: 10

Skills: Coercion 5, Stealth 5, Unarmed Combat 6

Abilities: Raven's Call, Stag's Smile

Claws: +2 Unarmed Combat (6 total) (Success: 1 point of Mental Damage)

Abilities:

- **Spirit Form:** As a Secondary Action, Kinsataan can return to The Black or come back to the Fifth World. It will not use this Ability if engaged in combat.

- **Judgment:** If a Character stands in front of Kinsataan, takes no actions for a full Round, and consents to judgment after being asked, Kinsataan will judge the Character. This judgment is permanent. The Character makes a Spirit Reaction Roll. If they gain at least 3 Successes, they are found worthy. The Character gains a level 1 Gift, "Worthy" and will be remembered by Kinsataan forever. If the Character gains 2 Successes or fewer, they are found Unworthy. They gain a level 1 Burden, "Unworthy" and will be haunted and tormented by Kinsataan forever.

Lokotomig / Earth Spiders

Type: Legend

Category: Creature

Skill Check: Skulduggery, Geology

Background: The lokotomig or "earth spiders" are arachnids about the size of a raccoon that tunnel through the Earth at about the same depths that humans do. They seem to be solitary and elusive, preferring to hide from human beings. No one has caught a live one and Cahokia scientists were dismissive of their existence at first. They now speculate that the change in weather has driven their numbers up and they are more
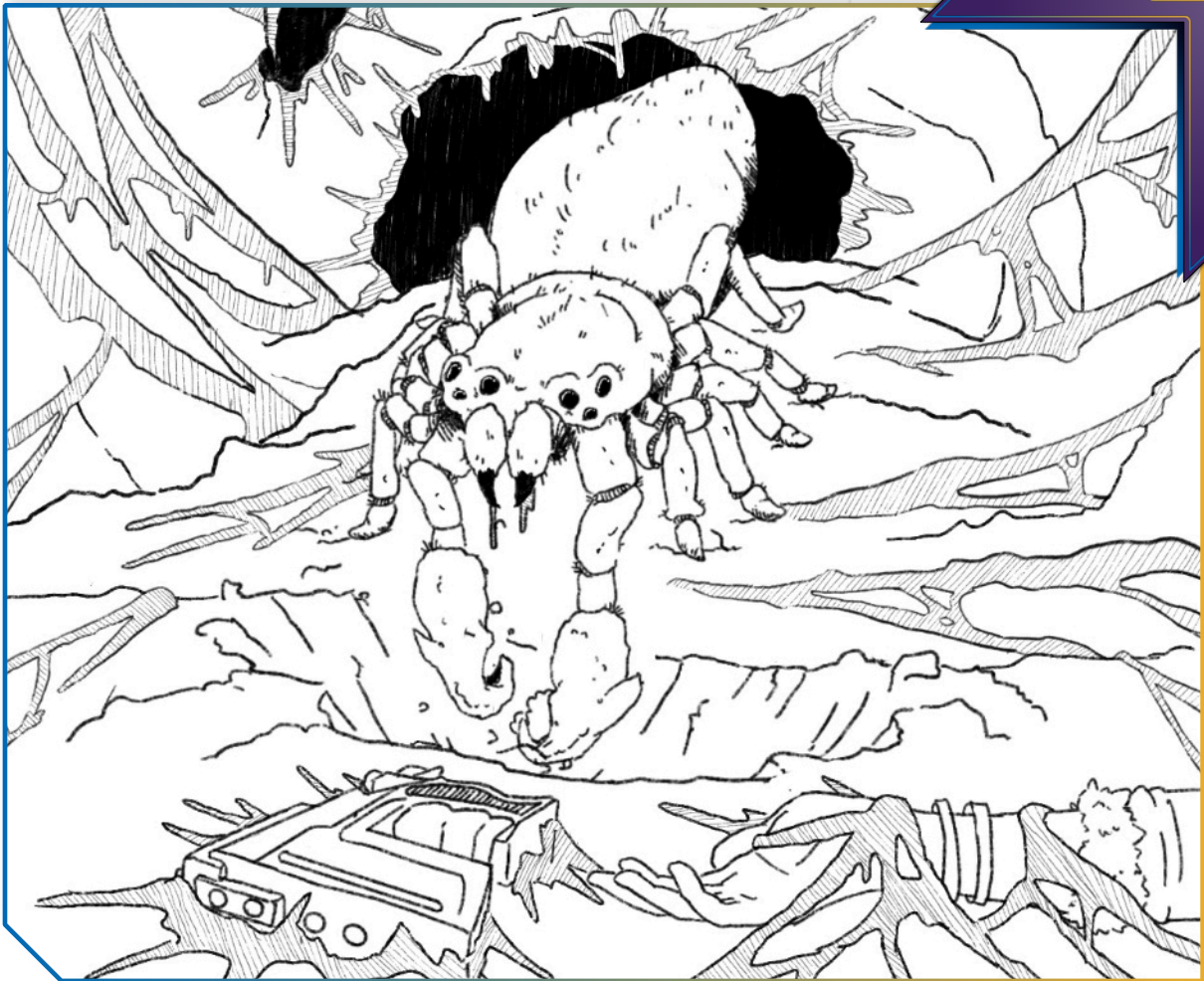
likely now to bump up against humans, especially as the tunnels underneath Cahokia continue to expand.

Unlike regular spiders, these creatures have twelve legs and are said to move extremely quickly. They eat anything their size or smaller and will attempt to escape anything larger. Multiple people claim to have been bitten by a lokotomig and the venom completely rotted off the flesh in the area around the bite and put the victim in a delirious state for weeks. In addition, there are rumors floating around that live eggs have been removed from the stomachs of people who have slept in more isolated areas of tunnels. The victims have claimed to be unaware of how the eggs got inside them. Scientists are currently attempting to discover why such a normally skittish creature would do something as aggressive as laying eggs in a live host and how it could happen without the host's awareness.

The Lokotomig dig through the tunnel with their front six legs, which have sharp, spiny points. The middle and rear legs shuffle the dirt underneath. They can tunnel through soft earth almost as fast as a human can walk. In addition, they can leave behind a sticky, gooey substance that acts similarly to webbing. The actual substance is unusual in that it can keep its viscosity for days. The theory goes that the Lokotomig will leave behind this substance in tunnels where it believes prey might come along. The creature can then come back and find its meal, still trapped in the goo. The goo itself is remarkably tacky and strong, able to even contain a human if the person got at least two limbs stuck in it.

A few of the Lokotomig have been found dead. It was notable that their exoskeletons were durable enough to partially deflect magsling shells in later testing. Their front legs were also extremely sharp and durable, suggesting they could be used as weapons if the Lokotomig needed to defend itself.

So far, the vast majority of the Lokotomig sightings have centered near Cahokia and in the Anikuuras' region, both places where there have been extensive tunnels and underground development. But it should be noted that there have been reports of Lokotomigs as far south as the Ezcan Empire and on both coasts.

Madasita / Thirsty

Type: Legend

Category: Spirit

Skill Check: Folklore

Among the most mysterious and debated spirit legends in Makasing are the Madasita. There are some who believe in them vehemently, while others think of them as a projection of grief or a socially constructed evil after the fact.

For those that believe, they say that the Madasita are water or perhaps mud spirits that appear to someone who is lonely and grieving a loss, usually those without romantic partners who are near a water source like a river or lake. The Madasita can appear as any gender that its victim finds attractive. They will quickly attempt to bond with them, romance them, getting as close to their victim as

possible, inserting themselves into their lives. In their physical form they are indistinguishable from a human being and can perfectly blend in social situations. However, as quickly as they can, they will either become pregnant, impregnate their victim, or even somehow 'find' abandoned children to adopt. During this time, they will be as controlling and defensive of the victim as possible, wanting to always be with them and to keep them away from others if possible.

Simultaneously, they will be slavishly obedient, helpful, and complimentary to the victim. They will travel with them, protect them from any harm, and desire only them, constantly.

They are said to be masters of deception, coercion, and social manipulation. They will pit the victims' loved ones against each other, lie, cheat, steal, and do whatever else is necessary in order to achieve becoming parents with the victim. If forced to defend itself, the Madasita can, according to legend, turn itself into mud or water in order to escape attackers. Others claim that when it is wounded, it bleeds water. Some

say it cannot transform if it is pregnant.

But once a child has arrived and the victim has accepted it as their own, the Madasita will vanish, leaving the victim with a child of unclear lineage. When an emotionally vulnerable person finds a sudden new relationship, there are sometimes whispers from friends and family that the new person might be a Madasita if the new person isn't known to them. As a first child arrives, there are often prayers from friends and family that the newer partner doesn't vanish suddenly. If they do leave, there are often whispered conversations about signs people saw along the way that confirmed their belief in the Madasita.

While many discount the legend as nothing more than wishing to deflect blame from far more human failings, there are also those that have a different viewpoint. A small minority believe that the spirit isn't evil or malicious, but instead is drawn to a person in pain, wishing to help. Not fully understanding human beings, it gives them a child, thinking that will fix the pain and then returns to where it came from, considering its mission accomplished.

Malo / Green Fingers

Type: Icon

Category: Creature

Skill Check: Folklore

Background: For as long as anyone can remember, long before the Awis even, there's been a dark aura around Gichigami, the largest of the massive lakes to the north of Cahokia. It's always been a stormy, dangerous place, full of legends. But one tale that started there has managed to migrate southward into other smaller bodies of water and even slow moving rivers. Malo, or Green Fingers, is said to be a lonely, bitter being, born to the muddied waters of Gichigami. It is said that he's the last of his kind and resents the mere existence of human beings, seeing their presence on the water as an invasion of his territory.

Malo doesn't attack boats, but instead, waits for swimmers or for people to fall overboard. He then grabs the unsuspecting by the ankles, pulling them just below the surface and holding them there until they drown and he can slowly feast on them. Some say he likes to hide in beds of lake grass or in churned up waters so that he can't be spotted from the surface. Legend says that once he gets a hold of someone, he's relentless and will never give up trying to get the victim, even following them out of the lake. Those who claim to have seen him say that he's a towering green man, covered in moss with a face of rotted wood. His fingers are long and green and without knuckles, moving like tentacles.

Some say that he's even more powerful or comes out more often at night. Others say that the only thing he's afraid of is fire. A few say that he's not one being, but many and that with the warming of the world, Malo is actually a rapidly multiplying species — one that will one day rise up from Gichigami, attempting to move beyond living in the lake to attempting to dominate the land.

Stats

STR	5	INT	2	SPI	3
AGI	3	PER	3	CHA	1
END	8	WIS	3	WLL	4

Derived Stats

PD	11	MD	6	SD	5
Body	16	Mind	8	Soul	8

Initiative: 7

Skills: Unarmed Combat 8

Abilities:

- **The Fear:** If Malo does any Damage from an Unarmed Combat attack, it means it has latched on to the victim. The target must make a Will Reaction Check immediately and achieve at least 2 Successes or suffer from Panic. If they Succeed, they suffer no additional effects but must make the Check again each time they take Damage from Malo while they are in the water.

- **Lurking:** While below the surface of the water, it's hard to see Malo, even if the Character is wearing proper eyewear. Malo tends to blend into the mud, reeds, and grass. While underwater, Malo is considered to have the Stealth Skill at Rank 8.

- **Regrowth:** When taking even a Short Rest, Malo heals all damage it has sustained.

Mazozoog / Those Who Take Apart

Type: Legend

Category: Spirit

Skill Check: Folklore, Science

Not long after the Adanadi process was perfected and people began to regularly take trips to The Black through the use of the Walk the Black Ability, a horrible scene was discovered. Four people around a campfire in the woods of the Ti'Swaq Alliance were found neatly and cleanly dissected. Their body parts were arranged in an orderly, almost scientific fashion. There was no trace of a struggle and no indication of who could have done this to them. The mystery was never solved.

More than a decade later, it happened again. Three people were found in their home in Kiowa, completely dissected. Nothing seemed to be missing or taken. However, this time, a connection was made. In the first group, two of the four people had the Walk the Black ability and in the second instance, all three did.
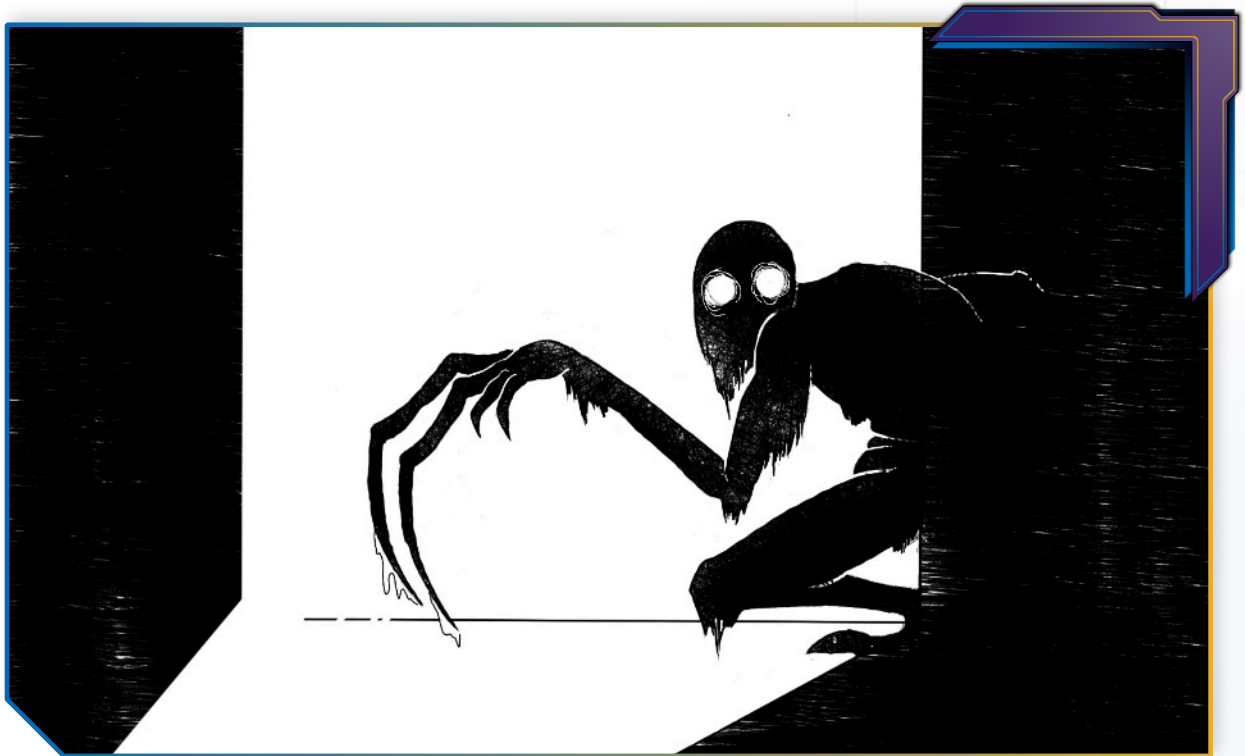
In the last three hundred years, this has happened dozens of times. Very rarely are any clues left behind and they seem to happen without any kind of pattern or reasoning. But there have been a few people who have been able to extrapolate a small amount of information based on all of the collected data. It has culminated in the classification of these events as being caused by spirits referred to as Mazozoog (Those Who Take Apart).

Researchers believe there are spirits living in The Black that are able to follow a person back from that realm to the Fifth World and then dissect everyone in the immediate area. This seems to occur after one or more people travel to The Black and then come back. The Mazozoog arrive shortly after and are able to at least partially paralyze everyone simultaneously and then begin dissecting them.

In one rare case, a person had written a short note in blood on a stone floor, presumably as they were being dissected. It read only, "They are taking us apart."

There have been other small bits of data collected over the years that have been compiled onto daso for public speculation. Many believe that governments may be holding on to more sensitive data. In the public domain, there are a couple of grainy photographs obtained by niisi and security cameras that seem to show half a dozen shadowy, blurry figures. Some thought they reminded them of the Kaloo Kayaki. They seem to be nothing but black humanoid shapes with long fingers. In another case, some scientific gear happened to be running and it detected five distinct heat plumes moving about the room that didn't match the locations of the humans.

Some, on the darker parts of the daso, claim that they aren't spirit beings, but humans who have developed new and dangerous Abilities. They believe these humans are targeting those who have the ability to travel to The Black as a way to dominate and control that space. There's no evidence for this however.

No one yet has ever seen anything within The Black that matches the description and behavior of the Mazozoog, leading some to think that they are invisible in the Black as well or can only be detected with senses beyond hearing and sight.
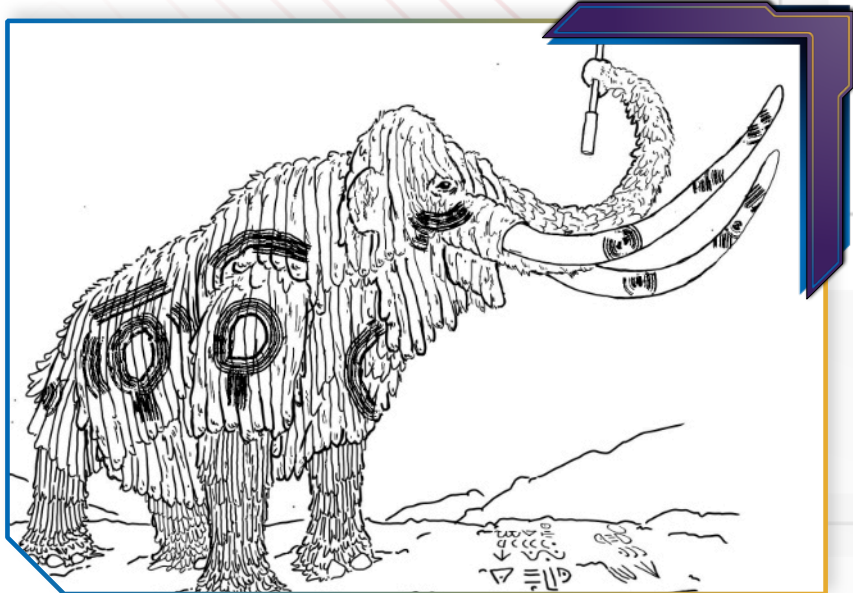
Moobi Motsii / Grasps With Nose

Type: Legend

Category: Creature

Skill Check: Folklore, Biology

The Moobi Motsii are a race of intelligent Woolly Mammoths.

Adult Moobi Motsii average around 14 feet tall and weigh around six tons. They have a thick skin covered with a heavy brown to reddish fur coat, although they commonly paint and decorate themselves. They live in groups segregated by gender, with females of all ages and preadolescent males living in groups of 50-100 individuals. More loosely organized groups, rarely lasting a lifetime, comprised of males ranging from adolescence to old age make up smaller communities, usually of 10 to 25 individuals.

The Moobi Motsii have a spectrum of hearing and vocalization beyond the grasp of the normal human ear. The majority of humans must communicate with them through simple drawings while the Moobi Motsii have their own untranslated written communication, a character-based system read in columns from the bottom up and consisting of tens of thousands of characters, commonly referred to as Moobi Nabop or nose writing.

Female groups of Moobi Motsii have a rigid hierarchy, headed by an aged grandmother or great-grandmother. Members of the herd are extremely loyal to the herd and will never leave and join another group, barring catastrophe. It is traditional for the leader to leave her herd when she feels she is no longer at the height of her physical or mental powers and

her position is then taken by the next oldest female. She will be allowed to leave by her family — they honor her wisdom even above their own feelings of love and loyalty, but she will be deeply mourned. When a group of humans approaches a female herd, particularly one with calves, the best outcome to be hoped for is usually supreme indifference.

Male groups of Moobi Motsi are almost invariably unrelated and less organized and long-lasting, as well as smaller, although as individuals they are physically larger. Instead, they tend to consist of groups of pairs and triads of males with romantic attachments to one another whose only contact with females is once every other year during the rutting season. Males will be seen twisting their trunks together and otherwise expressing physical affection for one another. Male herds are more likely to interact with humans, if approached, but will often do so with a sort of rambunctious derision. They seem to take pleasure from pulling tricks on humans.

A lone unattached male, unable or unwilling to become part of a male herd, can be extremely dangerous. Likewise, an aged female who has stepped down from her post as

leader of a herd and may be simply waiting to die can also be among the most dangerous Moobi Motsii to encounter. However, it is still possible to communicate through writing and drawing with any Moobi Motsii; a skilled negotiator with the right thing to offer can turn a potentially deadly adversary into a powerful, short-term ally. It's doubtful any Moobi Motsii will ever fully trust a human being. There's a tale that some humans still living in the Permanent Ice Zone hunt the Moobi Motsii, which has led to their distrust. Now that both human and Moobi Motsii populations are increasing, reports of encounters are occurring more frequently.

It is rumored that in addition to having both the size and the inclination to squash humans into jelly, the Moobi Motsii have the ability to use vocalizations as natural sonic weapons. Moobi Motsii can produce sounds capable of forcing humans to soil themselves, — the Moobi Motsii equivalent of a rude joke — shatter their eardrums, or even cause immediate death. However, this is all conjecture. Many humans suspect losing control of one's bowels when surrounded by angry Moobi Motsii is a natural fear reaction and not the result of sonic weapons.

Natso Nibaa / Sleep Doctor

Type: Legend

Category: Creature

Skill Check: Biology, Folklore

Natso Nibaa, also sometimes called the Sleep Doctor, is part of an open investigation in Cahokia. Fifteen years ago, a group of scientists were dispatched to a remote island in a lake to the far north. They were there to study rare fungi and the possibility of incorporating it into the Adanadi process, which as far as anyone knows only works with animal tissue. Two years after they were dispatched, a lone man returned from the island in an overwrought and manic state.

It took numerous weeks of counseling and medication to calm him enough to relay his story. According to [name redacted], interesting progress was being made in the general study of the Adanadi and its appearance on fungi. One day, one of the scientists, [name redacted], became violently ill and appeared to come close to death, exhibiting symptoms of nausea and fever. They believed he had been poisoned somehow. Within

two days, he seemed to make a full recovery. When he returned to his work though, his methodology and focus changed. He began putting in longer hours and became far more social than he had been previously noted to be.

Eventually, others began to become suspicious of him. After sneaking into his room, they discovered private data entries that pointed to a long list of information he was collecting privately on the fungi they were studying. When they confronted him with this, he became angry and destroyed the computer, along with all of the data he'd been hiding. He claimed that he hid it from them because the concepts he was working with would frighten them and that they weren't ready for it.

The team gathered to discuss whether they wanted to send this man home and remove him from the project. But while they conversed, the man left the facility and disappeared into the wilderness of the island — the name of the island is also currently classified. They searched for three days
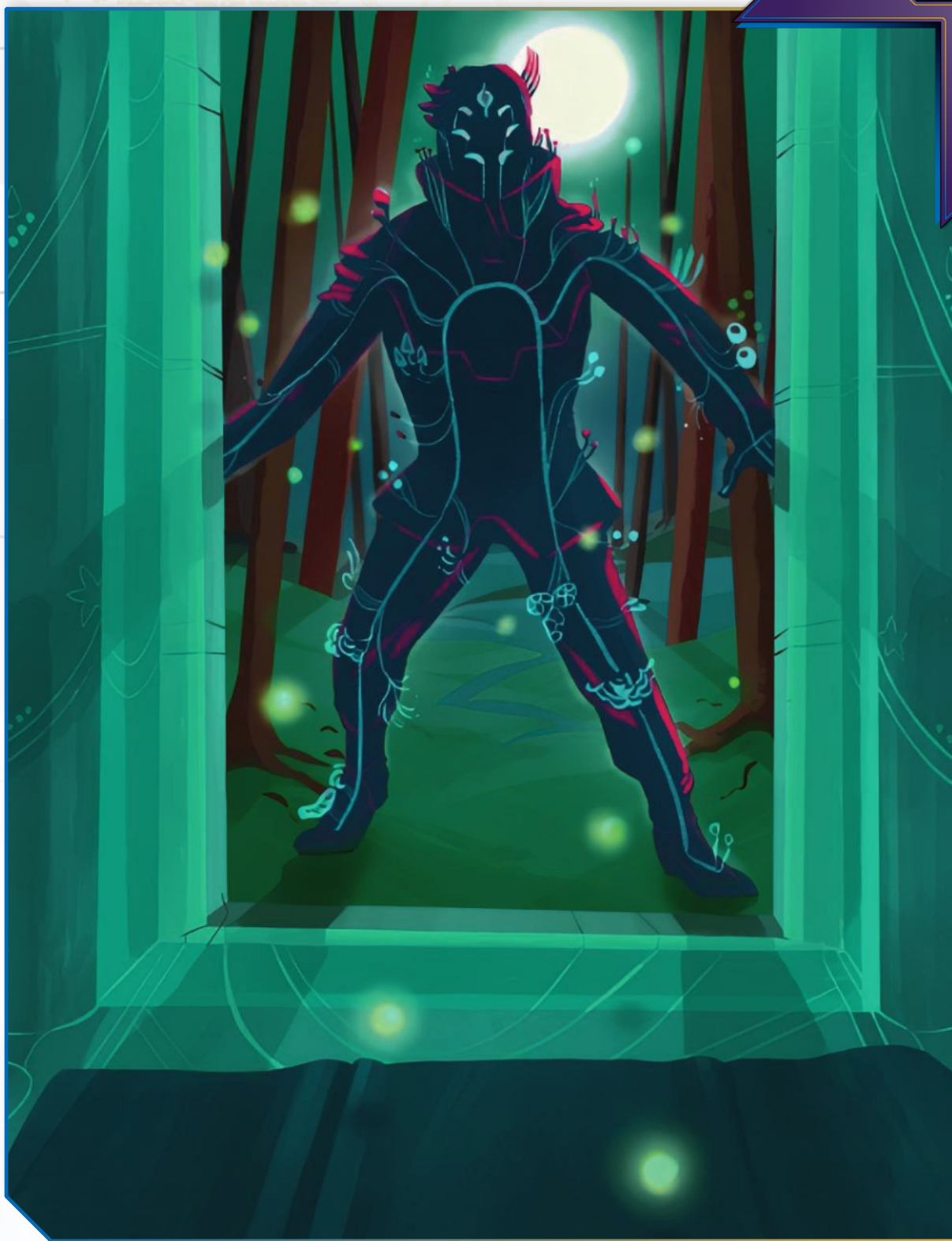
but were unable to find him, even with the help of drones. Eventually they gave up, assuming he had some sort of episode or accident that had taken his life.

Following that, the team underwent thorough physical examinations and the scientists' records were rigorously studied, especially for evidence of what might have poisoned him. Nothing was found. A week later, that scientist returned changed, according to the witness. It is important to note here that this is only this witness' testimony and cannot be corroborated.

According to the witness, the man returned to the facility in a lucid, calm state. He was friendly and apologetic, and said that he had simply been out walking and foraging during the time he disappeared. He admitted to having been in an altered mental state since he'd been sick previously and that it had affected his decision making and impulse control. He asked the team for help in discovering what had happened to him and that he believed it might benefit their overall mission. He volunteered to become an object of study.

The scientists agreed and they began a battery of tests. What those tests uncovered is unclear. The witness himself never saw them. Within days, the people conducting the tests began destroying the results, calmly saying that they didn't matter and would only confuse things. When the other team members protested, the scientists who did the testing dismissed the others as paranoid. They returned calmly to their original work. But someone noticed something that split the entire camp into two groups. The scientists who had done the tests on their returned colleague had all begun referring to themselves individually in the first-person plural of "we."

The witness at this point claimed that those scientists who had not done the tests on the subject became fearful for their lives and that there was definitely something happening on the island that they were missing. The "we" scientists continued to behave calmly and to work diligently, denying that anything was amiss, which only seemed to increase the paranoia of the other group. Eventually, more researchers began to use the phrase "we." Soon it became obvious to the remaining scientists that there was, in fact, a

second agenda being pursued by the affected scientists. When the witness explained that he wanted to quit the project and go home, he was told he would not be allowed. He managed an escape after being locked in his quarters.

What he conveyed to authorities next may be a manifestation of his manic state. He said that while fleeing through the woods that night, he was pursued by his fellow scientists, including the originally affected man. He said that in the light of a bright moon, he at first thought that his co-workers somehow had bioluminescent veins, that they were all glowing a soft blue in the dark of the forest. Then he realized that the spidery pattern didn't match the venous network, but instead more closely resembled a mycelium.

He said they moved incredibly quickly and with great strength and that he barely made it to the ocean in time. Diving into the water out of sheer terror and swimming as fast as he could, he eventually stopped and looked back. They were all standing on the beach, watching him. The man who had originally been poisoned called out to him, but the witness could not hear what he said over the noise of the ocean.

The man eventually made it back to Cahokia and gave his report. When a team was sent to the island, they found the facility burned to the ground — no one there. The missing scientists were never seen again.

Since then, the original man who first was poisoned and disappeared has become known as Natso Nibaa or the Sleep Doctor. A boogeyman of sorts, but one who is most definitely based on a real person. People claim he has been spotted in more than half a dozen towns and villages in the years since. Those rumors would be easy to disprove if they didn't almost always correlate with cases of people going missing. In many of these instances, friends and family have said that prior to the disappearance, the person who went missing had been referring to themselves as "we."

No one knows exactly what Natso Nibaa wants, where he is, where the others have gone or even if they are alive. The government continues to investigate.

Niniyan / Stone Man

Type: Icon

Category: Spirit

Skill Check: Folklore

Background: Niniyan is a spirit who is constantly and permanently driven by its hunger. It most often appears as an old man with a cane but outside of that, mimics the attire of those it sees. Its skin, hair, clothing, hair, and eyes all appear to be made of white, cracked stone and feel as such, despite its mobility. It constantly walks with a cane in one hand. The cane is actually a part of the spirit and cannot be dropped.

Niniyan will grin at its intended victims but will never speak. It either doesn't hear or doesn't understand languages. Or perhaps doesn't care.

The spirit is hunger personified and no amount of feeding can satiate it. Some see this being as tragic, as it is consumed beyond its ability to control by its constant need. While it can be smart and even devious at times, it is always in service of its primary goal.

No one is entirely sure if Niniyan is a singular being or there are multiples. No one has ever seen or heard of there being more than one at a time.

While Niniyan can attack all humans, it has a vulnerability to the blood of women and will seek to avoid them. It cannot feed on their blood (see Healing below) and Niniyan will simply attempt to kill them if forced to defend itself from such a person.

For Niniyan, the act of violently rending flesh is the way it feeds, whether with its hand, its cane, or its mouth. It does not actually need to orally consume flesh to survive.

While its physical form can be destroyed, most believe that this simply transfers the spirit back to The Black or another spirit plane and that Niniyan could return at some point. However, once in the Fifth World - this plane- many believe the spirit is stranded here and cannot willingly leave this world on its own.

Typically, Niniyan focuses on a single small group of people, a

farm or village for example, and uses its abilities to terrorize and drive away the women, while emboldening everyone else to draw them out so that it can feed on them. It's theoretically possible to reason or bargain with Niniyan if it's offered something that can help sate its hunger.

As Niniyan is damaged, pieces of stone will begin to chip and fall off of him. When it is reduced to zero Body, it will crumble into pieces, then dust.

Stats

STR	5	INT	4	SPI	6
AGI	3	PER	5	CHA	2
END	5	WIS	5	WLL	6

Derived Stats

PD	8	MD	10	SD	8
Body	13	Mind	14	Soul	14

Initiative: 10

Skills: Melee Weapons 6, Intimidate 7

Abilities:

- **Armored Skin:** Adds +3 to Physical Defense

- **Cane Attack:** Niniyan's stone cane be used for two Melee Attacks per Round, as a Primary Action(+2, Critical: Stat Damage)

- **Teleport:** Twice per day as a Secondary Action, Niniyan can teleport up to 10 miles away to a place it has seen before.

- **Project Visions:** As a Secondary Action, Niniyan may project visions or dreams into someone's mind from up to 10 miles away. Target must make a Will Reaction Roll, SN 9. Success indicates no effect. Failure indicates the Character is in Panic. If done while the target is asleep, the recipient loses 1 point of Will.

- **Healing:** Every point of damage Niniyan inflicts on a person (besides women) regenerates 1 point of Physical Damage instantly, up to its maximum Body.

- **Blood Weakness:** The blood of a woman can damage Niniyan. Each time it attacks a woman, any successful attacks that are Critical Damage cause blood splash that injures the Niniyan an equal number of points. If a Character intentionally injures themselves, they can splatter their own blood on Niniyan as either a Melee or Ranged Attack, but only in Short Range. Each point of Damage done to a Character this way does a point of Damage to Niniyan. Niniyan cannot heal this Damage through its Healing ability. Instead it heals this Damage at a rate of 1 point per day.

Okosooma / Eats It All Up

Type: Legend

Category: Creature

Skill Check: Biology

A debilitating adversary that knows neither rhyme nor reason is the Okosooma, meaning "finishes its meal," or "eats it all up." This name comes from the adult Okosooma's practice of dining exclusively on the Adanadi of plants, animals, and even people.

In appearance, the Okosooma is a small, unobtrusive insect with a narrow diamond-shaped head, a short and narrow thorax, elongated abdomen, and two sets of transparent wings covering the entire abdomen. The compound eyes follow the contours of the head, contributing to the false be-

lief that the Okosooma have no eyes and are drawn to Adanadi by magical means. This is not true. The Okosooma are drawn to movement, meaning it is possible to escape a Okosooma with extremely slow movement — however a sneeze or twitch is enough to set them off.

The Okosooma's color varies according to how recently it has fed. A well-fed Okosooma is a deep purple color, a hungry Okosooma might be a pale lavender, and a starving Okosooma grayish-white.

Okosooma eggs are usually laid in beehives and larvae develop by parasitically attaching themselves to colony members, leaving their bodies empty husks when the adult Okosooma emerges. Most beehives don't have Okosooma infestations, but all Okosooma emerged from the destruction of a bee.

People have only become aware of Okosooma with the warming trend of the last forty years and the animals need further study. However, that would require hands-on interaction with these rare and dangerous creatures. Initial attempts to understand them have so far ended in tragedy. The

Okosooma is still a fairly elusive creature but their population seems to be growing as temperatures increase. Okosooma will only appear in warm, hospitable areas.

The Okosooma grow stronger as they feed and their feeding can only be stopped by cutting away a portion of the Adanadi slightly ahead of the portion where they are feeding, as well as the flesh where the Okosooma is currently attached. It's unclear what the effects are if the Okosooma are allowed to continue to feed on someone's Adanadi.

It has been said that powers can be gained by finding and consuming a nest of Okosooma. This rumor has never been proven true or false, but it has proven to be the ruin of many fools.

Well-fed Okosooma can be very difficult to kill. Some say they are essentially unstoppable in their darker shades, but a pale hungry Okosooma can be smashed like any other bug. Perhaps due to their early lives in beehives, the presence of Okosooma is accompanied by an intensely sweet smell, giving some warning of their destructive presence.

Thanka Makasi \ Large Turtle

Type: Icon

Category: Creature

Skill Check: Biology, Folklore, Herbalism

Background: Legends say that some mountains aren't just stone and earth — they are the backs of colossal beasts, overgrown with forests during centuries of slumber. When these beasts stir, the

Earth shakes. When they awaken, the land is reformed. While legends speak of the most massive of these beasts, no one has seen one of the Living Mountains awaken since the old stories were new. In fact, no one is sure if such beasts ever existed or if these stories are exaggerations of another beast that roams Makasing: Thanka Makasi.

From the ground to the tops of their spiked shells, these enormous tortoises stand over 20 feet tall when they reach maturity. It takes them centuries to reach this size, however. Their hatchlings are no bigger than a common snapping turtle. Thanka Makasi, meaning quite literally "Large Turtle," continue growing throughout their unfathomably long lives. The largest one is said to have stood nearly 40 feet high. The continuous growth of these reptiles has led many to speculate whether the Living Mountain stories were true, in the time before the Awis.

Thanka Makasi hibernate for long periods of time before rising to feed. Their hibernation period gets longer as they age. Juveniles may only hibernate for weeks or months, but older Thanka Makasi can sleep for decades. They slumber near large rivers or deep lakes, burying themselves into the soft muddy banks.

The backs of Thanka Makasi are miniature ecosystems, housing epiphyte plants, symbiotic animals, and specialized fungi that live nowhere else. Scientists don't fully understand the mechanisms behind this symbiosis, but Thanka Makasi whose backs are stripped of these organisms quickly perish. Medicine keepers have always known about this ecoysystem. Specialists tend and cultivate the plants on sleeping Thanka Makasi, harvesting the powerful medicines in sustainable ways that cause no harm to the giant tortoise.

The rise of a large Thanka Makasi would be a complicated time for many communities, especially farmers. These reptiles are slow-moving but will eat any organic material in their path. Specialists look to track the sleep cycles of local Thanka Makasi, hoping to predict their awakening. Though a giant tortoise devouring your crops and trampling your village is concerning, in the wake of a Thanka Makasi, the Earth is turned and fertilized. New growth in the area is always more verdant than what came before. Many

communities have ceremonies centered around the expected rising of an ancient Thanka Makasi. If a large Thanka Makasi rouses, communities would set out massive piles of food to divert the giant from their village and toward fallow fields.

Adult Thanka Makasi

Stats

STR	10	INT	2	SPI	4
AGI	1	PER	1	CHA	1
END	12	WIS	2	WLL	5

Derived Stats

PD	18	MD	3	SD	7
Body	23	Mind	5	Soul	10

Initiative: 3

Skills: Unarmed Combat 11

Abilities:

- **Thick Shell:** Adds +5 to Physical Defense

- **Swallow Whole:** After succeeding with an Unarmed Combat attack, the Thanka Makasi can attempt to swallow a struck creature small enough to fit in its mouth. The target must make an Agility Reaction Check, Success Number 10, or be swallowed. A swallowed creature takes 1 point of Body each Round until it escapes. A swallowed being can still take Actions except for the Move Action. For any Physical Action, add +4 to the Success number. If the Thanka Makasi takes 5 or more points of Body Damage from an internal source, it will expel any swallowed creatures during its next Action.

- **Stomp:** In addition to its normal attacks, the Thanka Makai can make a stomp attack each turn. Every creature within Short Range of the Thanka Makai must make an Agility Reaction Roll, Success Number 7, or fall prone. Prone characters must take a Secondary Move Action to regain their footing.
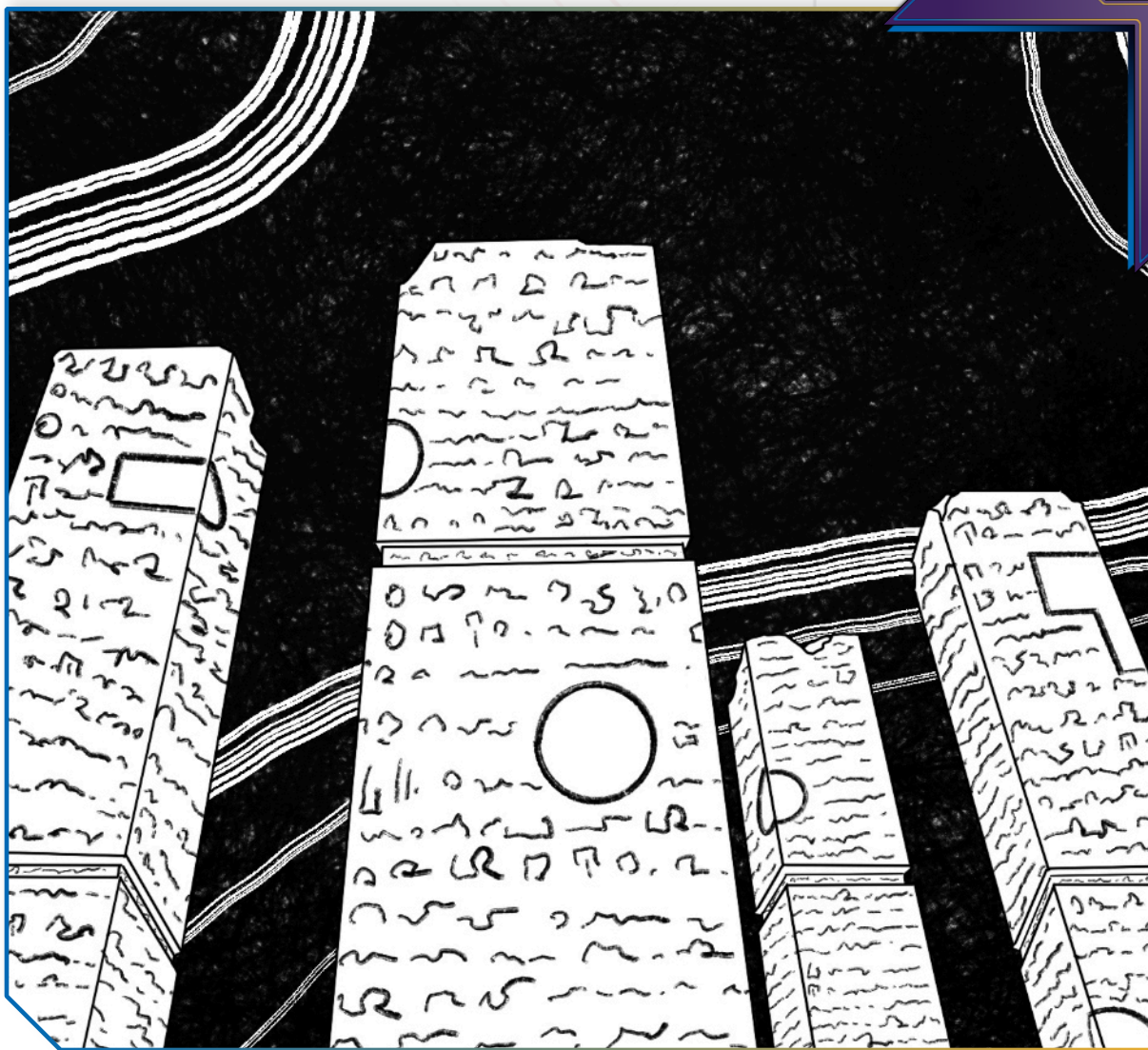
The Wards of Paraa

Type: Legend

Category: Spirit

Skill Check: Folklore

The Wards of Paraa are unusual in that they have only been con-firmed to have been seen within The Black and do not appear to be spirits in and of themselves, but rather markers left by unknown beings. They gained their name from the first person to ever re-peatedly see them in The Black

and report them, a man named Paraa from the far southwest region of the Diné Republic.

He described them as tall, rectangular, stone-like monuments, twice as wide as he was and almost ten feet in height. There were twelve, arranged in a circle, with a strange writing inscribed on the outside faces of each. Since then, other sightings of these stones in The Black have reaffirmed these descriptions, although sometimes the size or number of the stones varies.

No one has ever been able to decipher the writing on the stones. Often, when someone returns to The Black to what seems like the same location — which in itself is difficult to determine — the stones have vanished. The reason the Wards of Paraa aren't just considered moving landmarks within The Black and instead, the result of something more sentient, is that the markings seem to change each time they're seen. They are believed to be messages that speak directly to the viewer's subconscious.

After a viewer sees the markings, returns to the real world, and then goes to sleep, they are always granted prophetic dreams, often ones that involve violence or death. These dreams seem to equally warn the viewers of dangers and also steer them toward those very same threats. This divides people who see the Wards into two camps: those that think that reading them brings on these horrible prophecies and those that believe if they don't read them, they will fall victims to whatever lies ahead.

In addition, many viewers of the stones claim that they get the distinct sensation that the Wards are themselves alive. These sensations can be manifested as a lifelike warmth coming from the stones, a faint sensation of breathing coming from them, or the unnerving sensation that the stones are actually watching their viewer.

Whether the stones are benign, malicious, or just some sort of neutral effect of The Black is still unknown. If they are constructed, who is building them and to what ends? Why do they appear to certain people but not others? There are also unconfirmed reports of these stones being seen outside of The Black, which is more unsettling still.

Wima Thaacha \ Deer Woman

Type: Icon

Category: Spirit

Skill Check: Folklore

Warning: The content of this section makes reference to topics of abuse, assault, and gender-based violence. We suggest having a conversation with your game group before including this content.
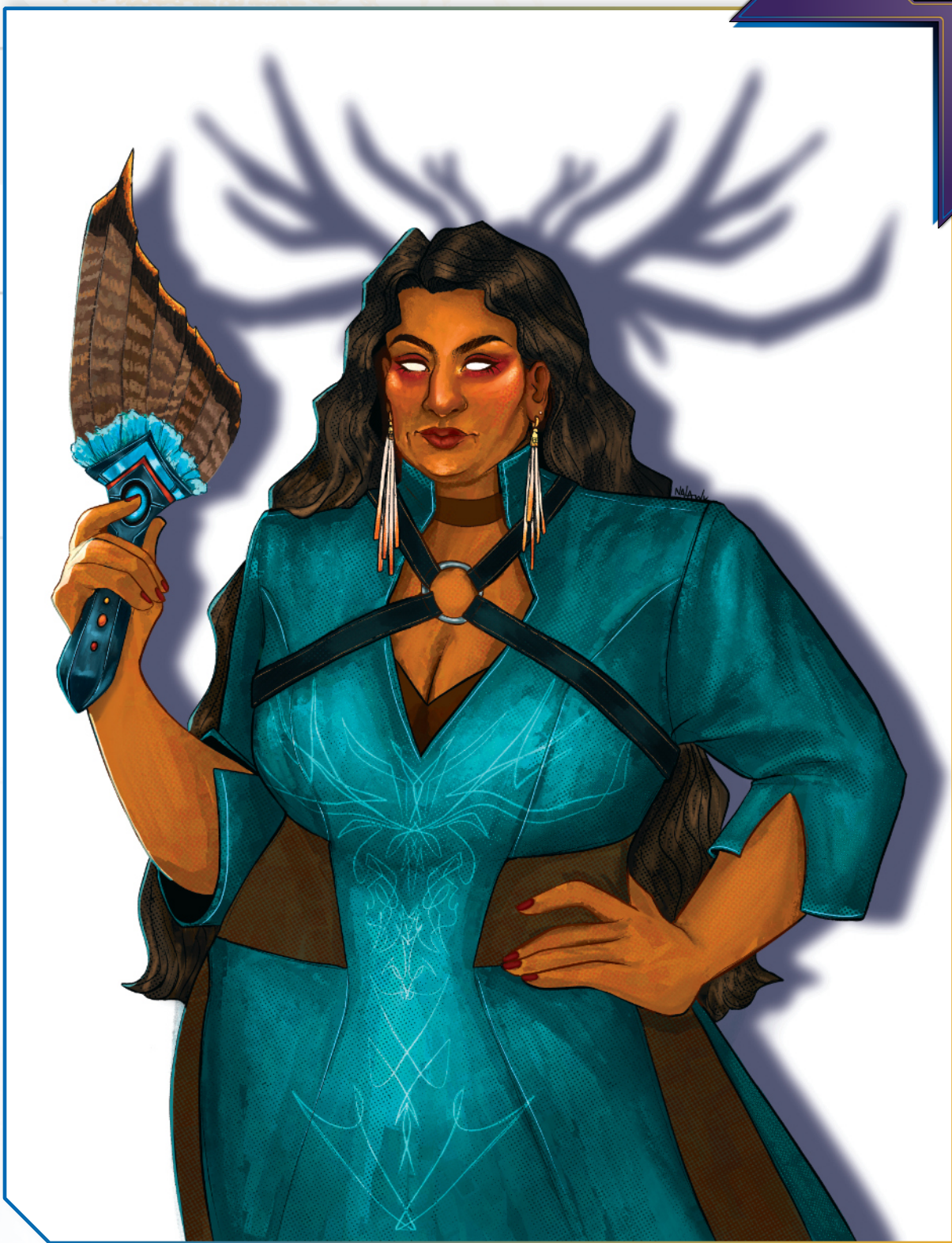
Background: Wima Thaacha, or Deer Woman, is an immortal spirit of vengeance. She seeks out those that would do harm to others for their own selfish purposes and ends their lives in unspeakable ways. While people everywhere respect Deer Woman as a powerful spirit, her actions also spark controversy.

Despite an overall equality among people in Makasing, power disparities still occur, and some people still seek to harm or control others. These individuals are Deer Woman's prey. Many survivors of abuse honor Deer Woman through offerings or ceremonies. On the other hand, the families of her quarry often pray that she takes mercy.

There are countless legends of Deer Woman throughout Makasing. Some claim to have seen her seducing targets in nightclubs, while others say she plays the victim to get close to her prey. She has been spotted on battlefields, in board rooms, and in back allies pursuing her quarry. Initial sightings are rare and follow no pattern that anyone has yet discerned. Once she makes an appearance, Deer Woman will often 'clean up' a certain area before disappearing again, leaving many victims in her wake. Older legends place her along forest trails or highways. In modern times, she's often seen in population centers, like Cahokia, where prey is plentiful and the darker side of humanity rears its head.

Some fear her, while others see Deer Woman as a savior, restoring balance where power has been taken without consent. The threat of Deer Woman is often used to teach children to respect others, though some grow up to believe she's nothing more than a story. Others view her as a symbol, taking on her mantle to defend the victims of assault or abuse. It is possible that many 'crimes' attrib-

uted to Deer Woman are in fact perpetrated by her admirers.

To most, Deer Woman appears as a beautiful human woman, though her visage is never the same. She has the ability to appear as anyone, of any gender, but seems to prefer feminine forms. A few gifted individuals can see through her illusion. To them, Deer Woman appears to have glowing antlers of a stag and the legs of a deer.

In the heat of combat or when her anger flares, Deer Woman may revert to her True Form. In these cases, she stands near seven feet tall, not counting her massive antlers. Her hands extend into vicious claws. Hooves and hairy legs burst from shoes and clothing. Sightings of Deer Woman in this form are almost unheard of. She rarely loses her temper, and when she does, few live to report the sight.

Deer Woman is fearless in her pursuit of vengeance. She has no concern for her own safety, knowing that she will be reborn to fight again. She is a skilled warrior, using her antlers, claws, and hooves — though they may be invisible — along with conventional weapons. In addition to changing her physical appearance, she is adept at mimicking the voice and mannerisms of anyone she encounters. She speaks all human languages and can fit seamlessly into any culture on Makasing.

Powerful though she may be, Deer Woman is only a single entity. She is not omniscient nor omnipresent. She must hunt her prey through conventional means. This can mean tracking known offenders or searching for victims of abuse. It can also mean placing herself in perceived-compromised positions to entrap those who would take advantage. This last tactic has led to much of Deer Woman's negative reputation and the belief among some that she preys on (mostly) men indiscriminately.

Deer Woman does not moderate her vengeance. To her, death is the only just punishment for abuse. Because of this, many feel that she goes too far in punishing those who could be reformed. As a result, those seeking to convict assault and abuse cases by legal means may run into conflict with Deer Woman. Others may actually tip her off to the whereabouts of potential prey, aiding her vigilante justice.

Those who have spoken with her — when she's not playing a role— say that Deer Woman speaks la-

conically and refuses to explain or justify her actions. Moreover, Deer Woman never intentionally provides evidence of her victims' crimes when those crimes were not apparent. This also has led to her being characterized as an indiscriminate killer in the minds of some. Others see no reason why a powerful spirit such as this should have to prove the guilt of her prey.

Stats

STR	4	INT	4	SPI	5
AGI	5	PER	5	CHA	6
END	3	WIS	4	WLL	6

Derived Stats

PD	8	MD	9	SD	12
Body	12	Mind	13	Soul	17

Skills: Athletics 7, Charm 12, Coercion 12, Computers 8, Deception 14, Investigation 12, Knowledge: Psychology 8, Melee Weapons 7, Ranged Weapons 10, Skulduggery 12, Stealth 9, Tracking 9, Unarmed Combat 8

Initiative: 16

Abilities:

- **River's Flow**
- **Walk the Black**
- **Stag's Smile**

- **Another Pretty Face:** Deer Woman can change her appearance to perfectly match any person she has seen. She can also create fictional faces. With 3 Successes on a Knowledge: Psychology Roll, she can make her appearance exactly what her target finds attractive. In addition, Deer Woman can make her appearance so nondescript that she often goes unnoticed. Success at either gives her -3 Success Numbers to related Skill Checks.

- **True Form:** When enraged, Deer Woman can transform into her True Form. When doing this, she gains +3 to Strength and Endurance and -2 to Intelligence and Wisdom (adjust derived stats). She will return to her human appearance when her rage has calmed.

- **Spirit Weapons:** When not in True Form, Deer Woman's natural weapons are invisible to most. Still, at her will she can manifest them physically. She counts as being armed with Melee Weapons and gains +3 to her Melee Weapons skill.

- **Polyglot:** Deer Woman can speak any language and mimic any accent perfectly.

- **Resurrection:** Deer Woman is an immortal spirit. If she is killed, she will reform in the nearest forest in 10 days. She retains all of her previous memories, but none of her equipment.

ENCOUNTER AT STATION 54

This adventure is designed as an introduction to the world of Coyote & Crow, and to the Suyata. It is intended for four starting Characters, and you may need to adjust the Encounters for groups with more or fewer Characters. At the end of this section are six sample Characters that Players can choose from if they don't wish to create their own beforehand. Players who intend to partake in this adventure should not read beyond this point and only the Story Guide should continue from here.

This adventure will take the Characters, newly inducted Suyata, from Cahokia to the edge of the Permanent Ice Zone. The Characters are dispatched by the Council of Twelve to investigate why communication from a weather station has stopped. Along the way they come across a mysterious team scouting the countryside, and a town in need of their help to survive.

While reading the adventure you will see purple italicized text. This should be read out loud or paraphrased to your Players.

Part 1

Once everyone is ready to start and has a Character, read this:

It's twilight and the forest around you is eerily silent, only the crunch of the leaves under your feet cutting through. Suddenly, you're nearly blinded by a bright light, a spotlight mounted to a modified drone.

Have each of the Players choose their Initiative Score. Three raiders, each armed with War Axes, and three drones armed with Mag-Slings and spotlights ambush the characters. No one is Surprised in this Encounter.

Raiders (3)

Stats

STR	2	INT	2	SPI	2
AGI	2	PER	2	CHA	2
END	2	WIS	2	WLL	2

Derived Stats

PD	4	MD	4	SD	4
Body	6	Mind	6	Soul	6

Initiative: 6

Skills: Melee Weapons 5

Equipment: War Ax (+3, Two Handed, Critical: Bleeding)

The Raiders act on Initiative Score 2, 4, and 6. They target the last Character that attacked them, or whoever is closest.

Drones (3)

Stats

STR	2	INT	-	SPI	-
AGI	2	PER	-	CHA	-
END	2	WIS	-	WLL	-

Derived Stats

PD	4	MD	-	SD	-
Body	3	Mind	-	Soul	-

Initiative: 8

Skills: Ranged Weapons 3

Equipment: Mag-Sling (+2, -1/0/+2)

The Drones all act on Initiative Score 8 and choose their targets at random.

At the end of the second round:

> *The enemies in front of you freeze and briefly blur when a box of text appears in the center of your field of vision. "SIMULATION ENDED: Priority Message Incoming"*
>
> *The forest and drones fade away and the message is automatically played. A young woman's voice speaks. "Good Morning Kolisoo, apologies for interrupting your training. The Council of Twelve has sent a summons. Report to the Council Hall immediately."*

When they remove their Second Eye Headsets, they are in a large dirt circle marked by stones. Their gear sits off to one side and the path to Cahokia leads West. Any Damage received during the simulation is immediately healed.

Cahokia is a bustling, open city that sprawls for miles. Brightly painted low buildings constructed on earthen mounds contrast against 100-foot-tall spires. Yutsu barges float effortlessly just above the rooftops while smaller sunwings zip around the sky. People go about their shopping and children play with their grandparents under an almost cloudless sky.

While the world opens up and gets more hospitable, treaties are fraying, and the unexplored north inspires excitement in some and fear in others. The Characters remind people that the world is changing, and they may react with discomfort.

The Council's receiving chamber is accessed at the top of a series of short broad steps. The walls are painted in patterns that draw your eye to the broad, curved table where the Council sits. These are the representatives of the most powerful tribes and families in Cahokia and are accustomed to deference.

Arenia, a grey-haired Councilor with taut dark skin and piercing eyes, addresses you.

"Thank you for coming promptly. I understand that this is your first mission; congratulations on joining the ranks of the Suyata. Your service is appreciated. There may be a problem at one of our northern Stations and we are sending your team to investigate. Not a glamorous first assignment, but prove yourselves and more opportunities will come.

Station 54, an atmospheric research station, has stopped sending communications. The nearest community, Sakitawaak, reports that the scientists stationed there have not been seen in three weeks. The mission details have been sent to your niisi, submit your reports when the mission is complete. Prosperous Journey."

The Characters are ushered out as another group, likely a political delegation, enters. Their niisi display a priority message including their mission briefing. They are to travel to Station 54 and determine

why communication has stopped, investigating if it seems a crime has been committed. They've been authorized to use force as necessary. They are advised to proceed cautiously if investigating in Sakitawak, as it is an independent community and not subject to the Council. Also included is a map of the area and a brief datasheet on the three scientists stationed there.

If the Characters research the village or station, they can use their niisi with a Computer Check, or research at the library and make Knowledge or Science check as

Successes	Computer Search: Sakitawaak	Successes	Computer Search: Station 54
1+	Population 70, Chief Export: Lead	1+	Heavy snow expected in the next week.
3+	Town is outside daso range. Communication drones sent south for electronic communications.	3+	Listed as critical climate data facility.
Critical	Horit is head Councilor and holds the most sway with the village.	Critical	The lead scientist at the Station, Yanaba, is trained in geology, not climate science.
Successes	Knowledge: Sakitawaak	Successes	Science: Station 54
1+	A village of 70 people with limited printing resources.	1+	The data from the Station is submitted every 10 days like clockwork.
3+	It's customary to refuse an offer three times before accepting.	3+	The data seems to be sent without analysis, unusual for a Station like this.
Critical	It is customary to offer the Council a gift on arrival, especially a food item (If Characters bring a gift, they receive a free Upgrade to one roll made to influence the Council or other villagers).	Critical	The location of the Station doesn't make sense. A half mile north would be better.
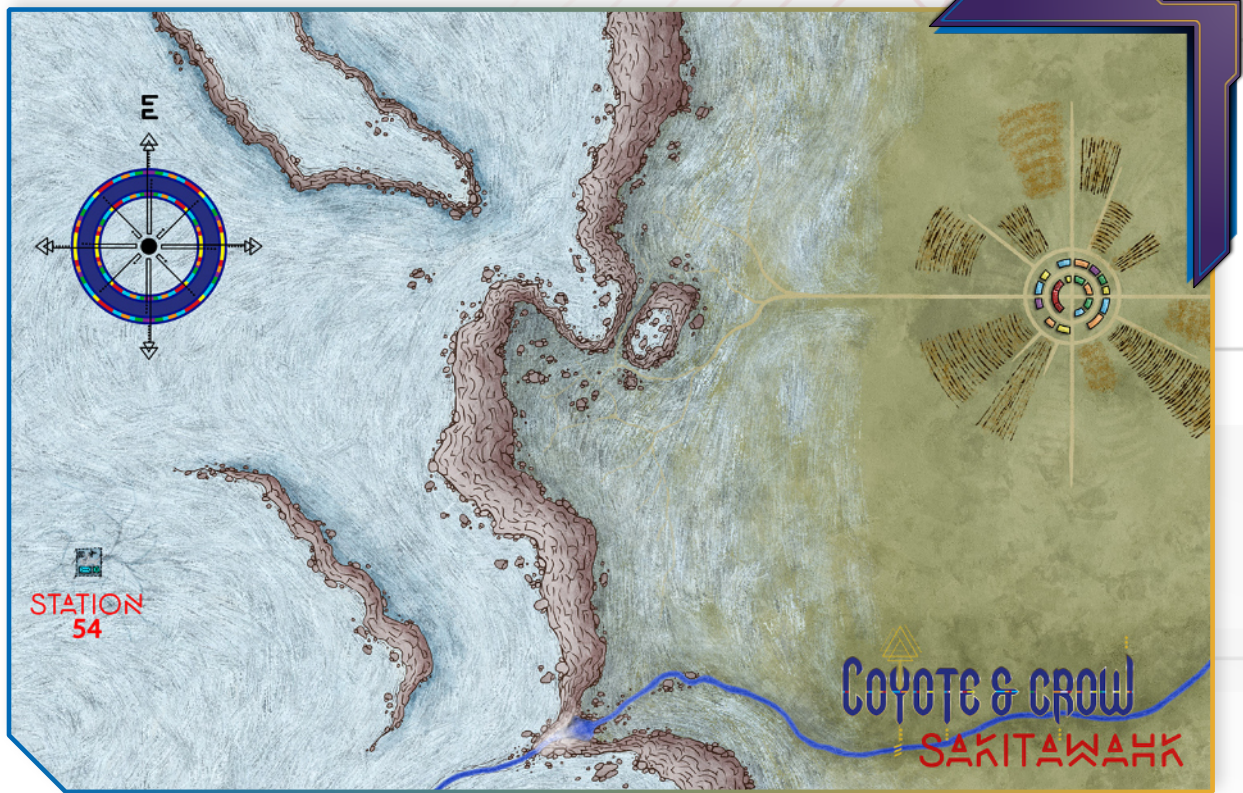
appropriate. If the Players consider Hacking the government systems, it's a good time to remind them that they work for the government, and understand going in that information was "need to know."

They have about two hours before the next yutsu barge heading north leaves, giving them the opportunity to interact with their families or do some shopping before they go. They will have to take the barge to the north terminal, then travel by foot to Antiwaa. From there, they will continue to Sakitawaak a village a few miles from Station 54.

Part 2

Yutsu-barges float just above the city, picking up and dropping off passengers from designated rooftops. Yours is better appointed than most, having two levels with several fire pits for passengers to sit around. The other passengers are mostly traveling to visit family or business partners. At the end of the line you are the only remaining passengers. As you leave, a few people get on for the trip back to Cahokia. You step out onto a bluff with roads heading off in each direction. A small structure there protects from the wind and a map shows the surrounding communities. Near the mound is a communications tower helping to extend daso to the limits of the Free Lands.

Antiwaa is another two days to the north on foot. On the road are regularly-spaced lock boxes that contain food and water for unprepared travelers. If any of your Characters have Survival, allow them to describe how they provide food for the group, otherwise allow them to use the boxes or simply say that they packed preserved foods for the trip. Detail their travel only so long as it's interesting then immediately cut to them approaching Antiwaa.

As the sun begins to go down, you see the town ahead, a couple dozen structures surrounded by farms carved out of hard soil. As a Suyata, your first responsibility is to present yourself to the local leaders. Suyata teams are few and are expected to offer their services, so long as it does not conflict with the Council's orders.

If the Characters seek out the town's leaders, they find the home of Siik who invites them to join his family for dinner. After a pleasant meal and conversation, he shoos his family away so he can speak with the Characters privately.

"I didn't want to worry my children. I'm glad that you're here and I hope you can look into something for us. Recently I've been receiving reports of a small group traveling north. Ordinarily this wouldn't be a concern, but they move like a military unit, but they aren't from the Free Lands." He takes a datapad from a shelf and pulls up a blurry image of four people moving single file up a hill. *"They evaded a group of volunteers who went out to look for*

them and seemed to be heading north. I don't want to be the man who ignores the signs of a possible invasion. I was going to send a request for a Suyata team tomorrow morning, but then you arrived."

If the Characters question Siik further, he only knows that they were first sighted a day before and that they have been covering their tracks well — it was only luck that their passage was discovered at all.

If the Characters investigate the image or the tracks and signs discovered by the town, they can make a Knowledge or Tracking Check respectively to try to identify the figures.

There are many ways that your Players might want to tackle this problem, and all of them can't be anticipated. Here is how to handle the three mostly likely roads they'll take.

Successes	Knowledge	Successes	Tracking
1+	The team looks military by the gear.	1+	The group is only the four people in the photo.
3+	Two of them are specialists with little field training.	3+	The tracks are partially covered, at least one has counterintelligence training.
Critical	Their formation is something you've seen in Ti'Swaq recon units.	Critical	If they keep their course, they're going to Station 54.

Path A

Attack the mysterious team, attempting to capture or destroy them.

With at least 3 Successes on a Tracking or Athletics check, the Characters can catch up with the team about half a day's travel north. The team's stats are listed at the end of this adventure. When they fight, Wayata and Kathak will engage until Tahatan and Dakotah can get away, then they will begin to retreat trying to hold the team off. If one of the Ti'Swaq is downed, one of the others will try to pull them to cover. If they can't be revived, anything indicating their mission will be removed and the others will flee.

If the Ti'Swaq team is killed, the Characters can search them, finding the gear listed in their description, as well as an encrypted message on Wayata's niisi. 3 Successes on a Hacking check will reveal a map with Station 54 marked. A Critical Success will decrypt the whole message:

> *OBJECTIVE: Collect data on Station. Official reports indicate a weather station, but intelligence suggests investigations in violation of treaties. Do not engage unless necessary, report back with findings.*
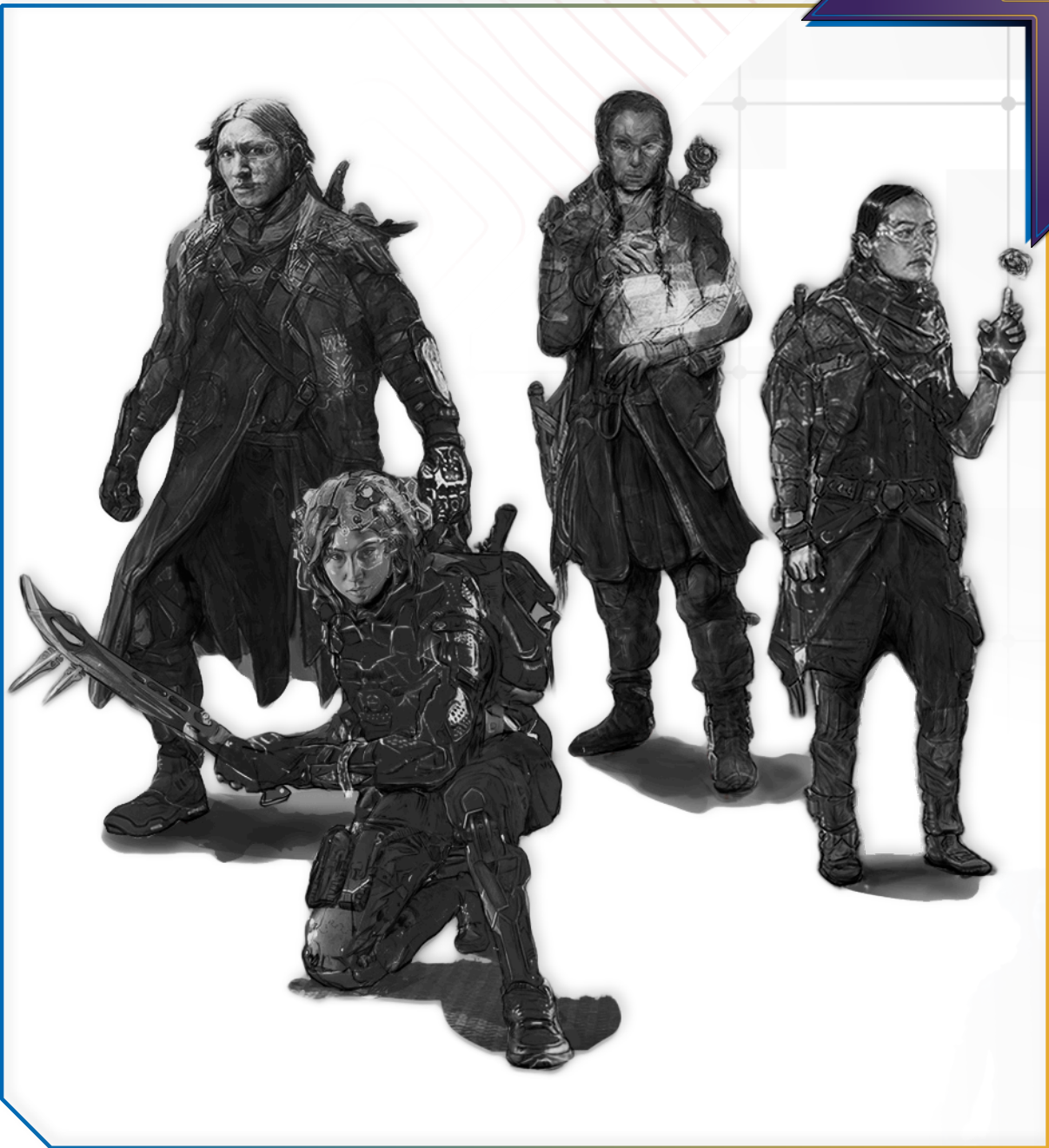
Path B

Track the team to determine their intent.

With at least 3 Successes on a Tracking roll, the Characters can

find and follow the trail left by the Ti'Swaq unit. To remain unseen they must succeed against Wayata in a Stealth check. Following the team, they are led up the ridge and toward Station 54. If the Characters remain undetected, skip to Part 4. If they are detected, see Path C, below.

Path C

Attempt to speak with or directly approach the team.

If the Players choose to openly approach the team — or are caught after attempting Path B, the team will attempt to flee. They will not engage with, negotiate with, or parley with the Players under any circumstances. If cornered or otherwise unable to flee they will do everything they can to disengage peacefully, but if they feel physically threatened, they will defend themselves. Once they are convinced they have evaded the Players for at least one day, they'll return to their mission.

Part 3

Sakitawaak is two days' travel north of Antiwaa. When the Characters decide to continue that way, they can get additional supplies from Siik before they go. The travel is uneventful. Further north the air gets colder and the land more barren, the signal on their niisi fade and is completely gone by the time they reach the village, meaning they can only communicate as far as the horizon now. As they approach Sakitawaak, read this:

The village ahead is laid out in a series of concentric rings, set in an open, flat area with an imposing cliff wall to the north, running east to west. The solar and wind generators seem to be kept in good repair, and robot harvesters are working fields to the east. You don't see any yutsu barges or sunwings, but that's not unusual for communities this far from large scale printing facilities.

As you approach, it is just before sunset. Someone in town must have spotted you. A boy approaches and when he reaches you introduces himself as Kaya. He says he's here to take you to the elders.

If the Characters ask Kaya about the Station, he tells them that he thinks it'd be better if the elders talk to him first. He doesn't know much about what is happening, other than that hunting has been banned north of the cliff.

Kaya brings you to a large home just off the center of town. In the home, two women stand over a table, blueprints and maps laid out in front of them. A third sits at a small table absorbed in a VR session.

The women are Horit, Ochanton, and Taaki. They are the leaders of the town and live here together. When the Characters enter, Horit holds her hand up, as Ochanton finishes discussing a plan for a new silo. They turn their attention to the Characters then and Horit taps Taaki on the shoulder, prompting her to remove the VR headset.

Ochanton, the oldest of the three, speaks:

"We've been expecting you. You should know that the Counsel doesn't hold much sway here. The crew of the Station were good people though, so we'll help if we can." She takes a seat and then the other two do the same.

There are enough chairs for everyone to sit, but the elders don't seem to care either way. When asked about the Station, they don't know much but answer freely. The three scientists haven't been seen for several weeks. They used to regularly come into town for supplies and to enjoy some company.

If asked about the last time they saw the scientists, or if the Players seem to be struggling to find questions, Horit will volunteer her last recollection.

"The last time we saw them Liwanu enjoyed some tea with me. I was telling her that we weren't going to be doing any more hunting to the north for...." Ochanton stops her sort with a glance. Horit glares "Well it's said now." She resumes "We've stopped hunting to the north, above the cliffs, because many of the villagers have had bad dreams about that area. There is an evil there even if some don't take it seriously." Ochanton rolls her eyes at that, clearly part of the 'some.'

When asked about the bad dreams only Hurin answers, and she describes dreams of a shadowy figure that consumes women.

When the questioning has concluded, Taaki speaks up.

"You shouldn't go out in the cold and dark, the terrain is dangerous even for our people. We've asked Kaya's mother to give you a bed for the night. He'll take you home and see that you are fed.

Kaya brings them to a house near the edge of the village. On the walk he'll excitedly ask the characters about their training and ad-

ventures. He hasn't yet had his Adanadi and is hoping he receives an Ability. If the subject of his parents comes up though, he quiets down and hurries them home.

Kaya's mother Chipi is expecting them when they arrive.

Kaya opens the door to the longhouse and you smell a deer and root vegetable stew kept warm on a stovetop. Chipi, Kaya's mother, turns and nods, replacing the ladle into the stew and wiping her hands on her apron. "The elders told me to expect you. I wasn't sure if you'd have eaten so I kept it warm." She indicates a long bench near the door. "You can keep your bags and such there."
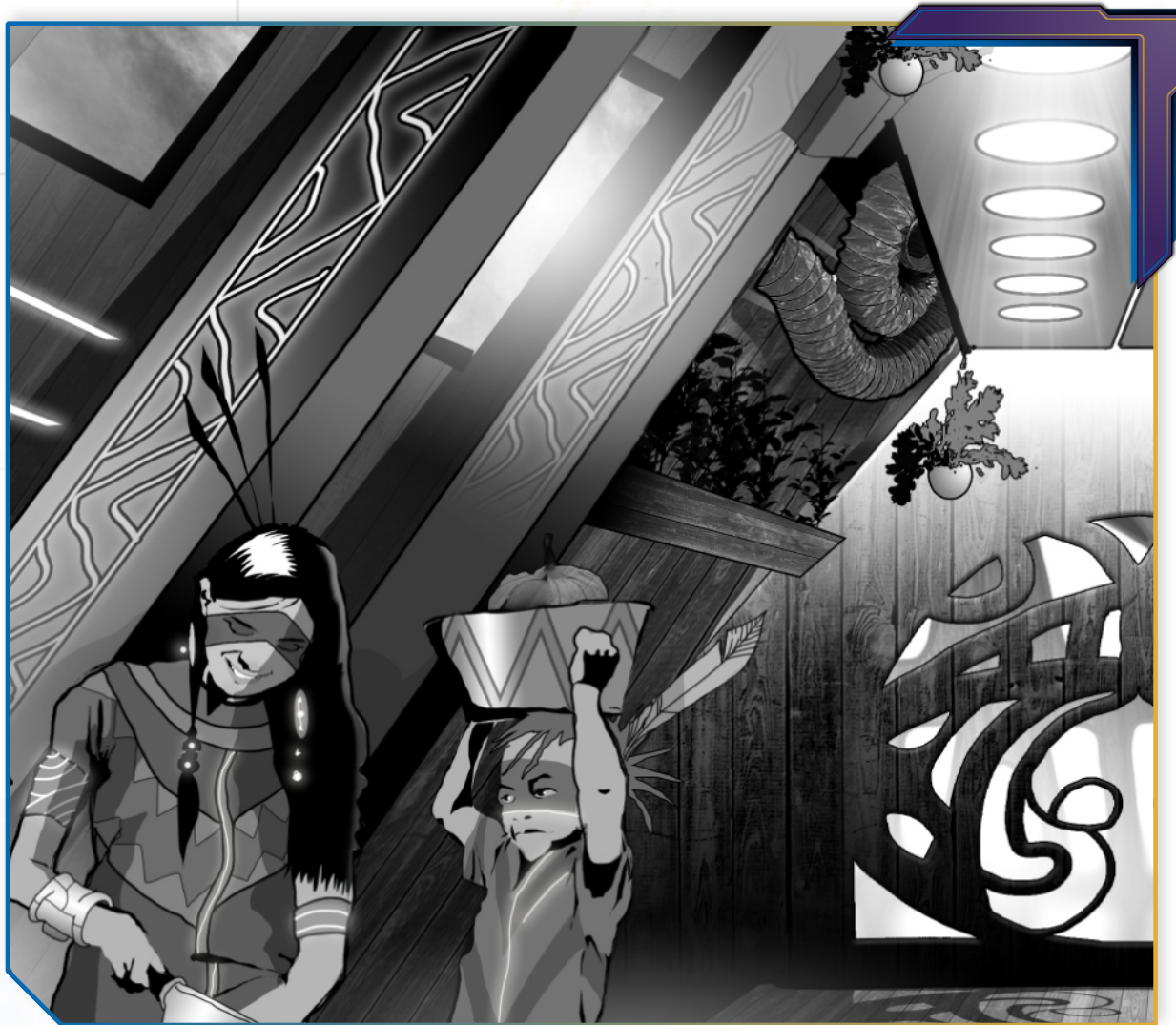
If the Characters look around the house they will notice a small memorial near the door, and the larder near empty. Chipi's husband died recently of a heart attack and they are still in mourning. A Character familiar with cooking or who is particularly observant will note that the stew she prepared is a large percentage of what they had available. If pressed, Chipi will admit that the family has fallen on hard times since he passed, but the community is caring for them.

Choose a Skill from one of the Characters that has not been used yet, ideally from the Player who has had the least opportunity to be in the lead. Photos and books around the longhouse indicate that Chipi's husband worked in that field. A scientific researcher, a farmer, a craftsman, or the like. Give the Player an opportunity to engage with Kaya about it — this will lift Kaya's and Chipi's spirits.

Chipi will lay out hunting and climbing gear for the team the next morning as a thank you for cheering them up in this way.

When the evening is done, the Characters are shown to a room with some mattresses laid out for their beds. The next morning Chipi is out and Kaya offers them some warm porridge for breakfast before leaving to go to his lessons.

The Characters can pick up supplies in town and question the locals if they wish. If they ask around, they will learn that only women have been having the dreams and that they started just before the scientist's last visit, three weeks ago.

Characters who wish to make a Folklore check to get a sense of what's happening may do so. The DC is 9 unless they have determined that only women receive the dreams, in which case it is 8.

Successes	Folklore
1+	There are legends about Niniyan, the Stone Man, a legend from the region.
3+	It's said that Niniyan can be trapped with a stone tomb.
Critical	Niniyani is almost impossible to kill, except with the blood of a woman.

Part 4

When they decide to continue north to the Station, read this:

The cliffs are a series of rock ledges miles wide. Rope ladders show the easiest path up. The climb is tiring, but not dangerous. At the top you feel a chill wind blowing across the rocky plain ahead of you. As you make your way across, the sky begins to darken and the air starts to feel like snow.

If the Characters did nothing to stop the team Siik mentioned, ask one of the Players to make an Investigation or Tracking roll.

Then read them this:

After an hour of walking, you arrive at Station 54, just as a light snow begins to fall. The Station is nestled in a steep valley that looks like a rocky wound in the earth. Narrow and jagged, the crevice is about 500 feet wide at its widest point and 100 feet deep. There are two structures; one a prefabricated living quarters, and the other a mechanical device that you'll have to examine more closely to identify.

If the Characters did not stop the team that Siik mentioned, read the Characters this:

Walking around the structures, you can see four individuals dressed in highly specialized uniforms that aren't familiar to you. They approach the living quarters cautiously and after checking the windows, they relax. Two go inside. The door apparently is already open, while one examines the other structure and one keeps watch.

If the Characters do nothing and continue to observe, the team remains there for about an hour and then leaves. If they see the Characters or are engaged, they will at-

Successes	Investigation/Tracking
1+	Snow almost hid it, but you can see signs that a group of people went this way.
3+	It was the team Siik told you about, four people covering their tracks.
Critical	The team passed just hours ago.

tempt to flee. If they are captured or killed, the Players can learn with 3+ Successes from a Coercion or Hacking Check that they found that the Station was conducting geological surveying in violation of treaties. They will also find the reports from the digging machine described later. If the Characters allow them to leave, they will find the scene as described.

Whether the Characters encountered the team, carry on here. The quarters are empty and show no obvious signs of anything unusual. Living quarters, workstations, and equipment are all in order. Characters can look for clues using In-

vestigation, can search the workstations with a Computer Check, or can attempt to use Hacking to access the machine controls. Any Character with Science (Geology) will automatically identify the mechanical structure as a core drilling rig. Characters with Farming will automatically know that this station's value for gathering weather data is limited.

If the Ti'Swaq team wasn't interrupted while they investigated the building, they were ahead of the Characters, or the Characters chose not to interfere, the Computer checks have a Success Number of 7, as the Characters can see recent access logs and see where the team was looking.

In digging too far, the scientists disturbed a monster from legend, Niniyan. He manipulated their dreams, causing Yanaba, the only woman assigned there, to flee and the other two scientists to look for her. Niniyan climbed out and then killed and consumed the two men. Yanaba succumbed to the elements before reaching town.

There are many ways that your Players might want to approach the next step, and all of them can't be anticipated. Here is how to
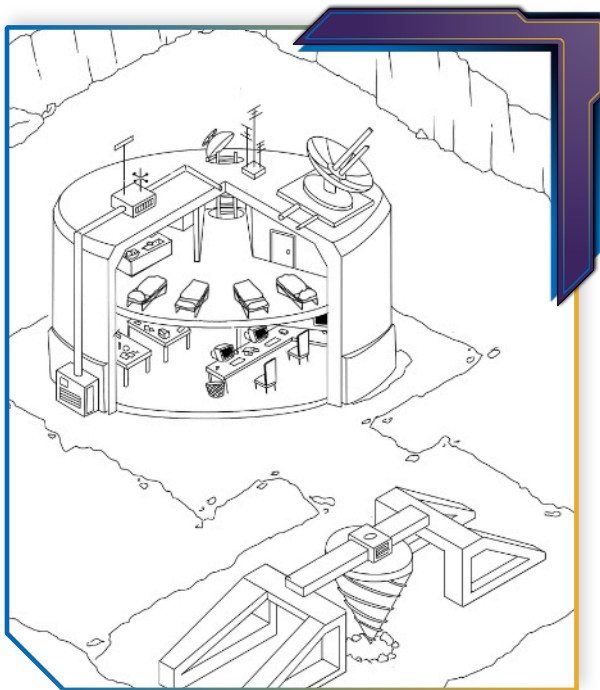
handle the three most likely roads they'll take. If the Characters take no action before sleeping for the night, they have bad dreams as indicated below and are attacked in the morning by Niniyan. The Characters will be Surprised.

Path 1

Force a confrontation with Niniyan, either by climbing down the hole into the tunnels below or setting up an ambush outside it. In the latter case, they will wait at least a day. Any Characters who are women will have dreams of a monster coming for them and the feeling that they should flee. All other Characters will dream that they should climb down the hole and attack rather than waiting. On the second day, Niniyan will emerge — Its details can be found in the Icons and Legends chapter.

Successes	Investigation	Successes	Computer
1+	There's some blood spatter from a club or rock just outside the door.	1+	There are personal journals. Yanaba recounts several days of frightening dreams. Wematin dreamt of heroically defending his fellow scientists.
3+	There was no struggle in the residence, no one was forced out.	3+	You find software for controlling the machine outside, apparently a drilling rig.
Critical	There are signs of a fight just behind the machine.	Critical	You find security camera footage showing an indistinct grey figure holding a cane killing a scientist with a blow to the head and dragging him under the machine.

Successes	Hacking
1+	There was an attempt to delete log entries that indicated the team had dug further than recommended.
Critical	You find their orders from the Council. They were sent to search for minerals and other resources that may be valuable and were to destroy all records if there was indication that they were discovered.

Path 2

Attempt to seal Niniyan into the hole. Characters can attempt to seal the hole using the drilling equipment. This requires a Skill Check Over Time, needing 9 Successes with Science (Geology), Success Number 10 or 8 Successes with Computers, Success Number 9 will effectively close it off. Otherwise, sufficient explosives can be made from the fuel and batteries running the Station to blow it shut, requiring 4 Successes with Crafting, Success Number 9.

Path 3

Allow Niniyan to remain free. Characters may either choose to return home, having determined the fate of the Station, their mission completed. They can also return to Sakitawaak to warn them of the danger. Either way, more people will die and the Station will not be recovered. The Characters' journey home is uneventful.

Epilogue

When they return home, the Characters will be asked to submit a report to the Council. If the Characters took actions to prevent others from discovering the possible treaty violations, the Council will look on the team more favorably. If they mention the Ti'Swaq team in their report and they did not prevent them from investigating Station 54, the Council will be very displeased.

A mission survived and completed! Discuss with your Players what they did during the mission to advance their goals and mark their progress accordingly

Ti'Swaq Scouts

Wayata

Stats

STR	3	INT	3	SPI	3
AGI	3	PER	4	CHA	3
END	3	WIS	3	WLL	3

Derived Stats

PD	6(8)	MD	6	SD	6
Body	8	Mind	9	Soul	8

Initiative: 10

Skills (total Dice Pool): Melee Weapons 4, Unarmed Combat 4, Ranged Weapons: 4

Ability: Far Sight

Equipment: Anicha Short Blade +3, Mag Sling (+2, -1/0/+2), Plated Armor (+2 PD)

Wayata will take 5 Initiative if covering a retreat and 9 otherwise. If an enemy is close she will attack once, then attempt to move to the nearest cover.

Kathak

Stats

STR	5	INT	2	SPI	2
AGI	2	PER	2	CHA	2
END	4	WIS	2	WLL	2

Derived Stats

PD	6(8)	MD	4	SD	4
Body	11	Mind	6	Soul	6

Initiative: 6

Skills (total Dice Pool): Melee Weapons: 7

Ability: Warrior's Fire

Equipment: War Club (+3, Critical: Stat Damage)

Kathak will take 6 Initiative and will immediately close and attack if he can do so in one Round. He will fight until he is downed, or until the rest of his team is safely away, at which point he will try to retreat.

Tahatan and Dakotah

Stats

STR	2	INT	4	SPI	2
AGI	2	PER	2	CHA	2
END	2	WIS	2	WLL	2

Derived Stats

PD	4(6)	MD	4	SD	4
Body	6	Mind	8	Soul	6

Initiative: 6

Skills (total Dice Pool): Melee Weapons: 3, Ranged Weapons: 3

Equipment: Knife (+1)

Tahatan and Dakotah are scientists, not fighters. They will take 4 on their Initiative, and only attack if a Character is adjacent to them. They will move to cover or toward Wayata whenever possible.

Jaya

Archetype: Healer

Path: Snake

Motivation: Heroism

Background: Jaya is young and a bit naive, but they're also full of energy and a desire to prove their worth. They see themselves as a visionary and are always sure of themselves. Coming from a household with very stern parents, Jaya is determined to shine. Jaya is intimidated by and slightly afraid of Dezba. Jaya is attracted to Ahanu but wouldn't admit it.

Gifts & Burdens:

- **Quirk:** Dogged (Level 1) – Anytime Jaya Fails a Skill Check in a Skill that they have at least 1 Rank in, they gain 1 point of Mind.

- **Burden:** Naïve (Level 1) – All Checks involving Jaya's Wisdom are at +1SN.

Stats

STR	2	INT	3	SPI	4
AGI	2	PER	3	CHA	3
END	3	WIS	3	WLL	3

Derived Stats

PD	6(7)	MD	6	SD	6
Body	7	Mind	9	Soul	10

Initiative: 8

Skills (total Dice Pool): Ceremony 8, Cooking 5, Investigation 6, Knowledge 4 (Folklore 6), Medicine 7, Ranged Weapons 6, Survival 6

Ability: Mender's Touch

Equipment: Mag-Sling (+2, -1/+0/+2), Suyata Kit (-1 SN Survival), Ni-isi, Knife (+1), Suyata Armor (+1 PD), Ceremony Bag (-1 SN Ceremony), Medical Kit (-1 SN Medicine)

Dezba

**Archetype:** Warrior

Path: Buffalo

Motivation: Protector

Background: Dezba is the oldest sibling in a family of eight from the Free Lands. Growing up in a rural area, their family often encountered less than friendly Keetoowagi Federation and Haudenosaunee parties. Dezba's first answer to problems is often to reach for their war club, even when a conversation would do. But it's almost always in the name of protecting others. Dezba only defers to Holata and often conflicts with Aten.

Gifts & Burdens:

- **Blessing:** Melee Weapons Master (Level 1) – Ignore the first "1" rolled when using a melee weapon

- **Quirk:** Anger (Level 2) – If Dezba or any allies take any Physical Damage, or if Dezba loses a Social Encounter, make a Will Check. If they fail to gain at least two Successes, they attack the person they feel is responsible. Each Round after, Dezba may retry this Will Check to stop attacking.
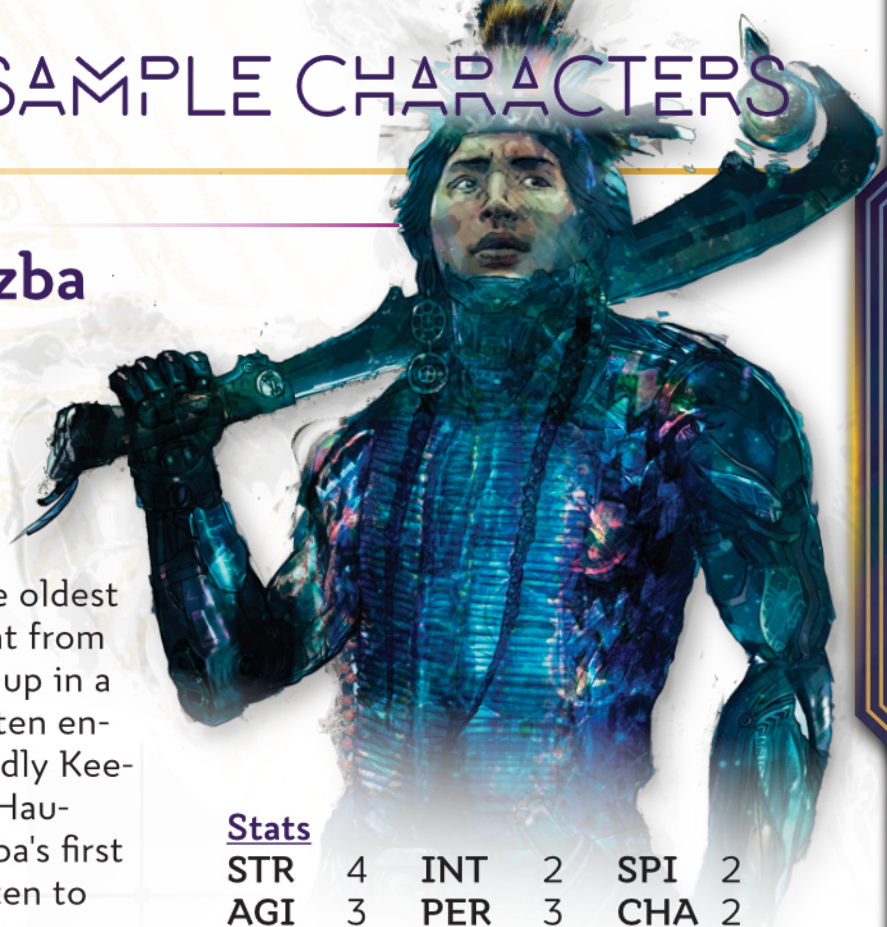
Stats

STR	4	INT	2	SPI	2
AGI	3	PER	3	CHA	2
END	3	WIS	2	WLL	4

Derived Stats

PD	7(8)	MD	5	SD	6
Body	10	Mind	7	Soul	8

Initiative: 8

Skills (total Dice Pool): Computers 4, Cooking 3, Crafting 4, Farming 4, Investigation 5, Melee Weapons 7 (War Clubs 8), Piloting 6, Survival 6, Tracking 6, Unarmed Combat 6

Ability: Warrior's Fire

Equipment: War Club (+3, Critical: Stat Damage), Suyata Kit (-1SN Survival), Niisi, Knife (+1), Suyata Armor (+1 PD)

Aten

Archetype: Scout

Path: Fox

Motivation: Control

Background: Aten has an old soul and is very mature for their age. But with this comes a certain arrogance and assuredness that others might see as unearned. Being part of the Suyata is a big part of Aten's identity and their parents don't approve. They aren't doing it out of rebelliousness, but out of a feeling that their skills are best put to use in service of Cahokia. Aten has a crush on Kimi and thinks Ahanu is immature.

Gifts & Burdens:

- **Quirk:** Vigilant (Level 2) – +2 Initiative Score
- **Curse:** Unnatural Luck (Level 1) – If the Player ends a Check with four or more of the same number (besides 1s or 12s) a Story Event occurs (Story Guide directed).

Stats

STR	3	INT	3	SPI	4
AGI	4	PER	3	CHA	2
END	3	WIS	3	WLL	3

Derived Stats

PD	8(9)	MD	6	SD	5
Body	10	Mind	9	Soul	8

Initiative: 11

Skills (total Dice Pool): Athletics 7, Investigation 5, Knowledge 4, Piloting 5, Ranged Weapons 7 (Mag-Bows 8), Stealth 7, Survival 6, Tracking 6

Ability: Chameleon's Shine

Equipment: Mag-Bow (+4, +0/-1/-2, critical: bleeding), Suyata Kit (-1SN Survival), Niisi, Knife (+1), Suyata Armor (+1 PD)

Ahanu

Archetype: Whisperper

Path: Stag

Motivation: Love

Background: Ahanu is vibrant and bold, almost always positive. A deeply spiritual person, Ahanu sees the divine and magical in almost everything. Ahanu has a very tight, large family and is a true altruist. Ahanu sometimes snubs tradition and rules and is likely to be first to speak up for those they feel are either victims or underdogs. Ahanu wants to learn from Kimi and feels that Holata is too rigid in their thinking.

Gifts & Burdens:

- **Blessing:** True Faith (Level 1) – Appropriate Spirit based Checks have -1SN

- **Fear:** Arachnophobia (Level 2) – +2SN to Checks involving heights

Stats

STR	2	INT	2	SPI	3
AGI	3	PER	3	CHA	5
END	2	WIS	4	WLL	3

Derived Stats

PD	6(7)	MD	7	SD	8
Body	7	Mind	9	Soul	11

Initiative: 11

Skills (total Dice Pool): Ceremony 7, Charm 9, Knowledge 5 (Folklore 6), Medicine 6, Melee Weapons 4, Performance 7, Piloting 4, Ranged Weapons 6, Survival 6, Unarmed Combat 5

Ability: Mountain's Inspiration

Equipment: Mag Sling (+2, -1/+0/+2), Surgical Bag (-1 SN Medicine), Suyata Kit (-1 SN Survival), Ceremonial Bag (-1 SN Ceremony), Niisi, Knife (+1), Suyata Armor (+1 PD)

Holata

Archetype: Seeker

Path: Spider

Motivation: Curiosity

Background: Holata is the oldest of six siblings. Upon learning that Jaya and Holata were to be in the same Suyata group, their parents made them swear they'd watch out for each other. As the older sibling, Holata takes it very seriously. Outside of that, they have a keen sense of adventure, playfulness, and curiosity. They think of life as nothing more than a series of mysteries to be solved. They have atheist leanings they keep to themselves. While they love Jaya, they often butt heads. They are good friends with Aten.

Gifts & Burdens:

- **Blessing:** Judge of Character (Level 2) – The first time Holata makes a Coercion, Charm, Deception, or Investigation Check against another person, the Difficulty is reduced by 1.

- **Family:** Sibling (Level 1) – Holata must make a Successful Will Check as a secondary action anytime that Jaya is in danger and Holata wishes to do something other than protect her.

Stats

STR	2	INT	4	SPI	3
AGI	3	PER	3	CHA	2
END	3	WIS	3	WLL	3

Derived Stats

PD	7(8)	MD	6	SD	5
Body	8	Mind	10	Soul	8

Initiative: 8

Skills (total Dice Pool): Coercion 6, Computers 6, Investigation 7, Piloting 7 (Drones 8), Ranged Weapons 7, Survival 4, Tracking 6

Ability: Quiet Mind

Equipment: Mag-Sling (+2, -1/0/+2), Suyata Kit (-1SN Survival), Ni-isi, Knife (+1), Suyata Armor (+1 PD), Z1 Drone (Drone: Agility 3, Endurance 2, Strength 1, Investigation 4, -1SN to Holata's Long Range Attacks)

Kimi

Archetype: Tinkerer

Path: Owl

Motivation: Status

Background: Kimi comes from a family of engineers. Their parents were strict and held Kimi and their siblings to extremely high standards. Kimi loves science but is entirely driven by her desire to prove themselves to their parents and the scientific community. Kimi has deep respect for Dezba and finds Jaya to be self-righteous. Kimi doesn't discuss the subjects of their dreams with anyone.

Gifts & Burdens:

- **Blessing:** Digital Savant (Level 1) – Kimi receives -1SN to all Computers Skill Checks.

- **Quirk:** Nightmares (Level 2) – Kimi regains 2 less Spirit when sleeping during a Long Rest (minimum of zero).

Stats

STR	2	INT	4	SPI	3
AGI	3	PER	3	CHA	2
END	3	WIS	3	WLL	3

Derived Stats

PD	7(8)	MD	6	SD	5
Body	8	Mind	10	Soul	8

Initiative: 8

Skills (total Dice Pool): Computers 8, Cybernetics 5, Deception 6, Investigation 4, Piloting 7, Ranged Weapons 6, Survival 5

Ability: Eagle's Insight

Equipment: Mag-Sling (+2, -1/+0/+2), Suyata Kit (-1SN Survival), Niisi, Knife (+1), Suyata Armor (+1 PD), Portable Hacking Rig, (-1SN Hacking)

FINAL NOTES

From Connor Alexander:

At the heart of this game, like many of my favorite games, is the opportunity to ask, "What if?" I think it's one of the most important questions in life. It's always the first step to making our world just a little bit more beautiful. I also believe that games can make the world better. People are often at their best when they are playing and I want this game to be a sandbox for us all to sit together in and ask a few "what if" questions.

As we've been building this game, I've seen so many queries from folks, asking about the world building, the minutiae of the world. Some people ask about stick ball or food or ceremonies. Others ask about things like air travel and satellites. I think at the heart of those questions though is something more important. Rather than try to reconstruct how an Indigenous society would end up with commercial air travel on giant metal tubes that you could buy tickets for online, I tried to get at why they would even want it. Not just what technology might replace the modern jet aircraft, but why would there be cause for anyone to develop such a thing? Why would large groups of people try to travel a long distance and back again?

Once you start examining those kinds of questions, you realize that it's not just colonialism this game attempts to unravel, it's something more. It's a deeply ingrained and intertwined concept of capitalism and corporatism. It's a cultural drive for more and more. More land, more material things, more money, more power.

Coyote & Crow isn't a utopian world. It's a ravaged world, slowly getting to its feet after having been knocked down hard. It's a world starting to ask some difficult questions, about

what happened and about what comes next. The people of this world are contending with all of the great questions. Questions of science and spirituality, the needs of the many versus the needs of the few, the ebb and flow of cultural identity, the tug of war between the need for progress and the need to preserve the past.

If it feels like a utopia to you, maybe because Cahokia has no homeless, no involuntary unemployment, no people in debt over health care, no minorities being marginalized for their sexuality, no people going hungry, it may be because you're not asking the right "what if" question. Try this one. What if we didn't live under centuries of racist colonial capitalism? It doesn't mean we'd live in a utopia. But it might mean that humans would be free to tackle bigger, more meaningful questions during our brief time on this planet.

I hope this world is as exciting for you as it is for me. I grew up reading and watching fantasy and science fiction. I played dozens of role playing games over decades. But maybe our collective sandbox has room for more than dragons, wizards, and laser sword monks. Maybe it has room for something new, something that, if hundreds of Kickstarter comments are to be believed, would mean something precious to a lot of Indigenous folks.

We've given you enough to get started with this book. And we plan on giving you further stories, sourcebooks, and all kinds of other ways to explore Makasing and the world around it. But in the end, it's important to me that you all understand that as much as we will work to give you materials to help you put together your Sagas for Coyote & Crow, I don't want to dictate too many answers about what this world is or isn't. Instead, I want you to tell me. I'm just putting up the borders of the sandbox. It's up to you to fill it. Stiyu.

From Travis Roberts:

The creator of Chahi is Metis, the product of some of the first interactions between French and Anglo fur traders and the Algonquin and Cree communities they encountered in early colonial Canada. Although this particular people group is an impossibility in Coyote & Crow, what isn't impossible is the mixing of cultures to create new and distinct people groups, traditions, and languages. The language described here is a homage to Michif, the Metis language. It is not meant to be a fully realized tongue — that only happens over the course of hundreds of years with thousands of speakers. Instead, the aim of including even an elementary conlang in Coyote & Crow is to offer an additional degree of

verisimilitude, provide a few concepts from real-world Indigenous languages, and grant players, SGs, and content creators a starting point from which to draw on for place names, player names, and in-universe concepts.

On a personal note, I am not a linguist, and unfortunately do not speak my ancestral languages. But I do have a love for the creation of new languages, and an understanding of the tremendous power that language has to transmit culture from one time and place to another. My everyday work is directly tied to Indigenous language revitalization, and it is a constant source of inspiration to see the work Indigenous communities throughout Turtle Island are doing to revitalize and reclaim languages, using tools and techniques developed by our peoples. This conlang is only a pale imitation of the real work ongoing every day. If you feel so inspired, I would recommend you to look into the tribes that you live near, and see what work they are doing to revitalize Indigenous languages. If you feel so inspired, throw some nizi their way — if you've got a little to spare.

From Derek Pounds

As a member of the Samish Indian Nation it has been a great honor and opportunity for me to participate in writing and developing this ground-breaking game. So many stories about Indigenous people come from the colonial perspective, giving histories and details of the eastern nations and growing gradually less clear as the stories follow the sun west. I hope that my contributions here help more people to understand the world that the people called the Coast Salish and the values that drove them.

As a gamer I have seen dozens of ham-fisted attempts to add a perspective inspired by Indigenous Americans, almost all with no input from Indigenous people. I've held my tongue when close friends I've played with talked about the virtues of colonial narratives. Working on this project, reading it and collaborating with the Coyote & Crow team has given me a sense of inclusion and community that I didn't even realize was missing. Hóy7sxwq'e ónelhtel istá7 yisóst qaye<u>x</u>qéy'neg'7ol'. Welcome, let's tell a story together.

From Weyodi Oldbear

What can I say that either Travis, Connor, or Derek hasn't already said? All of the thoughts they've expressed were factors in how I came to write what I wrote for the central cultures in Coyote & Crow — but there were others as well. For one, the desire for a game that wasn't based on the same European mythology as so many others. Another was my long-

standing frustration at the conspicuous lack of interest in Indigenous people that weren't playing out some 19th century stereotype written from a clearly non-Native point of view.

As a Numunu (Comanche) woman who was lucky enough to have a traditional upbringing among older people, it has been delightful to be able to put the knowledge I have into imagining how diverse Indigenous cultures could have organically splintered and merged and redefined themselves under a pressure from the Earth herself rather than the colonial drive for profit. Being able to do that within a community of Natives has been even more precious.

Beyond that I hope the game is fun, and the world is one players are drawn to explore time and time again. I know Coyote & Crow has been an amazing adventure for me.

From Em Matson

As the editor for Coyote & Crow, I had the unique and wholeheartedly enriching experience to approach this novel near the end of this particular journey. I was able to read the work, thoughts, stories, and gameplay of Indigenous people who are passionate about creating worlds that speak to them, and to see those ideas as part of a larger collective. I can't wait to see how this chorus of voices continues.

I think as one of the last touches on this project, I can also easily see one of the core strengths of it — the sheer possibilities that it not only allows, but actively works to facilitate. The world Coyote & Crow exists at a time when anything and everything is possible. It is a world about to bloom, waking up after a cold slumber. It is primed for you to take your passion, your stories, and tell the kind of tales you have been keeping inside of yourself.

I have seen the love that everyone who has worked on the game has for the community as it stands and what it will become. I am so grateful to be a part of it. As a two-spirit Ojibwe person, it has really been a gift to work on a project that creates new spaces to tell new stories, ones that speak to Indigenous people specifically and humanity broadly. It has also been a gift to me personally, giving me opportunities to think speculatively about my people, my histories, and even my career. Chi miigwech to the Coyote & Crow team, and to the readers and community members who this book is for! I hope this system ushers in a new community of tabletop roleplayers who feel welcomed by the games they play as well as the people they play with. Baamaapii.

GLOSSARY

Chahi: English

Adanadi: Extraterrestrial lifeform harnessed for bioengineering. Kitowayapi loanword meaning "gift."

Ahi: Home

Amo: To Eat

Anicha: Molecular Blade; name of famed engineer.

Anikora: Free Lands ethnic group from north of Cahokia; known for strict hierarchies and underground architecture.

Anpa: Dawn

Atsi: Scout

Awis: Climatological phenomenon that plunged the world into darkness. Kitowayapi loanword meaning dusk or darkening land.

Banosha: Green

Baya: To Spread Out

Biza: Clear

Chahi: Language spoken in the Free Lands; lit. means "mix."

Chahota: Ash Tree

Chan: Tree

Chana: Woods

Chani: Tobacco

Chankas: Fort

Chankoo: Road

Chichankoo: Highway

Chigami: Ocean

Chikan: Ancient

Chimiin: Archipelago

Chitan: Hawk

Chithanka: Grand

Chithoonwi: City

Chiwanga: Coast

Chizi: Tongue

Chokan: Central

Choona: Forest

Choona Paya: Jungle

Choona Sooki: Grove

Choona Wanaka: Copse

Choota: Down

Choowanzika: Willow

Chunkey: Sport involving hoops. Kitowayapi loanword.

Daadoo: Grandfather

Daga: Please

Dasita: Thirsty

Daso: Internet, Intranet

Dinadayapi: Language spoken in Dinada Republic; similar to Diné bizaad.

Doon: Estuary

Dosadaag: Little Ones

Este Muskogee: Kitowagi Ethnic Group

Gaamo: Cat

Gaamothanka: Mountain Lion, lit. "Big Cat."

Gakawan: Waterfall

Gami: Lake

Gamins: Pond

Gani: Forager

Gatchoo: Sport involving ball and field, similar to soccer or rugby.

Gatli: Ethnic group in Hadanosani descended from mixed-race peoples.

Gats: 3D Printers

Gi: Tan

Gichigamins: Sea

Giigoon: Fish

Gipan: Dam

Gishkat: Bank

Gopikagi: Baker

Haa: Yes

Hadanoyapi: Language spoken in Hadanosani Republic; similar to Kanien'kehá:ka

Haka: Color

Hakooh: Low

Hanagazoo: Rainy

Hanawi: Moon

Hanaya: To Collect

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Hani: Slow

Hanti: Cedar

Hasaka: Mesa

Hawa: Four

Hii: No

Hiihangaziwag: Monastic order with extreme beliefs, lit. "Unshadowed"

Hika: Mountain

Hikanoo: Peak

Hisika: Nine

Hohi: Range

Hoki: Fisherman

Hoong: Hamlet

Hoopayi: Meadow

Hota: Grey

Hoto: Raccoon

Howoso: Field

Hozho: Religion practiced predominately in Dinada.

Kaan: Older Brother

Kaatii: Courage

Kag Naazhiig: Anti-Adanadi Cult; lit. "The Alone."

Kah: Purple

Kakooni: Pumpkin

Kaloo Kikii: Raven Wizard

Kamayaki: Love Music

Kan: Old

Kanikahag: Cahokian Thugs-for-Hire, lit. "Eels."

Kanonhsa Lakoia: Upper House of the Hadanosani Legislature.

Kanshii: Younger Brother

Kapi: Point

Kari Kehro: Ethnic group in Hadanosani known for engineering and politics.

Kawanzi: Eleven

Kayazan: Purple Cancer

Kinapa: Twelve

Kinapa Watakiiwapi: Hospitable spirits from caverns near Cahokia; lit. "Twelve Whisperers"

Kinsata: To be judged

Kinsataan: Judgemental spirit; lit. "Be judged."

Kisi: Half

Kitowayapi: Language spoken in Kitowagi; similar to Tsalagi Gawonihisdi.

Kituwa: Ethnic group in Kitowagi.

Kiva: Dinada municipal government and city.

Kiyi: Near

Kiza: Temple

Kokiya: Fast

Kola: Friend

Kolisoo: Group; Team of Suyata.

Konisiing: Three

Kookoo: Muddy

Koona: Lesser

Koongi: Proper

Koonoo: Brown

Kwachyapi: Language spoken in Abayang, similar to Quecha.

Lo: Green, Mossy

Loka: Earth (Dirt)

Lokatomi: Earth Spider

Madasita: Thirsty Spirit

Mahiz: Corn; loanword from Taino for specific strain.

Makapoo: Dust

Makasi: Turtle

Makocha: Prairie

Makokamit: Ethnic group in the Free Lands known for animal husbandry.

Malo: Green Fingers

Mana: Mother

Manikasokopa: Canyon

Manitoo: Wilderness

Mapaya: Cloudy

Mashkig: Swamp

Mashkigami: Lagoon

Masikika Mahipiya: Asteroid

GLOSSARY

Mawanchi: Confluence

Maya: Cliff

Mayaki: Music

Mazakaska: Silver

Mazakazi: Gold

Mazozoog: Dissecting Spirits

Michim: Food

Migas: Pearl

Migwich: Thank you

Mikwam: Ice

Minaati: Respect

Minatin: Respected Person; Suyata Commander.

Mingo: Nomadic outlaws in Hadanosani.

Minin: Island

Minins: Delta

Minoda: Good

Mishgami: Port

Misoo: Salt

Moobi: Nose

Moobi Motsii: Intelligent Mammoths, Lit. "Nose-Grasper."

Moomoo: Round

Moonagan: Mine

Mooway: Hello

Motsii: To Grasp

Na: And

Naadag: Crow

Naasii: Coyote

Naatooyapi: Language spoken in Azayang; similar to Nahutl.

Naazhiig: Alone

Naban: To eat/drink oneself to death

Nahoonak: Ethnic group in the Free Lands known for agronomy.

Naka: Chief

Nakasing: Capital

Nakotoo: Ethnic group in the Free Lands known for nomadism.

Nakpan: Mill

Nami: Sister

Namshii: Younger sister

Nanipana: Bragging

Nanipana Olowan: Nanipana Olowan

Napohop Thati: Wind mills

Narootaka: Enemy

Natso: Healer

Natso Nibaa: Sleep Doctor; Cahokian Boogeyman.

Natsoo: Healing

Nazinang: Stand

Ni: Man

Nibaa: To Sleep

Nigam: Portage

Nigasimoni: Sailor

Niisi: Grandmother; Personal Computer

Niniyan: Stone Man

Nipawaka: Wisdom

Nishaawi: Eight

Nitat: House

Niya: Quiet

Niyaashi: Cape

Niyan: Rock, Stone

Niyan Thika: Diamond, Jewel

Nizi: River; Unit of Currency

Nizins: Stream

Noosoo: Father

Okosooma: Adanadi-eating insect, lit. "It eats it all."

Ollama: Sport involving a hard ball and hoops.

Olowan: Song

Paatinizi: Humility

Paha: Ethnic group in the Free Lands known for trade.

Pahinaga: Amber

Panit: Bird

Panooshi: Blue

Papa: To come, arrive

Paska: Flat

Paskang: Plateau

Patak: Crossing

Pathaka: Inn

Pawaatig: Rapids

Pawinooki: Hydroelectric power

Pawitoo: Hydroelectric generators

Paya: Wet

Payi: Plain

Pazha: Hill

Pichan: Elm

Pihata: Fire

Pikisi: Beautiful

Pikwi: Derogatory word for members of the Paha ethnic group.

Pimi: Twisting

Pina: Ten

Pit: Two

Pitaga: Marsh

Pitsika: Seven

Pohii: Path; The choice characters make with the Adanadi.

Pohii Wi: Solar Power

Poho: Foggy

Poza: Dry

Sagi: Sandy

Sakpi: Six

Saliyapi: Language spoken in Ti'Swaq Alliance; similar to Chinuk Wawa.

Sapana: Savannah

Sasan: Pink

Shanisii: Priest

Shawaka: Desert

Shin: West

Sika: Small

Sikahan: Split

Siyoo: Tulip

Sookiya: Quarter

Soomaka: Valley

Soomoyaki: Lung Music

Soongiiya: Fox

Soonoot: Oasis

Sota: Smoke

Suyata: Special Envoys with great authority in Cahokia. Kitowayapi loanword.

Taan: Glorious

Taazii: Dog

Tachaka: Bison

Tahoo: Oak

Tahood: Three

Tapachii: Atoll

Tapingami: Harbor

Tasama Yookiit: Tinkerer

Tatat: Source

Tawaraton: Sport similar to lacrosse.

Tawigins: Post

Thaacha: Deer

Thanka: Great, Large, Wide

Thanka Makasi: Large Turtle

Thati: Wind

Thatokaya: Goat; Antelope

Thi: Camp

Thihan: Far

Thiicha: To Make New

Thika: New

Thipa: Wall

Thipasooka: Tower

Thoonwii: Town

Thoonwiin: Village

Tikiya: Way

Tiko: Black

Tinoo: Red

Tipiwi: Truth

Tisi: Turquoise

Tisoo: Quartermaster; deragatory word for someone greedy.

Toka: South

Toksa: Goodbye

Tomi: Spider

Tomoha: Ethnic group in the Free Lands known for forest dwellings.

Tomoyaki: Thunder Music

Totsakonayaki: Rapid Fire Music

GLOSSARY

Unlad: Ethnic group in Hadanosani descended from Anishinabe peoples.

Wa: Snowy

Waan: To Win

Wagikoo: Gulf

Wahkii: Seeker

Waka: Hunter

Wakaan: Holy

Wakanang: Shrine

Wakapan: Brook

Wakazii: Sunflower

Wanapii: Eagle

Wanga: Beach

Wanka: Place

Wankata: High

Wanzi: One

Wapatoosi: Vast

Wapigam: Channel

Wasazoo: Orchard

Wasti: Beautiful, Good

Wastika: Pleasant

Watakiiwa: Whisperer

Wayak: Straight

Wayakati: Honesty

Wayi: Trail

Wayoopiki: Skill

Wazi: North

Wazi Chana: Pine Tree

Wi: Woman

Wicha: Sun

Wichapi: Star

Wichasa: Warrior

Wihi: East

Wiigaas: Birch Tree

Wiiji: To Help

Wiipaahii: Solar Panels

Wika: Narrow

Wikwit: Bay

Wima: Female Spirit

Wima Thaacha: Deer Woman

Wipohi: Market

Wita: Planet

Wiya: Sunset

Wohobaya: War Songs

Wokahiya: Lodge

Woozoo Wasti: Fertile

Wosakati: Park

Wowaski: Power

Wowaski Thati: Wind Power

Woyi: Recipe; 3D Printing Blueprints

Wozo: Farm

Yaati: Nation

Yakapaha: Greater

Yako: Orange, Yellow

Yapi: Language

Yata: Derogatory term for a gossiper; slang for Suyata.

Yavi: Ethnic group in Hadanosani.

Yawpon: Tea

Yawpon Mayaki: Psychedelic Music, lit. "Tea Music."

Yazan: Cancer

Yitiisi: War Club

Yohookiya: Lower

Yoni: Palm Tree

Yoo: White

Yutsu: Hover Technology; Catch-all term for any vehicle, including trains, sleds, barges, or personal mobility vehicles (PMVs). Saliyapi loanword.

Zaadi: Aspen Tree

Zaagiti: Love

Zagabaan: Hacker

Zahoon: Bridge

Zaptaan: Five

Zawam: Ford

Zhiin: Obsidian

Zigwan: Spring

Zinyan: Peninsula

Zinzintka: Rose

Zooya: Full

Zozoo: To take apart

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Ability: A superhuman power granted by human refinement of the Adanadi

Actions: Either Secondary or Primary Actions.

Activate: The procedure a Character must go through to turn on or use an Ability. Usually some combination of Actions, Mind or Soul cost, and Dice Checks.

Agility: A measure of the Character's mobility and hand-eye coordination

Altered: Altered is an umbrella term used to describe a wide variety of States. It covers many forms of consciousness outside what we prescribe as standard consciousness.

Archetype: A broad description that helps Players label a Character's broad set of talents, interests, or career. The Archetype a Player chooses also grants the Character two +1 bonuses to one related Stat and one free Rank in one Skill.

Bleeding: An Effect where the Character may take an additional Damage every Round until the Effect is stopped. This Effect can stack.

Body: A pool of points created from the sum of a Character's Physical Stats

Body Damage: Damage from physical attacks is considered Body Damage.

Burden: From the Character's perspective, something that is a negative thing in their life. From a mechanical perspective, something that, based on its Level, increases or decreases certain Success Numbers by 1-3.

Burning: A State where the Character receives Damage each Round equal to the Rank of Fire that is Burning them.

Character: A person, animal, spirit, or creature in the game world, being represented by a Player or the Story Guide.

Character Points: A set of points used only during Character creation that allow a Player to build out their Character's Stats and Skills. This pool can be modified by taking Gifts and Burdens.

Charisma: A measure of the Character's power to use their Spirit to interact with others.

Check: A process of rolling a Dice Pool to determine the outcome of an effort.

Cold: A Damage Sub-Type

Conditional Modifiers: Any number of factors that can contribute to the decrease or increase of Success Numbers as determined by the Story Guide.

Conscious: The default State of Characters in Coyote & Crow, giving them access to all normal Actions and behaviors.

Contested Skill Check: A form of Check when two Characters are attempting to use the same Skill against one another where their results are in direct opposition.

Control: Related to the Specialized Skill Wrestling, this is a state where one Character using the Wrestling Skill has control over another, and therefore has access to certain Effects.

Creature: A living being that has its origins in myth or legends and may or may not exist in any particular Saga.

GLOSSARY

Critical Die: Typically a black d12, to help visually separate it from Standard dice, this die can add additional Successes to Checks, as well as activate Effects

Critical Failure: If the cumulative Successes during a Check are less than zero, the Character receives a Critical Failure and not only fails to do what they set out to, but may also face additional consequences.

Critical Success: On a die result of 12, in addition to counting as a Success, the Player has gained a Critical Success and is allowed to roll an additional Critical Die.

Damage: Successes from some Abilities or Skills harm other Characters. Each Success equates to 1 point of Damage and is subtracted from Body, Mind, or Soul, depending on the type of Damage it is.

Damage Sub-Type: A type of Damage that has additional parameters beyond simply causing Damage. It may cause Effects or States.

Death: When A Player Character has reached a state where either their Body, Mind, or Soul is equal to a value equivalent to the negative of their Endurance, Wisdom, or Will, respectively, they are considered Dead and their Character is retired.

Defend: A Secondary Action a Player can take to increase their Physical Defense against Melee Attacks

Derived Stats: Number values that all Characters have that are calculated by other existing numbers.

Dice Pool: Any collection of dice created by a Player or Story Guide prior to a Check. Usually created from a Stat plus a Skill Rank or by an Ability definition.

Dodge: A Secondary Action that a Character can take to raise their Physical Defense against Ranged Attacks.

Dying: Any time a Character has less than zero Body, Mind, or Soul, they are Dying and may face Death.

Effect: Certain weapons, attacks, drugs, or situations can place an Effect on character, which inhibits their Actions or causes Damage. These include Environmental, Poison, Stun, Bleeding, and Burning.

Electrical: A Damage Sub-Type

Encounter: Initiated by the Story Guide, an Encounter consists of two or more Characters attempting Checks in opposition to each other. An Encounter starts by determining Initiative and each Character taking Actions in order, Round over Round, until the Story Guide determines the Encounter has ended.

Endurance: A measure of the Character's overall physical fitness and health.

Environmental: An Effect that can cause varying types of Damage if a Character fails a Survival Check.

Fail: A roll of a 1 on a Standard die during a Check. This takes away 1 Success.

Failure: If the cumulative number of Successes during a Check is zero. This indicates that the Character has failed to do what they set out to do.

Falling: A Damage Sub-Type

Fire: A Damage Sub-Type

Focus: A step during a Check where a Player may spend points of their Mind to alter die results.

Fortitude: A step during taking Damage where a Player may spend points of Soul in lieu of taking Body Damage.

General Skills: 28 broad learned and practiced competencies that all humans (and many spirits, animals, and creatures) are capable of.

Gift: From the Character's perspective, something that is a positive thing in their life. From a mechanical perspective, something that, based on its Level, increases or decreases certain Success Numbers by 1-3 or other positive effects.

Group Goal: Objectives set in secret by the Story Guide that involve completing a Story and often involve granting Player Characters a Legendary Rank.

Initiative: The number that a Character chooses based on their Initiative Score that determines when they act during an Encounter. A Player can choose any number up to and including their Initiative Score. Higher numbers act first.

Initiative Score: A number based on the sum of a Characters Agility, Perception, and Charisma that can be modified. This number determines the options a Character has when choosing when they want to act during an Encounter compared to others. See Initiative.

Instant Death: A situation where a Character instantly dies, regardless of Checks or Derived Stats. This does not happen to Player Characters.

Intelligence: A measure of the Character's capacity to understand complex ideas.

Legendary Rank: A number, zero or higher, that represents how many Tales there are about the Character. Each Rank also allows for 1 point of dice manipulation during Checks.

Level: A number from 1 to 3 that represents the scale of a Gift or Burden. One is minor, two is moderate, and three is major.

Long Rest: A longer amount of time, usually around 8 hours, where Characters can recoup points lost to Damage. Can only be done once a day.

Long-Term Goal: Objectives set by Players that allow them to either increase, decrease, gain, or remove Gifts or Burdens, or gain new Abilities over a set number of Sessions.

Mental Damage: Damage from mental attacks is considered Mental Damage and the points are taken from the Character's Mind points.

Mental Defense: The base Success Number needed to attack another Character with a mental attack. This number is based on Perception and Wisdom.

Mental Stats: Intelligence, Perception, Wisdom.

Mind: A pool of points created from the sum of a Character's Mental Stats.

Motivation: The base emotional drive that propels a Character forward.

Move: A Secondary (and also a Primary) Action that allows a Character to in-

crease or decrease their Range from another Character.

Mystical Defense: The base Success Number needed to attack another Character with a Spiritual attack. This number is based on Charisma and Will.

Narrative Play: A mode of gameplay where decisions are often made without Checks or where Checks are not being made in direct opposition to other Characters.

Non-Lethal: A Damage Sub-Type

Non-Player Character: A person, animal, spirit, or creature in the game world being represented by the Story Guide. Also abbreviated as NPC.

Panic: When a Character is Panicked, they must make Will Checks to take any Actions that are not related to fleeing the source of the Panic.

Path: The choice a Character makes at puberty during the Adanadi ceremony that binds them to a particular animal and grants them an Ability related to that Path.

Perception: A measure of a Character's ability to notice details.

Physical Defense: The base Success Number needed to attack another Character with a Physical Attack. This number is based on Agility plus Endurance.

Physical Stats: Strength, Agility, Endurance.

Player: A person playing Coyote & Crow who represents one Character in the game.

Player Character: A Character being represented by a Player.

Poison: An Effect that causes either immediate or ongoing Damage.

Primary Action: Any Action a Character takes during an Encounter that involves a Check. Characters can take one Primary Action per Round.

Range: An abstracted measure of distance between Characters described as Short, Medium, or Long.

Rank: A number, zero or higher, that indicates the number of dice added when using the named Rank in a Dice Pool. Usually a Skill.

Reaction Roll: A Check made during another Character's Actions that are a result of that Action. Players do not usually decide to take Reaction Rolls but are required to by the rules of the Character taking the Action.

Related Stats: Related Stats are Stats that are intrinsically connected to Skills and Paths, and affect Character's options and Ranks.

Rounds: A period of time during an Encounter where each Character involved has been able to take a Primary Action and Secondary Actions.

Saga: Any number of Stories collected together over a span of time. This term is usually used to describe an ongoing game of Coyote & Crow between the same Players and often the same Characters.

Secondary Action: Peripheral Actions that a Character takes during an Encounter. A Character can take multiple Secondary Actions as long as they do not conflict with each other. In most cases, each available Secondary Action can only be taken once per Round.

Session: A span of time defined by when all the Players and the Story Guide start playing Coyote & Crow at a specific time and when they end. Usually 2-6 hours.

Short Rest: A brief amount of time after an Encounter, usually 15 minutes to an hour, where Characters can recoup some points lost to Damage. Can only be done a maximum of twice a day.

Short-Term Goal: Objectives set by Players that allow them to either increase Skill Ranks or gain new Skills over a set number of Sessions.

Skill: One of 28 General Skills or any Specialized Skills. Each has a Rank and two Related Stats. Skills are learned and practiced techniques that enhance or modify a Character's Related Stat when attempting to accomplish something.

Skill Check Over Time: This is a Check or series of Checks that calculates the Success or Failure over a range of time rather than in a single moment.

Sleeping: When a Character is Sleeping, they cannot take any Actions (Primary or Secondary), except to wake up (which is a Secondary Action).

Soul: A pool of points created from the sum of a Character's Spiritual Stats. Also used with Fortitude.

Specialized Skills: A Skill that is more narrow and specific in its use than a General Skill. It is always a subset of a General Skill.

Spirit: A measure of the Character's raw ineffable presence. Also a type of Character that may or may not exist in a particular Saga, pulled from myth and legend. Often not bound by the rules of our real world and may be able to move between worlds.

Spiritual Damage: Damage from spiritual attacks is considered Spiritual Damage.

Spiritual Stats: Spirit, Charisma, and Will.

Standard Die: Typically a white d12, these are the dice rolled during Checks, unless instructed to roll a Critical Die.

Stat: Nine core attributes that all humans and most animals, spirits, and creatures have.

Stat Damage: Damage that removes points from Stats rather than Derived Stats.

State: Conscious, Unconscious, Sleeping, Altered, or Panicked. Conscious is the default state and others all affect the Actions Players can take.

Story: A series of Sessions that tell a collected group of events that has a beginning, middle, and end in relation to theme and plot.

Story Event: As the result of Critical Success, Critical Failures, or other triggers, a Story Event means that something unusual happens. The details of this event are dictated by the circumstances and the Story Guides imagination.

Story Guide: A person playing Coyote & Crow, who acts as a referee for the rules, leads the Story, and represents all non-Player Characters.

Strength: A measure of the Character's brute physical power

GLOSSARY

Stun: A temporary Effect that can cause a Character to lose their ability to take Actions.

Success: During a Check, when a die is equal to or higher than the Success Number, that die is considered a Success.

Success Number: By default 8, but often modified by Derived Stats, Conditional Modifiers, or the Story Guide, this number represents the number needed to be rolled (or higher) on an individual die in order for a Character to gain a Success.

Successful: During a Check, when the total number of resulting Successes is one or greater (or meets the minimum number of Successes set by the Story Guide), the Action the Character was attempting is considered Successful.

Surprise: A temporary State where a Character cannot take Actions during the first Round of an Encounter.

Take Cover: A Secondary Action a Player can take to increase their Physical Defense against Ranged Attacks.

Tales: Short stories, poems, song lyrics, or other bits written by Players about their Characters based on their completed Group Goals.

Unconscious: An Unconscious Character receives no sensory information and cannot take any Actions, Primary or Secondary. Their Agility, Perception, and Charisma no longer contribute to their Defenses.

Will: A measure of the Character's life force and determination.

Wisdom: A measure of the Character's ability to process experiences and knowledge into meaning.

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COYOTE & CROW

Coyote & Crow

Name(s):_____   Age:_____

Archetype:_____   Path of The:_____   Motivation:_____

Other Identifiers:_____

Background:_____

_____

Gifts & Burdens:_____

_____

Short Term Goals:_____   _____

Long Term Goal:_____

Stats

STR	AGI	END
INT	PER	WIS
SPI	CHA	WLL

Derived Stats

PD	Body	Body (current)
MD	Mind	Mind (current)
SD	Soul	Soul (current)

Legendary Ranks: _____   Initiative Score: _____

Abilities:_____

_____

_____

States & Effects:_____

_____

_____

Skills

General Skills	Stat	Rank	Total	General Skills	Stat	Rank	Total	Specialized Skills	Stat	Rank	Total
Art				Knowledge							
Athletics				Language*							
Ceremony*				Medicine*							
Charm				Melee Weapons							
Coercion				Music							
Computers				Performance							
Cooking				Piloting							
Crafting				Ranged Weapons							
Cybernetics*				Science*							
Deception				Skulduggery							
Farming				Stealth							
Herbalism*				Survival							
Husbandry				Tracking							
Investigation				Unarmed Combat							

Belongings

_____

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Character Notes

Character Sketch
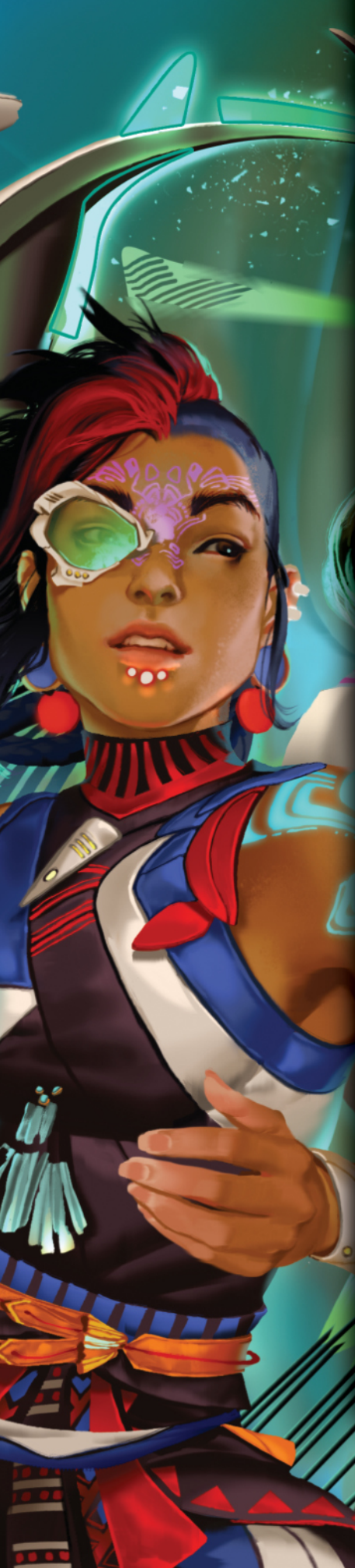
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