REVENANT
world

A science fantasy tabletop role-playing game about brave kids and undead gods.

Jason Weaver

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Revenant World

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This book was produced using Office 365 and Adobe Creative Suite.

Typefaces: Roboto, Ubuntu, OCR A Std.

People Who Helped Along the Way

Before we get started, I want to take some time to thank the people who helped make this game a reality.

To Steven, Ramona, and Andrew, my loyal tabletop group, thank you for taking a break from our campaigns to fight basilisks and cetaceans in a white room.

To Ryan, Katelyn, and Danielle, thank you for taking the plunge into some memorable sessions of *Revenant World* even without prior tabletop experience under your belts.

To Ramona again, thank you for your wonderful ideas, designs, and illustrations as well as your invaluable help in tempering the core of Revenant World in the lounge area of Sheetz.

To Katelyn again, thank you for your constant support as I struggled with pursuing this dream.

To my mother, who has never even touched a set of polyhedral dice, thank you for taking the time to read this whole book regardless.

Inspirations

I also want to give a shout-out to the media that influenced *Revenant World* in ways big and small. First and foremost, shout-out to Andrew Hussie's webcomic masterwork, *Homestuck*. The setting and themes of this literary behemoth were a huge inspiration from the very beginning of *Revenant World*'s development.

And, of course, shout-out to Vincent Baker's *Apocalypse World*. Though *Revenant World* doesn't quite fit the mold of a traditional Powered by the Apocalypse game, some of the concepts and design sensibilities of this system clearly sit at the game's core.

Other media influences include:

Percy Jackson and the Olympians, book series by Rick Riordan

Alex Rider, book series by Anthony Horowitz

Harry Potter, book series by J.K. Rowling

Be More Chill, musical by Joe Iconis and Joe Tracz

Trollhunters, television series by Guillermo del Toro

Adventure Time, television series by Pendleton Ward

Persona, video game series by Atlus

Dark Souls and *Bloodborne*, video game series by FromSoftware

The Legend of Zelda, video game series by Nintendo

Mirror's Edge, video game series by EA DICE

ARMS, video game by Nintendo

Fortnite Battle Royale, video game by Epic Games

I also played, read, or listened to each of the following tabletop role-playing games during my time developing *Revenant World*, all of which provided valuable insight in various aspects of game design:

Dungeons and Dragons 5th Edition, Wizards of the Coast

Numenera, Monte Cook

Monster of the Week, Michael Sands

Blades in the Dark, John Harper

Lady Blackbird, John Harper

Dungeon World, Sage LaTorra and Adam Koebel

City of Mist, Son of Oak

The Stolen Century, Griffin McElroy

Four Sherlock Holmes and a Vampire, Andrew J. Young

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Chapter 1: Introduction

What is Revenant World?

Revenant World is a tabletop role-playing game designed to tell the stories of Vagabond parties, members of a generation with the means to venture into a vast and mysterious dimension that overlaps their own: the Microcosmic Plane. There, they'll explore wild, alien worlds lorded over by mysterious undead gods, and overcome the challenges they encounter using unbelievable magical powers. Most of these Vagabonds aren't even out of school yet; life on Earth itself is overwhelming for them, but now myriad worlds are spread before them, and they're given the power to change the fate of these worlds forever. Revenant World is a game about adventure and wonder, but it's also a game about getting in over your head, and the stress of new understanding and responsibility.

How Do You Play?

To play Revenant World, a game master (GM) and a group of 2 to 5 players (or more if you're up for it) get together to tell a story. The GM provides the narrative set up and determines how the world reacts to the actions of the players. The players each control a single player character, who has unique abilities as well as stats that determine how good they are at performing certain tasks. These stats affect dice rolls, which are used to provide stakes and add uncertainty to any action a character attempts. They say what their character does within the world the GM has introduced. This should all be familiar to you if you've played other tabletop role-playing games.

In addition to this manual and a group to play with, each player will need a playbook. This is a collection of sheets used to record and reference information about

your character. The first page of everyone's playbook is a character sheet, which will serve as your most common reference during gameplay, used to keep track of your character's stats and resources. At the back of your playbook you should have one or more item sheets, to record the detailed descriptions of items that you don't need to view on a frequent basis. The middle of your playbook consists of your Class sheets. These sheets list the unlockable abilities for your Job and Arcana, which will be discussed later in character creation (see Chapter 7, pg. 77). Each player will have different Class sheets, depending on the choices you make when you create your character.

Each player will also need a set of 7 polyhedral dice, standard to many tabletop games. It's useful to have several extra d6 (standard, 6-sided dice), as you'll frequently be rolling 2 or more of these at a time. Players can share dice if needed.

Sessions and Campaigns

A **session** is one discrete instance of play. It serves as an "episode" in Revenant World's story. A session can last only a couple hours, or all night, depending on the preferences of your group. Players take on roles as the same character from session to session and pick up in the story where the last one left off.

A **scenario** is a discrete set of related problems or obstacles that the party aims to overcome. A scenario typically lasts between 1 and 5 sessions, and a campaign encompasses multiple scenarios.

A **campaign** is an overarching story in the game that spans a number of sessions and scenarios. A campaign can be only one session (referred to as a "one-off") or it can go on for weeks, months, or even years. A campaign usually tells one large, overarching story, but you can segment a campaign into various adventures, all starring the same characters. A player usually creates a new character for each discrete campaign.

Dice

Many situations in Revenant World are resolved by rolling dice. This manual refers to dice on this pattern: XdY. X is the number of dice you roll in a given situation, and Y is the number of sides on each die you roll. For example, 2d6 refers to two six-sided dice. If this designation is followed by a multiplication sign and a number (e.g. 1d10x3) then you roll the appropriate number and type of dice (in this case, one ten-sided die) and then multiply the outcome by the number that follows the multiplication sign (in this case, three) to get your final result.

Rounding

Certain situations will call for an in-game value to be divided or multiplied. If the result is not a whole number, follow standard rounding rules to produce a whole result. Point five and above is rounded to the next whole number; lower than point five is rounded down to the previous whole number. For example, 3.5 is rounded up to 4, while 3.4 is rounded down to 3.

Chapter 2: Gameplay Basics

Actions

The gameplay and story of Revenant World are driven forward by Actions. An Action is a specific task performed by a player or GM. For a player, an Action is any task undertaken by their player character that has an *uncertain outcome*. The player rolls dice to find out the result of their Action. A GM does not roll dice for their Actions. Instead, a GM Action will almost always come *in response to a Player Action*, except in specific circumstances detailed later.

Player Actions

As a player, you interact with the game world by describing the behavior of your character in a given situation. Whenever you dictate a difficult task, or one that would be more narratively interesting if it had an uncertain outcome, this constitutes an Action, and the GM can ask you to make an Action roll.

Time

Time in Revenant World is tracked much in the manner as time in the real world. Your characters think in days, hours, minutes, and seconds. This doesn't have to match up with your playtime, of course; things that take several hours in the fiction may be glossed over in seconds, while things that take seconds in the fiction could be deliberated for dozens of minutes at the table. However, when we need to track narrative divisions of time less than a few minutes, the rules refer to time in Beats.

1 Beat is roughly 5 seconds long and serves as the amount of time a typical Player or GM Action takes to complete, unless otherwise specified. If something says it

"requires no Action," then it takes 0 Beats to complete, unless otherwise specified. If an ability lasts for an amount of time given in minutes or other unit of time instead of Beats, then it doesn't need to be counted specifically, and judgement is used for when that time passes in the fiction. Additionally, if an effect lasts for *10 Beats or more* per the rules, you can choose to hand-wave the specific counting and instead have it last until the end of the discrete scene in which it is activated.

Favor and Disfavor

An Action roll is always made with at least 2d6 (two six-sided dice). Modifiers called Favor and Disfavor add dice to this roll. When you roll an Action at Favor 1, you add one extra die to the roll (making it 3d6) but count only the *highest two*. When you roll an Action at Disfavor 1, you again roll 3d6, but count only the *lowest two*. Favor and Disfavor stack with themselves and cancel one another out. Favor 2 means you add two dice (roll 4d6, take highest 2). Having both Favor 2 and Disfavor 5 means you roll at Disfavor 3 (roll 5d6, take lowest 2).

In addition to situations in which you are explicitly granted these modifiers, your GM can grant Favor if an Action is taken in a situation where the chance of player success is especially high, and Disfavor if an Action is taken in a situation where the chance of player success is especially low. As a player, feel free to try to set up situations in the fiction where your Action has a higher chance of success, and to ask your GM if a circumstance would grant you Favor.

The sum of the *two dice that you count* for any Action roll is referred to as R.

Natural Stats

Almost every Action falls under the purview of one of four Natural Stats. These stats are added to R before you determine the result of an Action.

Add SLICK to a roll when you attempt an Action that requires aptitude in persuasion, deception, or navigating emotional situations, as well as in any situation requiring strong morale or force of personality.

Examples: bargaining with a salesman, charming a guard, or resisting an attempt to override your courage

Add WHIZ to a roll when you attempt an Action that requires raw mental power, aptitude in problem solving, a breadth of knowledge, or environmental awareness.

Examples: remembering a piece of lore, examining your surroundings for threats or items of interest, or solving a puzzle

Add ROWDY to a roll when you attempt an Action that requires physical aptitude, including strength, dexterity, endurance, or general hardiness.

Examples: clearing a difficult jump, staying awake for an extended period of time, or physically moving a heavy object

HARMONIC is a unique Natural Stat added to an Action made to perform a Lullaby. More information on Lullabies can be found in Chapter 9, pg. 99. Other occasions where a character is controlling magic or otherwise exerting their soul may also call for HARMONIC Actions.

If an Action could fall under more than one Natural Stat, the players and GM pick the best fit. A Natural Stat cannot exceed +3 by normal means, but certain consumables or effects may *temporarily* boost it above this limit.

A second type of stat, Maneuver Ratings, is also added to R before determining the result of an Action. These stats apply only to a specific subset of Actions. This is detailed further in Chapter 3, under the header "Maneuver Ratings," pg. 10.

Victory, Wash, or Defeat

Player Actions are divided into three levels of success: Victory, Wash, or Defeat. Take R +the relevant Natural Stat +the relevant Maneuver Rating.

If the sum is **10+**, the Action is a Victory.

If the sum is **7-9**, the Action is a Wash.

If the sum is **6-**, the Action is a Defeat.

When you roll a Victory, your character performs the task you described to the fullest extent that the fiction allows. Your attack strikes the enemy, dealing damage, or you dodge a monster's attack deftly and avoid any damage yourself. However, if the Action you describe doesn't flow logically in the fiction of the game, you suffer no ill result, but it may not go exactly how you described. For example, if you aim to throw a baseball over a mountain, even if you roll a Victory, this is likely implausible without extraordinary outside influence, so instead your character beams the ball with great athletic skill, but it only goes as far as a well-thrown ball realistically can. It is also your GM's prerogative to tell you that an Action is not possible and therefore not call for a roll. To perform an ability to which your character does not have access, for instance, has no chance of success, and your GM can dictate that you may not attempt it for this reason.

When you roll a Wash, your character may succeed only partially, or succeed at a cost. Your GM may give you a choice between a lesser result with no penalty, or a greater result with a penalty. Certain accomplishments can only be made on a Victory, and in these cases a Wash will play out similarly or identically to a Defeat. Other scenarios treat even a Wash as a full success, and in these cases it will play out similarly or identically to a Victory.

When you roll a Defeat, your character does not succeed and your GM can impose a penalty.

GM Actions

In Revenant World, a GM does not take Actions in the same way as a player. When a GM takes an Action, they roll no dice. Instead, a GM takes Actions *in response* to player Actions. When a player rolls a Wash for their Action, the GM takes a type of GM Action called a Pitch. When a player rolls a Defeat for their Action, the GM takes a type of GM Action called a Strike. These Actions can be taken *in addition to* the prescribed result of Washes and Defeats that are attached to certain player Actions.

One of the most common types of GM Actions is when the GM causes a non-player character, or NPC (any person, Monster, or other creature that isn't controlled by

a player) to act. When a rule refers to the next Action of an NPC, this means the next time the GM uses a Strike or Pitch to make that NPC take an Action.

Pitches

A Pitch can be described as a set-up. It's a change in the environment or Action of an NPC that is phrased to *allow the players to react*. For example, if a player rolls a Wash in a combat encounter, the GM can make a Pitch by saying, "an imp begins to creep around you, trying to find a blind spot. What do you do?" This allows the player a chance to preemptively attack the Monster or move out of the way. If the player attacks and rolls a Victory, the Monster takes damage and doesn't attack the player at that moment. If the Action is a Wash, the player deals damage to the Monster, but the GM makes another Pitch, perhaps having the Monster attack back, but giving the player a chance to defend. If the Action is a Defeat, the player's attack misses, and the GM makes a Strike, perhaps having the Monster deal damage before the player can do anything. A Pitch can also be used to take especially minor Actions, even without offering players a chance to react. For example, a GM could use a Pitch to have an NPC use an ability that does not deal damage or does not affect the players directly. A Pitch can also be used to have an NPC take a Surefire Action, a special kind of Action explained in Chapter 3, under the header "Surefire Actions," pg. 23.

Strikes

A Strike can be described as a follow-through. It is a change in the environment or Action of an NPC that is phrased to *not allow the players to react*. In the same situation from before, if the player had rolled a Defeat during combat, the GM could make a Strike by saying, "an imp sneaks up behind you and claws at you before you even see it. Take 1d6 damage." The Monster performed the same Action, but the outcome was different because the events leading up to it left the player vulnerable to damage instead of able to quickly react. A Strike doesn't have to result in taking damage, it can be anything the world or NPCs do that cannot be stopped by the players.

A landslide could knock the player characters off their feet before they can find something to hold onto, or an enemy could flee quicker than a player character could grab or even attack them. A Strike can also be "broken down" to make two Pitches instead.

Turns

The reactive flow of player and GM Actions means that encounters are self-balancing. There are no "turns" in Revenant World. Every time a player takes an Action, there's a possibility that an enemy creature will be able to take an Action in response. A GM can also take an Action independent of player Action in order to alter the pace of the story, though this is usually reserved for outside of combat encounters. There are specific rule provisions for the GM to take an Action "out-of-turn" *during* combat using the Elbow Grease mechanic described in Chapter 3, under the header "GM-Exclusive Options," pg. 28. If the players ask the GM what happens next, it may be a good time for the GM to take an Action.

Chapter 3: More Gameplay

Combat

Combat in Revenant World follows, for the most part, the rules of the rest of the game, rather than being a particularly distinct phase of play. However, certain tasks-- like removing an item from one's inventory-- require an Action roll in dangerous situations like combat, where they normally would be allowed to go off without a hitch. This is detailed further under the "Surefire Actions" header in this chapter. Additionally, the Action economy of the game during combat is slightly more rigidly run. The GM is discouraged from taking any Actions "out-of-turn," that is, taking Actions when players don't roll a Wash or Defeat. This is acceptable in other segments of play, but it should be reserved in combat only for times where the rules prescribe such interference, such as certain Elbow Grease options (as described under the "GM-Exclusive Options" header).

You can forgo these restrictions during combat in favor of a more "cinematic" or story-driven style of play. Essentially, these rules are in place to make combat more "game-like" and fair, so players can feel like their achievements in battle come from their strategic mastery of the situation in addition to the luck of the dice. Your group may favor a bit more GM fiat in combat to enhance its place in the fiction, sacrificing the feeling of fairness for one of drama. Many rules in this manual can be flexed in this same way, but combat is one area where this becomes more prominent.

Maneuver Ratings

Maneuver Ratings are bonuses applied to specific Action rolls in addition to Natural Stats. When you take an Action and add a Maneuver Rating bonus, the results of a Victory, Wash, or Defeat play out as described in the following section. An Action that

uses a Maneuver Rating bonus is referred to as a Maneuver, and each kind of Maneuver can be referred to by the name of its specific Rating. For example, taking an Action that uses the BASH Rating is called "making a BASH." If that Action falls under the ROWDY Natural Stat, then it's called "making a ROWDY BASH." Maneuver Ratings are divided into two categories: ATK and DEF.

Maneuver Ratings are usually boosted by gear. Any single Maneuver Rating cannot exceed +4.

ATK Maneuvers

BASH: When you **fiercely assail a single target**, roll +the relevant Natural Stat **+BASH**. On a Victory, you deal R damage plus **PUNISH**. On a Wash, you deal R damage with no **PUNISH**, *or* deal R damage plus **PUNISH**, but also reduce the Durability of the weapon with which you make the attack by 1. On a Defeat, your attack misses.

BOMBARD: When you **move amongst a crowd and deal a flurry of blows**, roll +the relevant Natural Stat **+BOMBARD**. You can target up to 5 creatures with a BOMBARD, so long as each is within Short Range of another. At least one of the creatures must be within range of the weapon you use to take this Action. On a Victory, you deal R damage to each of the creatures you target. On a Wash, you deal R damage to only one of the creatures you target, and the weapon with which you make the attack has its Durability reduced by 1. On a Defeat, you deal no damage, and the weapon with which you make the attack has its Durability reduced by 1. If you have any level of Favor or Disfavor on an ATK against any of the creatures in this group, add together the highest level of Favor and highest level of Disfavor. Apply the result to your BOMBARD at large. (For example, if you have Favor 1 against one creature, Favor 2 against another, and Disfavor 3 against a third, add together Favor 2 and Disfavor 3, for a net Disfavor 1 on the roll.)

BIND: When you **wrestle a target of similar size to yourself into your grasp**, roll +the relevant Natural Stat **+BIND**. On a Victory, you successfully bind the creature. On a Wash, you do not successfully bind the creature, *or* you do bind the creature, but take 1d10 damage in the process. On a Defeat, you do not bind the creature, and take 1d10 damage in the process. While bound, a creature cannot move or take any Actions, other than an attempt to free itself, and **BASH** rolls against the creature made by anyone but the grappler are rolled at Favor 2. To attempt to free itself, the creature makes a ROWDY **SKIRT**. On a Victory or Wash, the creature is freed. If the creature is an NPC, a Strike must be used for it to free itself. If a Pitch is used instead, the grappler can roll another **BIND** to prevent its escape, keeping hold on a Victory or Wash. The grappler can move with the bound creature, and can release the creature at will, throwing them prone (see under the "Status Effects" header later in this chapter, pg. 29). If the grappler takes a ROWDY Action other than an attempt to keep hold of a bound creature, the creature is released automatically and does not fall prone. If the grappler intends to throw the creature into immediate danger, they must make a ROWDY Action, succeeding on a Victory and freeing the creature regardless. Any **BIND** against an exhausted creature is rolled at Favor 1.

BAG: When you **snatch or knock away something worn or carried by another creature**, roll +the relevant Natural Stat **+BAG**.

For an item worn by a creature:

On a Victory, you swipe the item without their knowledge.

On a Wash, you are unable to swipe the item, *or* you are able to swipe it, but the creature notices.

On a Defeat, you are unable to swipe the item, and they notice your attempt.

For an item carried by a creature:

On a Victory, you knock the item out of the creature's grasp. It can be picked up with a ROWDY roll. (On a Victory or Wash for this roll, you pick up the item. On a Defeat, the creature who originally held the item picks it up.)

On a Wash, you are unable to knock away the item, but if it's a weapon, it loses 1 Durability.

On a Defeat, you are unable to knock away the item, and if you're carrying an item, it's instead knocked away from you.

BASH, **BOMBARD**, **BIND**, and **BAG** rolls are referred to collectively as **ATK** rolls.

Called Shots

When taking an Action that constitutes an **ATK**, usually a **BASH**, a player might describe what part of a creature they target. However, creatures don't usually have mechanics for being injured in certain places, and the **BASH** Maneuver isn't intended to specifically resolve a called shot. If the **BASH** has a particularly high result, deals a lot of damage, or knocks the target unconscious, then a description of striking a vital point is probably appropriate. However, if this isn't the case, a description of "I cut the vampire's head off," might be met with, "well, your sword comes down at the Monster's throat, but its reptilian arms dart upward, taking the brunt of the strike just in time," even if the attack was a Victory. This comes back to succeeding to the fullest extent the fiction allows and how the mechanics inform the fiction.

If a creature is more or less vulnerable at a particular point on its body, it might have a unique mechanic for resolving called shots. Each body part might even be statted out as if it were its own creature.

DEF Maneuvers

SHIELD: When you **stand steadfast and block incoming damage or danger**, roll +the relevant Natural Stat **+SHIELD**. On a Victory, you block any incoming damage. On a Wash, you block only half of any incoming damage. On a Defeat, you fail to block any incoming damage.

SKIRT: When you **nimbly dodge away from incoming damage or danger**, roll +the relevant Natural Stat **+SKIRT**. On a Victory, you dodge any incoming damage. On a Wash, you dodge any incoming damage, but fall prone, or suffer some other status effect. On a Defeat, you fail to dodge any incoming damage and fall prone or suffer some other status effect (see under the "Status Effects" header later in this chapter, pg. 29).

STAVE: When you **dexterously deflect incoming damage or danger**, roll +the relevant Natural Stat **+STAVE**. On a Victory, you deflect half of any incoming damage, and gain Favor 2 on your next **ATK** roll against the creature or object that posed the danger. On a Wash, you deflect half of any incoming damage and gain Favor 1 on your next **ATK** roll against the creature or object that posed the danger. On a Defeat, you deflect half of any incoming damage.

SUTURE: When you **aid another creature amidst a chaotic struggle**, roll +the relevant Natural Stat **+SUTURE**. On a Victory, the creature you aid regains R ED. On a Wash, the creature you aid regains R/2 ED, *or* gains R ED, but becomes stunned or suffers some other status effect. On a Defeat, the creature you aid regains no ED and becomes stunned or suffers some other status effect (see under the "Status Effects" header later in this chapter, pg. 29). Note that this aid doesn't have to be medicinal in nature, as Eudaimonia represents the overall well-being of a player character (see Chapter 4, under the header "Eudaimonia," pg. 34).

SHIELD, **SKIRT**, **STAVE**, and **SUTURE** rolls are referred to collectively as **DEF** rolls.

Details of Defense

DEF rolls are unique in that a Defeat does not provoke a Strike from the GM. The damage taken after the result of a failed **DEF** roll is considered the resolution of the GM's previous Pitch, rather than a distinct Action. The GM can still make a Pitch after a Wash on a **DEF** roll. Additionally, a **DEF** roll made to avoid damage from an NPC's Action or environmental hazard takes 0 Beats to complete, as it occurs during the same window of time as the hazard itself.

If you take at least partial damage from a source, you suffer any additional effects of the ability against which you were attempting to defend.

If you are within Short Range of an ally who would have to make a **DEF** roll, you can choose to make the roll instead, interposing yourself between your ally and danger. The specific scenario dictates whether you or the original target takes any damage at the resolution of this roll.

When to Use a Maneuver

A Maneuver is only triggered when a player character fulfills its bolded description in the context of the fiction. This also means that a player must describe how they are fulfilling the description of a Maneuver in order to roll for it.

An angry slap to the face probably doesn't constitute a **BASH**, because on the narrative side, it's not much of a fierce assault, and on the mechanical side, it probably shouldn't deal damage. This means it can usually just happen in the fiction without a roll, although it could be a regular ROWDY Action if it's more interesting to let the dice decide how well it goes for you.

Administering medical aid to a partymate after a battle has ended probably isn't a **SUTURE**, because narratively it isn't happening during a chaotic struggle, and

mechanically it's probably just using a consumable or part of Calling a Recess or Calling it a Day (see Chapter 4, under the header "Resting," pg. 42).

Note that some rules, in particular those in Monster stat blocks, may specifically tell you that you can only defend against some effect with a specific Maneuver, or may tell you to add a Maneuver Rating to a roll that doesn't quite match its described use. In these cases, the rule will tell you what happens depending on the result of your roll, which may be different from the basic resolution of that Maneuver.

Additionally, sometimes being proficient in a certain Maneuver can be useful in situations beyond its normal use, and being unskilled in a certain Maneuver may make a certain Action harder. In these cases, you can add the Maneuver Rating to your roll, but let the fiction inform how the result plays out.

Choosing the Right Stats

Both **ATK** and **DEF** Maneuver Ratings are usually supplemented by the ROWDY Natural Stat, but the GM can call for any appropriate stat per the situation. For example, if you roll to resist a psionic attack that attempts to override your morale and cause you to flee, your GM might call for a SLICK **SHIELD** instead of a ROWDY **SHIELD**.

The **ATK** Maneuver Ratings are most often improved by acquiring new weapons, whereas the **DEF** Maneuver Ratings are most often improved by acquiring new wearable gear, though this is not a hard-and-fast rule. You only add a Maneuver Rating bonus to a roll when you are currently wielding the weapon that confers the bonus or currently wearing the gear that confers the bonus. If you're wielding multiple weapons, you only use the stat bonuses of the last one you picked up or used. You add these bonuses to any roll for their specific Maneuver Rating, even if it doesn't seem like the weapon or gear perfectly contributes to the specific roll in the context of the fiction. For example, a piece of metal armor might give you a bonus to **SHIELD**. Logically, this applies most readily to ROWDY **SHIELD** rolls, where you attempt to block something physically. However, this bonus is also applied to WHIZ **SHIELD** rolls, where a mental defense is made, and SLICK **SHIELD** rolls, where an emotional defense is made. A boost to one's

physical safety can also have a marked positive effect on their mental and emotional state, and vice versa.

Because drawing and sheathing weapons is likely to occur more often than switching gear, you can record Maneuver Rating bonuses tied specifically to weapons in the WI and WII boxes in your playbook, to keep them separate when you aren't wielding them. Bonuses from wearable gear can go directly on the line for the Maneuver, but remember to change this bonus if you doff the gear.

Certain Victory

When you roll for a Maneuver and R is equal to 12, the Action is always a Victory, regardless of any negative modifiers to the roll.

Lullabies

Every Vagabond has access to special magical abilities, dictated by their Class, called Lullabies. A roll to perform a Lullaby is a HARMONIC Action, but is not considered a Maneuver and, as such, does not get a bonus from any Maneuver Rating. This means your maximum bonus for Lullabies is slightly lower than your bonus for any Maneuver, but also means Lullaby rolls are immune to the negative effects of Hazard Level. (See the "Hazard Level" header in Chapter 12, pg. 184.)

Other Player Actions

As a player, remember that any way you want to interact with the world around you is a potential Action. Maneuvers are only a very small subset of the rolls you'll be making in Revenant World;

they're just the most rigid, with specific rewards and consequences. Look at the example uses for each Natural Stat in Chapter 2, pg. 6 for ideas on the other sorts of Actions to take during gameplay. When you take an Action like this, it's up to the GM to decide the effect and the way the world reacts. Remember that in general:

On a Victory, you get what you wanted safely.

On a Wash, you get what you wanted if you pay a price, or don't quite get what you wanted. The GM also sets up a change in your surroundings.

On a Defeat, you don't get what you want, and probably pay a price. The GM also makes a definitive change in your surroundings.

The GM's Action doesn't always have to be adversarial if that isn't what's required to drive the story forward. For example, a player might roll a WHIZ Action to see if they remember a piece of lore. On a Wash, they remember some of what they want, and the GM's change in the fiction can simply be telling them what detail they remember.

Weapons

ATK rolls in Revenant World are generally made using weapons. Certain other Actions, such as **DEF** rolls, may also indirectly make use of weaponry. A given weapon has three different traits that determine its stats and other properties: Weight, Rate of Fire, and Range. A standard weapon has a **PUNISH** of 1Pd. Its other stats are determined by its traits.

Weight

Heavy weapons are large and slightly unwieldy. Their size can be used to block incoming danger. You gain +1 **SHIELD** and +1 **BASH** when you wield a Heavy weapon.
Critical: The creature you target and any of its allies within Short Range are stunned.
Malfunction: You unintentionally break something in your surroundings.

Medium weapons are middle of the road. They are light yet sturdy, making them excellent tools for parrying. You gain +1 STAVE and +1 BASH when you wield a Medium weapon.

Critical: This weapon regains 3 Durability.

Malfunction: This weapon loses 3 Durability.

Light weapons are quick and maneuverable. They are small and unobstructive, making it easy to run, roll, or jump while holding them. You gain +1 SKIRT and +1 BASH when you wield a Light weapon.

Critical: The creature you target and one of its allies within Short Range are disarmed, as if you rolled a Victory on a BAG.

Malfunction: Your weapon is snatched by an enemy.

Rate of Fire

Charge weapons require a moment of preparation before they unleash their powerful attacks. A BASH or BOMBARD with a Charge weapon takes 2 Beats instead of the standard 1.

Durability: 10

PUNISH die Size: +2

Standard weapons attack at a moderate pace.

Critical: Double the value of R when calculating damage.

Durability: 7

PUNISH die Size: +1

Quickfire weapons attack in the blink of an eye. A BASH or BOMBARD with a Quickfire weapon takes 0 Beats instead of the standard 1.

Critical: Double the value of R as well as **PUNISH** when calculating damage.

Durability: 5

Range

Melee weapons can target creatures and objects within Short Range of the wielder when they make a BASH or BOMBARD.

PUNISH die Size: +1

Ranged weapons can target creatures and objects within Medium Range of the wielder when they make a BASH or BOMBARD.

PUNISH die Size: -1

Critical

When making a BASH, if R is equal to 12, the BASH is a Critical Hit. This causes certain effects to proc, as specified in some of the weapon traits above.
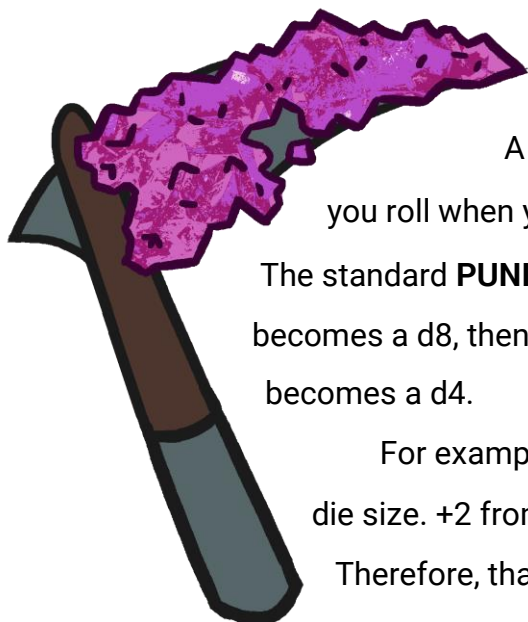
PUNISH die Size

A weapon's **PUNISH** die size determines what die you roll when you calculate a weapon's **PUNISH** upon obtaining it. The standard **PUNISH** die is a d6. If a trait grants you +1 size, it becomes a d8, then a d10, then a d12. If a trait grants you -1 size, it becomes a d4.

For example, a Heavy Charge Melee weapon has +3 **PUNISH** die size. +2 from its Heavy trait and +1 from its Melee trait. Therefore, that weapon's **PUNISH** die is a d12.

A Medium Standard Ranged weapon has +0 **PUNISH** die size. +1 from its Standard trait and -1 from its Ranged trait. Therefore, that weapon's **PUNISH** die is a d6.

PUNISH

PUNISH is a special stat that governs damage. Rather than being added to an Action roll, it's added to R when determining the damage of a Victorious **BASH** (or following a Wash, if the second option for this outcome is taken) with a specific weapon. The **PUNISH** bonus granted by an item or ability is generally given in terms of Pd, or **PUNISH** dice. If a weapon has a **PUNISH** bonus of 3Pd, then, when you first obtain that weapon, you roll 3 of its appropriate **PUNISH** dice. You record the result in the appropriate **PUNISH** stat block for the weapon in your playbook. This static number is added to damage in the aforementioned situations. When a rule refers to an increase to **PUNISH** in general, without specifying a certain weapon or weapon type, the **PUNISH** bonus of any and all weapons you use for the effect's duration is increased.

Whenever you roll **PUNISH** dice to determine a weapon's **PUNISH**, ignore and reroll any die that comes up 1.

A non-weapon object always has a **PUNISH** of 0, as does a weapon being used to target something outside of its effective range.

Durability

Durability is the property of a weapon that indicates how much stress and wear it can endure. If a weapon's Durability drops to 0, it becomes broken. A broken weapon loses all special properties, including bonuses to any Maneuver Ratings, and the ability to score a Critical Hit. Additionally, its **PUNISH** becomes 0Pd. A broken weapon can be repaired by someone with the proper tools if a player spends 1 XP (see Chapter 8, under the header "Experience," pg. 87) . Some shops may be able to repair a broken weapon for coin instead, if the party is at least *comfortable* in Jack (see Chapter 6, under the

header "Jack," pg. 64). These repairs cannot be made in the heat of battle or during other tense situations. A weapon that is not broken regains all of its Durability when in the inventory of a Vagabond who Calls it a Day.

Malfunction

When a weapon's Durability is less than full, the GM gains access to a special kind of Pitch called a Malfunction. Malfunctions cannot be avoided by taking an Action like a typical Pitch. Instead, players can spend 1 XP to refuse a Malfunction. Note that a player cannot collect more than 5 XP at once. (More information on XP can be found in Chapter 8, under the header "Experience," pg. 87.) A player cannot refuse a Malfunction if they do not have sufficient XP to pay for their refusal. A GM can only target a given weapon with a Malfunction once between Calling a Recess (see Chapter 4, under the header "Resting," pg. 42). If a player refuses a Malfunction, their weapon is still considered to have been targeted for this purpose.

The Look of a Weapon

A weapon's three traits are all that distinguish it from any other basic weapon. There aren't specific rules for swords versus spears or anything like that. You decide what a weapon looks like in the fiction alongside its traits. A Heavy Charge Melee weapon could be a huge zweihander or a bulky warhammer. A Light Quickfire Ranged weapon could be a handgun or a lightweight bow and arrow.

Distances

Distance in Revenant World is usually given in terms of Short Range, Medium Range, and Long Range. Because the game is played in a "theater of the mind" style, distances don't need more specificity than this when it comes to the range of attacks and abilities. This allows the GM to describe things more quickly and the players to keep track of positions more easily instead of juggling numbers in their head.

Something is within Short Range if it's between roughly 0 and 15 feet away. Something is within Medium Range if it's between roughly 20 and 45 feet away. Something is within Long range if it's between roughly 50 and 120 feet away. Any distances longer than this will be given in standard measurements.

If an effect moves something a "Short Distance," it stays within the same range as where it started. If an effect moves something a "Medium Distance," it moves up or down one range (e.g. from Short Range to Medium Range, or Long Range to Medium Range).

Surefire Actions

Certain tasks which would normally go off without a hitch can become risky endeavors in tense situations like combat. Your GM would not normally have you roll to retrieve an item from your inventory, or to consume a healing item. However, in a high-stakes encounter, doing either of these things could leave you vulnerable to attack or other danger. In these situations, your GM can have you roll a Surefire Action.

A Surefire Action is an Action that is guaranteed to succeed but might leave you open to negative consequences. As such, there is no direct penalty for rolling a Wash or Defeat on a Surefire Action, you still retrieve your item or consume your potion. However, a Wash still provokes a Pitch from the GM and a Defeat still provokes a Strike.

Essentially, when a player rolls a Surefire Action, it's purely a chance for the GM to take an Action, nothing more. When an NPC has to "roll" a Surefire Action, it's an opportunity to eat up one of the GM's Actions, shifting the situation in the players' favor. A Pitch is sufficient to have an NPC take a Surefire Action.

Some status effects require a Surefire Action to end their influence, such as being restrained or prone. Here are some other miscellaneous situations where a GM should call for a Surefire Action in tense circumstances:

Retrieving an inventoried item (see Chapter 6, under the header "Inventory," pg. 60)

Picking up and/or inventorying an item

Consuming a piece of food

Taking a swig of a drink

Activating a simple mechanism

Donning or doffing an item of clothing

Remember that these activities only require an Action roll in tense situations. This could be a simple combat encounter, a stressful chase, or a delicate negotiation where a simple movement could cause a negative reaction.

Surefire Actions are rolled with a Natural Stat bonus, but don't fall under the purview of any Maneuver Rating. Most of these example Surefire Actions would be rolled with ROWDY, as they are simple physical actions. The GM can call for a roll for Surefire Actions not included on this list.

Retrieving an inventoried item is a fluid motion that every Vagabond becomes almost supernaturally adept at executing. You always roll this Surefire Action at Favor 1. At 15th Office, you can retrieve an item from your inventory without rolling a Surefire Action at all.

Combining Actions

Several consecutive tasks that would each require a Surefire Action can sometimes be made as part of a single Action, at the GM's discretion. For example, withdrawing a consumable from one's inventory and then consuming it, or inventorying one weapon and drawing another.

If a player character must take a Surefire Action and intends to immediately take a regular Action using the same Natural Stat, they can choose to take the Surefire

Action as part of this other Action. When they do so, the Action is rolled at Disfavor 1. On a Victory or Wash, the Surefire Action is considered to be completed along with the other Action. A Surefire Action takes 0 Beats when completed in this way. On a Defeat, the Surefire Action is not considered to be completed, though the results of the Defeat for the other Action still proc.

Any creature can avoid taking a Surefire Action by using Elbow Grease, as described further on in this chapter.

Stances

At any time, a player can take a ROWDY Surefire Action to assume or drop a combat Stance.

To enter Target Stance, a player character enhances their ability to land blows by either moving slowly and stealthily around a target, or by blindsiding a foe with reckless speed. In either circumstance, your ability to avoid attacks yourself is diminished. Roll all **ATK** rolls at Favor 1, and all **DEF** rolls at Disfavor 2.
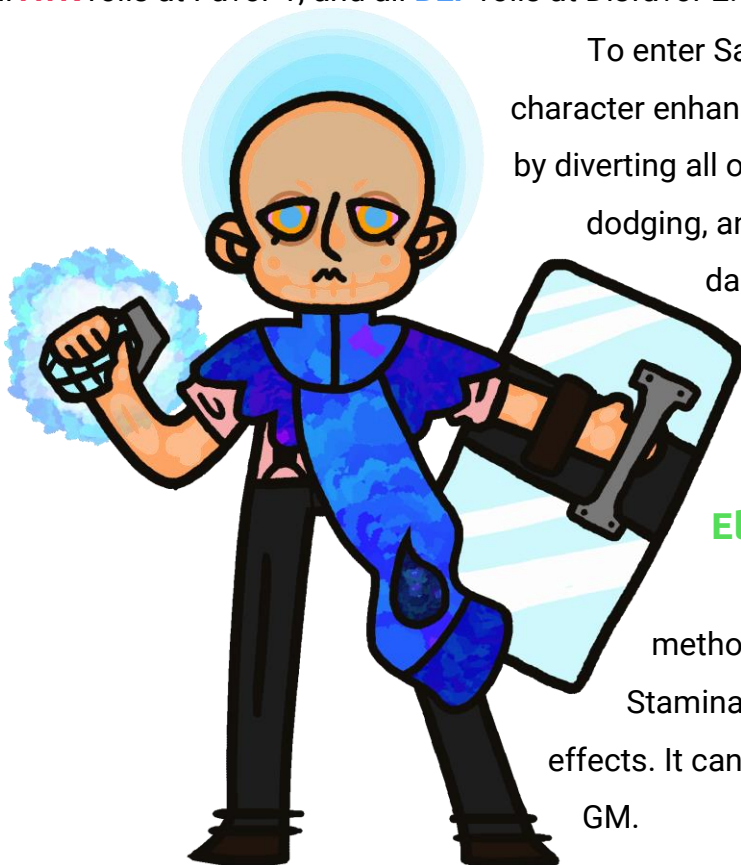
To enter Safeguard Stance, a player character enhances their ability to evade damage by diverting all of their focus into blocking, dodging, and parrying. Your ability to deal out damage of your own is diminished. Roll all **DEF** rolls at Favor 1, and all **ATK** rolls at Disfavor 2.

Elbow Grease

Using Elbow Grease is a method by which a creature can expend Stamina (ST) to achieve a variety of effects. It can be used by both players and the GM.

Avoid Taking Action

Any time a creature is required to take a Surefire Action, they can instead use Elbow Grease to avoid taking an Action. Using Elbow Grease in this way costs 10 ST, has the same effect as taking the required Surefire Action, and takes 0 Beats.

Augment Your Action

Any time a creature takes an Action, they can use Elbow Grease before rolling to add an additional +1 to the final result of their Action roll. Using Elbow Grease in this way costs 10 ST. When a Vagabond reaches 10th Office, they can double down, expending 20 ST for a +2 bonus. When they reach 15th Office, they can expend 30 ST for a +3 bonus. At 20th Office, they can expend 40 ST for a +4 bonus. Finally, at 30th Office, they can gain a bonus of any magnitude, expending ST equal to the bonus times 10.

When a GM uses this Elbow Grease option, they instead subtract 1, 2, 3, etc. from a player's Action roll that targets an NPC, having the NPC spend 10 ST for every -1. The value subtracted cannot exceed the NPC's Hazard Level (see Chapter 12, under the header "Hazard Level," pg. 184). The NPC being targeted by the Action is considered to be using Elbow Grease, and therefore this option cannot be used with an exhausted NPC.

Deal Extra Damage

Similarly, whenever a creature deals damage, they can use Elbow Grease to increase said damage by 1d10. This costs 10 ST. When a Vagabond reaches 10th Office, they can spend 20 ST for a 2d10 damage increase, and so on, following the same pattern as the previous Elbow Grease option.

An NPC's limit of extra d10s is equal to their Hazard Level.

Gather Intel

A creature can use Elbow Grease to learn something about another creature. When you do so, expend 5 ST and roll a WHIZ Action. On a Victory, you gain knowledge of 3 of the listed items of your choice. You can only learn of one of each item. On a Wash, you gain knowledge of 2. On a Defeat, you gain knowledge of 1, and cannot target the same creature with this effect again until you Call a Recess.

The creature's maximum and current HP
The creature's maximum and current ST
The creature's Hazard Level
An innate trait of the creature, such as a Racial Trait or trait listed in a Monster stat block (You may choose a specific trait if you see it used.)
An additional attribute of the creature
The creature's current Attitude
A Lullaby known by the creature
A Lyric known by the creature
A Hum equipped by the creature
The stats and special effects of one weapon wielded by, or in the inventory of, a creature (you may choose a specific weapon if you can see it)
The stats and special effects of one piece of gear or miscellaneous item worn by, held by, or in the inventory of, a creature (you may choose a specific item if you can see it)

When a GM uses this Elbow Grease option, they treat it as a Victory if an NPC uses a Strike to use Elbow Grease, and as a Wash if they use a Pitch. However, an NPC cannot target the same creature again with this effect until Calling a Recess upon obtaining this "Wash." The NPC who takes this Action is considered to be using Elbow Grease, and therefore this option cannot be used with an exhausted NPC.

At Higher Offices

A Vagabond gains access to a unique Elbow Grease option at higher Offices. At 10th Office, immediately after Calling a Recess, you can use Elbow Grease to open a temporary gateway to any microcosm you've been on before, or a gateway back to The Spot on Earth (see in Chapter 5, pg. 48). Doing so costs 10 ST. The gateway remains open for 5 Beats, or until you close it at will (no Action required), and leads to the same location as that microcosm's natural portal.

At 20th Office, immediately after Calling a Recess, you can use Elbow Grease to open a temporary gateway to any microcosm so long as you are touching an object that originated there. Doing so costs 20 ST. The gateway remains open for 10 Beats, or until you close it at will (no Action required), and leads to the same location as that microcosm's natural portal.

At 30th Office, at any time, you can use Elbow Grease to open a temporary gateway to any location you can describe on any microcosm you've heard the name of, or a gateway to any location you can describe on Earth. Doing so costs 30 ST. The gateway remains open for 1 hour, or until you close it at will (no Action required).

These uses of Elbow Grease can be blocked by certain magical or gristomechanical forces in the Microcosmic Plane.
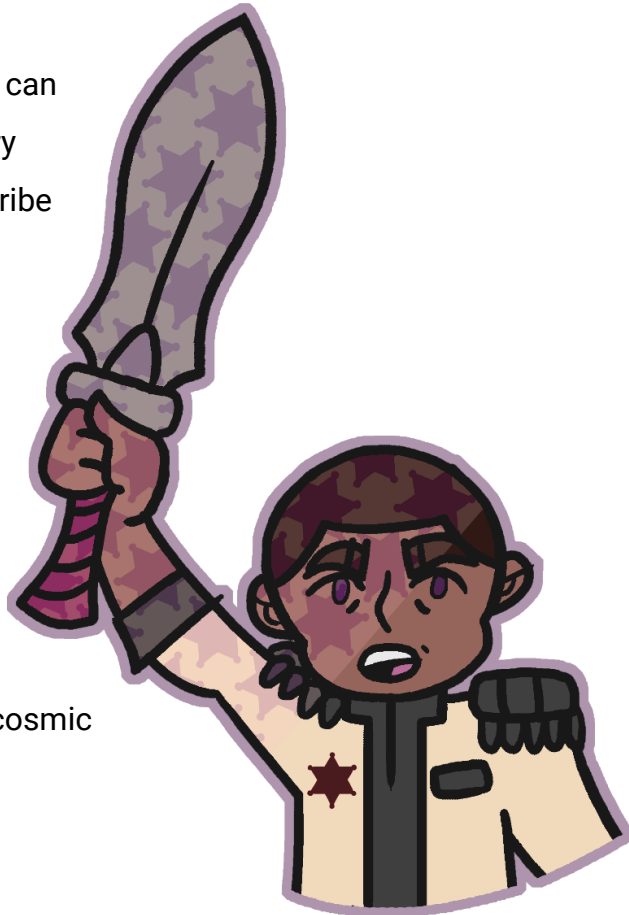
GM-Exclusive Options

A GM has additional options for using Elbow Grease. The GM can use a Pitch to make an NPC take an Action "out of turn," regardless of player rolls. Using Elbow Grease in this way costs 15 ST for the creature that the GM has perform the Action. The NPC

who takes the Action is considered to be using Elbow Grease, and therefore this option cannot be used with an exhausted NPC. (Note: The GM does not necessarily have to have any NPC use Elbow Grease to take an Action outside of combat or other conflict scenario.)

The GM can also use Elbow Grease to turn an NPC's Action from a Pitch to a Strike. Using Elbow Grease in this way costs 20 ST for the creature that the GM has perform the Action. The NPC who takes the Action is considered to be using Elbow Grease, and therefore this option cannot be used with an exhausted NPC.

Status Effects

A *restrained* creature is constrained by rope-like binding. A restrained creature cannot move and must use its next Action (rolled as a ROWDY Surefire Action) to free itself. A *prone* creature has fallen or dropped flat to the ground. While prone, all ROWDY Actions the creature attempts are rolled at Disfavor 1, and any **ATK** or **DEF** rolls made against the creature are rolled at Favor 1. A prone creature can take an Action (rolled as a ROWDY Surefire Action) to get up.

A *stunned* creature is rendered briefly immobile by a sharp shock or impact. A stunned creature cannot move and must use its next Action (rolled as a WHIZ Surefire Action) to recover.

A *crippled* creature is weakened in mind and body. A crippled creature takes all Actions at Disfavor 1, and any **ATK** or **DEF** rolls made against the creature are rolled at Favor 1.

A *slowed* creature has its movements and actions reduced in speed. A slowed creature makes any **ATK** rolls at Disfavor 1, and any **DEF** rolls made against the creature are rolled at Favor 1. A slowed creature must take a ROWDY Surefire Action to enter or exit Short Range of a hostile creature.

A *blinded* creature has had its sense of sight masked or destroyed. A blinded

creature rolls all ROWDY Actions at Disfavor 1, and any **ATK** or **DEF** rolls made against the blinded creature are rolled at Favor 1. A creature that does not rely on sight is immune to this effect.

A *frightened* creature must use its next Action to move a Medium Distance from the object of its fear (rolled as a ROWDY Surefire Action).

A *hasted* creature has its movements and actions increased in speed. A hasted creature makes any **ATK** or **SKIRT** rolls at Favor 1, and any **DEF** rolls made against the creature are rolled at Disfavor 1.

An *exhausted* creature cannot use Elbow Grease.

An *unconscious* creature cannot move or take any Actions.

A *vulnerable* creature dies if it takes any damage.

A creature who comes in physical contact with an *ignited* object takes 5 damage every Beat until either they take a ROWDY Surefire Action to smother the flame, the flame is doused by some other effect, they are no longer contacting the object, or 5 Beats pass. An object held or worn by a creature cannot be ignited unless the creature is restrained, prone, slowed, or unconscious.

Slippery terrain is an area of ground made precariously slick. A creature attempting to move on or across slippery terrain must roll a ROWDY Action. On a Defeat, the creature falls prone. A GM can use a Pitch to have an NPC cross the terrain, but fall, and a Strike to avoid falling.

Dangerous terrain is an area of ground covered by some potentially harmful obstacle. A creature attempting to move on or across dangerous terrain must roll a ROWDY Action. On a Defeat, the creature takes 1d10 damage. A GM can use a Pitch to have an NPC cross the terrain, but take damage, and a Strike to avoid damage.

Multiple Effects

A creature cannot be "double-affected" by a status effect. If a second instance of a status effect is applied to a creature, the instance whose duration ends last takes precedence. However, similar conditions imposed by different status effects *do* stack.

For example, a creature who is both slowed and crippled takes all **ATK** rolls at Disfavor 2.

If two or more concurrent status effects require that a creature use their next Action to do something, resolve the effect that was applied earliest first.

Ending Status Effects

If a status effect or other situation requires that a creature use their next Action on a specific type of roll, but they have an idea for another roll that could end the condition, the GM may, at their discretion, allow that roll to be made instead.

Armor-Points

Certain effects and pieces of gear grant a character a resource called Armor-Points, or AP. When you have AP available, they are spent automatically whenever you take an instance of damage. Each AP reduces a single instance of damage by 1d10, regardless of any **DEF** Maneuver made or other situational factor. A piece of gear regains AP up to a cap of half of its maximum when you Call a Recess, and all of its AP when you Call it a Day. See Chapter 4, under the header "Resting," pg. 42.

Vehicles and Mounts

In your journeys, you may acquire a living mount or a personal vehicle. Large vehicles like cars are not practical in combat, and do not confer any specific bonuses to rolls. Smaller one-person vehicles and mounts, however, confer the following features to your character:

Favor 1 on ROWDY Actions to traverse slippery or dangerous terrain
Favor 1 on **SKIRT** rolls
Favor 1 on **ATK** rolls against airborne creatures
Disfavor 1 on **ATK** rolls against prone creatures
Disfavor 1 on **SHIELD** and **STAVE** rolls

Cannot be slowed

A special **BASH** appropriate to your vehicle or mount. A basic vehicle or mount confers a +1 to **BASH**, its **PUNISH** die size is 1d20, its **PUNISH** bonus is 1Pd, and it can target a creature within Short Range. You cannot make use of the second option for rolling a Wash on a **BASH** when you attack with a vehicle.

Getting on your vehicle or mount requires a ROWDY Surefire Action in tense situations, as does dismounting. You fall off your mount and fall prone if you are affected by the restrained, stunned, crippled, or prone status effects, or if you fall unconscious.

Damage While Mounted

When you take damage while mounted, you can choose to have your vehicle or mount take that damage instead. A vehicle or mount can only be targeted together with its rider; it is not considered a discrete creature or object while mounted. A basic vehicle or mount has 10 HP. If it is a creature, it falls unconscious at 0 HP. If it is a vehicle, it becomes broken (and thus unrideable) at 0 HP and can be repaired by someone with the proper tools if a player spends 1 XP (if simple vehicle) or 2 XP (if gristomechanical vehicle). Some shops may be able to repair a broken vehicle for coin instead, if the party is at least *well-off* in Jack. These repairs cannot be made in the heat of battle or during other tense situations. If you are riding a vehicle or mount when it drops to 0 HP, you fall prone. A vehicle regains HP from resting as if it were a creature (see Chapter 4, under the header "Resting," pg. 42).

GRUDGE and BOND

When you come into conflict with another player character in a way that impedes on the goals of your party, both players can write the other's name in their playbook and mark GRUDGE. While you have a GRUDGE against a party member, you cannot use Lyrics they create as Lyrical supplies. (See Chapter 9 under the header "Lyrics," pg. 112)

Additionally, any Lullaby or Hum that requires an Action is rolled at Disfavor 1 if it is directly beneficial to a player character against whom you hold a GRUDGE.

When you resolve, through gameplay, the conflict which initiated the GRUDGE, erase the mark and mark BOND with the same player character. Each character involved in the resolved GRUDGE earns 1 XP. Additionally, each BONDed character receives a temporary gameplay benefit that they each choose from the list below. A BOND typically lasts until the end of the next full day, but the GM can alter this as they see fit.

You can also forge a short-term BOND with a partymate when you simply share an emotional moment or bond over a common opinion or goal. When you do so, mark BOND with each other as normal, but erase the BOND once your chosen benefit has proc'd once.

BOND Benefits:

Whenever you use a Lyrical supply created by your BONDed party member, you gain double the level of Favor the Combo would normally grant.

Whenever you directly restore ED or ST to your BONDed party member, you restore double the normal amount.

You gain Favor 1 on one type of Maneuver roll while within Short Range of your BONDed party member.

Your HARMONIC stat is temporarily increased by 1 while within Short Range of your BONDed party member.

You temporarily learn one Lyric from your BONDed party member's Arcanum.

You shouldn't attempt to solve out-of-game behavioral issues with the GRUDGE and BOND system. These issues should always be respectfully discussed between players away from the table. This system should be used when creating and solving intra-party conflict contributes to the most interesting fiction in your game. When you start a GRUDGE with another player's character, make sure it's mutual and no one feels like they're being targeted with aggression as players rather than characters.

Chapter 4: Health and Stamina

Hit Points

All NPCs have a resource called Hit Points, or HP. This is an abstract resource that indicates how many points of damage the creature can sustain. When an NPC takes damage, that means the value is subtracted from its HP. When an NPC's current pool of HP is equal to or less than 25% of their maximum, they are automatically affected by the exhausted condition. This condition ends if they rise above 25% HP. When an NPC's current HP drops to 0, they become unconscious and vulnerable. These conditions end if they regain at least 1 HP.

Eudaimonia

Instead of HP, player characters have a resource called Eudaimonia, or ED. ED is an abstract resource that represents the general well-being of a player character. When a player character takes damage, that means the value is subtracted from their ED. Because ED is not simply equivalent to health, damage does not necessarily need to be physical. If a player rolls a Defeat and the GM can't think of a specific Strike to make, they can always fall back on dealing damage. A character becomes hurt, demoralized, or otherwise disadvantaged by their failure.

Ordeals

As a character's ED decreases, the GM gains access to special Pitches called Ordeals. Ordeals cannot be avoided by taking an Action like a typical Pitch. Instead,

players can spend XP to refuse an Ordeal. To do so, they expend XP equal to the Tier of the Ordeal they're refusing. Note that a player cannot collect more than 5 XP at once. (More on XP can be found in Chapter 8, under the header "Experience," pg. 87.) A player cannot refuse an Ordeal if they do not have sufficient XP to pay for their refusal.

Ordeals come in 4 tiers. A GM can use a Tier I Ordeal to affect a character whose current ED is 75% or less of their maximum. A Tier II Ordeal can be used to affect a character with 50% or less ED. A Tier III Ordeal can be used to affect a character with 25% or less ED. A Tier IV Ordeal can be used to affect a character with 0% ED, or in other words, a character with 0 ED.

Tier I Ordeal

You get scraped up. You suffered physical harm in the form of a sprained ankle, minor lacerations, or similar injury. Roll all ROWDY Actions at Disfavor 1 until you Call a Recess.

You get inside your head. You've lost your confidence because of some failure or become distracted by far away thoughts. Roll all WHIZ Actions at Disfavor 1 until you Call a Recess.

You can't muster your charm. You received superficial injuries or have become so dirty and disheveled that your regular wiles are ineffective. Roll all SLICK Actions at Disfavor 1 until you Call a Recess.

An item breaks. Your weapon hits 0 Durability, your vehicle drops to 0 HP, or your Inventory Boxes glitch and delete a consumable item.

Your injuries do not look good. Something hurt you real bad. You can't keep fighting like nothing's wrong. You roll all **ATK** or all **DEF** Maneuvers at Disfavor 1 until the next time you Call a Recess.

You saw something messed up. You experienced something disturbing, and you don't think you can talk about it right now. You can't speak until you regain 1 or more ED.

You lose reputation. Someone looked up to you, and now they don't. You've lost someone's favor, be it a friend, an employer or employee, or even the general public.

An unfortunate truth is revealed. Something you wanted to keep hidden slips out, or you discover someone else's secret, and it isn't good. Either way, this is going to complicate things.

You forget a detail. You received intel a while back, but in the chaos of fighting or negotiations, it slipped your mind. You need to find another way to learn what you want.

You're out cold. You succumb to physical injuries and fall unconscious, or faint in the presence of an incomprehensible horror. You cannot take Actions or move until you regain 1 or more ED.

You're exhausted. You've used up too much of your energy to dig into your reserves of strength any further. You are affected by the exhausted condition until you Call it a Day.

You lose a limb. You suffer such intense physical trauma that an appendage is rent from your body. The GM can determine the severed limb or have you roll randomly on this chart.

1 Right arm	**3 Left arm**
2 Right leg	**4 Left leg**

A creature who loses an arm rolls all ROWDY **ATK** and ROWDY **STAVE** rolls at Disfavor 2, and cannot attempt **BIND** rolls. A creature who loses a leg has Disfavor 3 on all **SKIRT** rolls and is also slowed. A creature who loses both arms cannot attempt an ROWDY **ATK** or ROWDY **STAVE** roll. A creature who loses both legs cannot move or attempt the **SKIRT** Action. A mechanical prosthesis can end these conditions and can be obtained on Earth if a player spends 3 XP on each. A character with a mechanical prosthesis is now a cyborg, unless they were already a robot, and may choose to change their Racial Trait or Natural Stats to reflect this. A character must practice with their prosthesis for a full week before it ends the conditions of dismemberment.
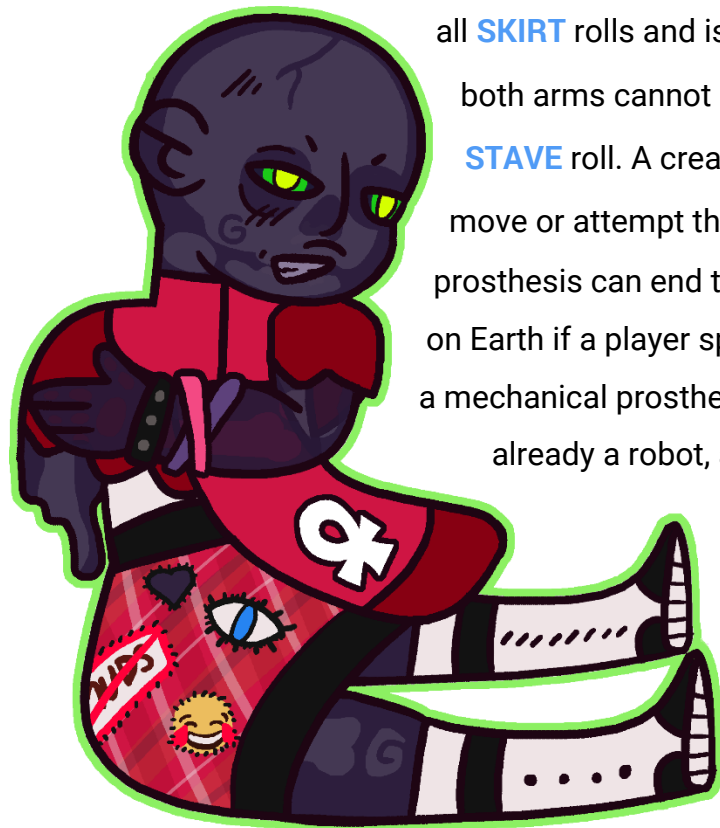
Naiad characters are immune to dismemberment of the legs. Arachnaea characters ignore the ill effects of arm dismemberment until they lose both arms on a side, at which point they are affected as if they lost one arm. Robot characters ignore the week of practice with a prosthesis and are thus able to end the ill effects of dismemberment immediately upon receiving the prosthesis.

You've been profoundly crippled. Your body is thoroughly injured. You've sustained major damage to an important organ or contracted a sickness with an obscure or undiscovered cure. Reduce your ROWDY Stat by 1 permanently.

You have seen something that cannot be unseen. A horror has shattered your mind in a way that cannot be easily repaired. Reduce your WHIZ or SLICK Stat (chosen by you or the GM) by 1 permanently.

You forget an ability. The delicate grasp your mind has on a Hum, Lullaby, or Lyric loosens for just a moment, and you lose one card from your repertoire. You can relearn it as if you never knew it.

You lose your Dominion. The tie between you and one microcosm over which you've assumed command is abruptly severed, and the planet is sunk where you stand.

A synthesized item is dearchetyped. Synthesized items can be subjected to an extreme form of destruction called dearchetypization. This can occur under extreme physical stress, in the presence of certain magical energies, or in remarkable cases, it can be seemingly spontaneous. When a synthesized item is dearchetyped, it explodes with tremendous force, knocking any creature within Medium Range prone, even if contained in an Inventory Box at the time. The item is destroyed utterly and cannot be repaired or reassembled. Additionally, any synthesized duplicate of the item is destroyed at the

same time. For more on Synthesis and synthesized items, see Chapter 6, under the header "Synthesis," pg. 60.

Tier IV Ordeal

You die. This is the end for you. You leave behind this mortal existence to face whatever, if anything, lies beyond.

You're comatose. You've fallen unconscious, but it seems you may never wake up. Without a miracle, you can do nothing but pass on.

You're paralyzed. You've sustained physical injury or come into contact with weird energies that have left you unable to adventure. Maybe you literally lose the ability to move, or maybe something in your head stops you from setting back out. The bottom line is you're done with that life.

You get desouled. You think technically you might be dead, but your body is living in a coma and you've been evicted from it. Ripped away by a powerful artifact or freak magical accident, you're now some sort of ghost.

Death or Otherwise

A character who suffers a Tier IV Ordeal is usually removed from the game permanently, unless the party is able to undertake some sort of daring quest to restore them to adventuring shape. The player whose character suffers a Tier IV Ordeal creates a new character that the GM helps introduce into the campaign in-progress.

Using Ordeals

A GM can choose to use an Ordeal when they make a Pitch as often or as rarely as they'd like, but one character cannot be affected more than once by an Ordeal from a given Tier between Calling a Recess (see "Resting" later in this chapter, pg. 42). A player who refuses an Ordeal is still considered to have been affected by that Tier for the purpose of this restriction. Additionally, while at 0 ED, each time a player character takes an instance of damage, they are reopened to each Tier of Ordeal in turn. (On the first instance of damage at 0 ED, they become open to Tier I Ordeals if they weren't already; on the second they become open to Tier II Ordeals if they weren't already, and so on.) A GM can adjust the frequency with which they use Ordeals, and which options they choose, to shape the tone of a quest or campaign.

A GM can also come up with their own ideas for Ordeals, assigning them an appropriate Tier based on how they stack up against the options presented here.

Some Ordeals, especially those that affect a character's interactions with others, could potentially be used as regular GM Actions, following the normal rules for Pitches and Strikes.

Using Damage Outside of Combat

Because Eudaimonia represents a broader assessment of well-being than HP, taking damage doesn't always mean getting hurt. The GM can use an Action to have a player take damage representative of any decrease in prosperity. If the GM does this as a Pitch, the player can defend against that damage as normal.

For example, a player character is in a heated, high-stakes debate with an NPC. The NPC makes a point that weakens the player character's position in the argument. The GM says they're dealing damage as a Pitch. The player character chooses to defend against this by not responding to the NPC's point and jumping to a stronger argument themselves. The GM has the player roll a WHIZ SKIRT or SLICK SKIRT, depending on the context of the argument. They roll a Wash, which would normally mean they avoid damage but fall prone. Falling prone doesn't make much sense in this

context, so the GM rules they are stunned instead, using the "suffer some other status effect" option from the **SKIRT** Maneuver.

When you play out a debate as combat, the enemy is not the NPC with whom you are arguing, but rather their argument itself. It should be assigned an appropriate amount of HP and ST, and when it falls "unconscious," you've won the argument. It can use the Hazard Level of the creature arguing or can be assigned an appropriate Hazard Level of its own.

In this instance, damage is used as a reduction of well-being, not a loss of health. Using damage in this way is, of course, not necessary in every debate or roleplay encounter, but can be a good way to "track the score," as it were, if you want to use a verbal conflict as an exciting set piece.

Unspecified Damage

When a situation in play calls for dealing damage, but it doesn't come from a prescribed source like a Monster's **BASH** or a weapon's **PUNISH**, it's up to the GM to determine to appropriate damage amount. 1d6 is a good fallback for simple environmental hazards and the like, and multiples of 1d6 can be used for more dangerous miscellaneous threats.

Stamina

All creatures, be they NPCs or player characters, have access to a resource called Stamina, or ST. Stamina represents a reserve of strength that can be called upon to enhance one's actions or to produce magical effects. If an Action drains more ST than a creature currently has, the excess is drawn from their HP or ED as damage instead. This is still considered an expenditure of ST. If a creature has both 0 ST and 0 HP/ED, they cannot spend Stamina.

Vagabond characters have access to magical abilities called Lullabies, which are special Actions fueled by Stamina. More information on Lullabies can be found in Chapter 9, pg. 99.

Resting

ED and ST can be restored by certain items and abilities, or by Calling a Recess or Calling it a Day. When a party or character Calls a Recess, they rest for at least 15 consecutive minutes, during which they perform no physically or mentally strenuous activities. At the end of this rest, each character regains ED up to a cap of half of their maximum ED, and ST up to a cap of half of their maximum ST. Their gear also regains AP up to a cap of half of its maximum. Even an unconscious character can benefit from the effects of Calling a Recess. A character can only benefit from Calling a Recess two times in a day.

When a party or character Calls it a Day, they rest for at least 4 unbroken hours, during which they perform no physically or mentally strenuous activities. At the end of this rest, each character regains ED and ST up to their respective maximums. Additionally, any weapons in the character's inventory have their Durability restored to maximum. Their gear also regains all of its AP, if applicable. Even an unconscious character can benefit from the effects of Calling it a Day. A character can only benefit from Calling it a Day once a day.

Any additional benefit or drawback that is gained from Calling a Recess is also gained if the character Calls it a Day instead. For example, the GM can use any Tier of Ordeal again after a player character Calls it a Day.

Non-player characters benefit from resting in the same manner as players, regaining HP instead of ED.

Chapter 5: The World

Standard Setting

Before we get deeper into the worldbuilding of Revenant World, it should be noted that everything described here represents only the "standard setting" of the game. You should feel more than welcome to change any aspect of the world you wish to best suit the tastes of your group. Some information about the world is given in intentionally vague terms, so that you can flesh it out as you wish.

Earth

A portion of most of Revenant World's stories take place on Earth. This Earth shares a lot in common with our own. You can still find restaurants, movie theaters, and convenience stores. You can find cars, flying ships, and telecommunications devices. There are still businessmen, blue collar workers, and politicians. There's a lot in Revenant World's Earth that you can relate to. However, there are also a number of marked differences.

Races

Revenant World's Earth isn't dominated by one intelligent species. Many sapient lifeforms walk the Earth, but the most common are these eight: the familiar human, the ectoplasmic angel, the many-armed arachnaea, the gristomechanical robot, the stone-armored cobold, the telepathic pygmy, the bearlike bruin, and the amphibious naiad. More information on each of these races can be found in Chapter 7, under the header "Player Races," pg. 66.

Unlike many ethnic groups on our Earth, these races are not found in discrete nations or cities of like individuals. Everywhere you go on Earth, you're sure to find a

surprisingly diverse mix of these sapient species. Most of these races can interbreed to some degree, though their hybrid offspring are always sterile. The world population numbers only two billion.

Geography

Earth is smaller than we're used to. There is only one distinct continent, with an area of twenty million square miles, only 10% of *our* Earth's landmass. Various small islands exist off the shore of this mainland.

Government

Small provinces report to a single, centralized world government. Each province must follow planetwide law but is given a fairly wide berth to govern how they please. Almost every province chooses its representatives with a vote open to all citizens.

Magic

At least a millennium ago, the world was suffused with magic. Witches wove sorceries and Paladins performed miracles. The gods regularly interposed themselves into mortal affairs. Then, eventually, the magic stopped. No one knows quite what happened. A divine war? Some cataclysmic event? Whatever befell them, the priests and scholars agree on this: the gods are dead. And with them, magic on Earth.

Those who wish to sound especially pious or poetic sometimes still refer to Earth by an archaic name: Theogaea (thee-OH-jee-uh), the land of the gods.

Some races on Earth have access to psionic abilities. This is considered mundane by the current terrestrial populace and is not related to the magic of the gods of old.

Religion

Religion on Earth is still centered around the worship of the deceased gods. Some practice symbolically, or out of respect, while others believe the gods still hold subtle influence over the world in their eternal sleep. Some sects worship the pantheon of dead gods broadly, while others devote themselves to the cult of a specific deity.

Other, smaller groups have sprung up in recent times to form quasi-religious traditions focused primarily on right living, rather than worship of any deity.

Jobs

A Job is a historical role that represents an occupation or lifestyle from the times of the gods. Each of the ten primary Jobs falls under the purview of a Patron God. Some cultures include Jobs beyond these ten, either fitting a more niche role in society or representing a difference in perception of a given Job in their people's history. In times past, Jobs were assigned at birth through various methods. Some passed their Jobs onto their children, some assigned them based on the position of the stars in the sky, and others left this sacred duty to the divine intuition of an ordained priest or shaman. This Job would become one's prescribed path in life, and they would find an occupation that fell under the umbrella of this divine role.

These days, the tradition of assigning a Job at birth is still quite common, but the actual implications are less significant. Most people don't expect their children to grow up and find an occupation that matches their Job, and some see it as a purely ceremonial exercise. Others assign more meaning to the practice, orchestrating coming-of-age ceremonies where young adults are given the traditional Garment of their Job and are expected to learn about their history and develop the traits of their role.

Each Job is ascribed a role that can be summarized by one word. The ten primary Jobs are as follows: the Bard, who Creates; the Berserker, who Destroys; the Fighter, who Wields; the Medic, who Heals; the Monk, who Learns; the Paladin, who Siphons; the Ranger, who Hunts; the Thief, who Steals; the Tinkerer, who Builds; and the Witch, who Changes. More on each Job and their role in historical society can be found in Chapter 7, under the header "Job," pg. 77.

Technology

Technology on Earth is a strange beast. In some ways, it appears crude compared to our own, but, in other ways, it outpaces us. The most important thing about technology in Revenant World is that every machine you can think of runs on a resource called grist. No fossil fuels, no solar, no wind, no conversion to electricity. Every machine runs directly on blocks of grist. Grist is a gelatinous solid that naturally forms into a cube shape. A "block" of grist refers to a 5 gram cube, approximately 1cm x 1cm x 1cm. A single block of grist can power a simple, small device for around 7 days.

The ordinary person doesn't understand exactly how energy is extracted from grist, but they know that it is physically compressed in the process, which causes it to convert into an energetic vapor that requires passage through empty pipes, rather than the elegant wires through which we run electricity in our world. This means that the technology on Earth is somewhat blocky and cumbersome compared to our own.

You may be surprised to learn that grist is actually incredibly environmentally friendly. It "burns" clean; machines let off a colorless vapor as opposed to the acrid smoke of gasoline-powered technology. This vapor is then siphoned out of the air by grist mills, which compress it back into usable blocks, a task which requires very little energy, as grist "wants" to form back into its natural shape. Grist is almost a perfectly renewable resource; an infinitesimal amount is lost in the reclaiming process. Grist is also a free resource. The reclamation and distribution of grist is a government-provided utility.

Despite the inelegant mechanics of grist-powered machines, Revenant World's Earth has perfected mechanical prosthetic technology, and is decades ahead of our own in the field of artificial intelligence.

People on Earth don't use the term "electronic," instead, they say "gristomechanical." The slang "tech" is replaced by "gristo." When a rule refers to something that affects gristomechanical devices, it also applies to complex machines that don't actually run on grist, which may be common on some microcosms.

The Data

The Internet as we know it doesn't exist on Revenant World's Earth, but everyone under the umbrella of the world government has free wireless access to a resource called The Data. The Data facilitates the delivery of (what we would call) email, text, voice, and digital photographs to another individual or a small group (no more than 20). It also provides access to a comprehensive encyclopedia maintained by licensed editors around the world. The Data also transmits several news programs to the populace. This are the only semblance of television that exists in the world, though movie theaters are quite common.

Language

The denizens of Earth all share a common language. No one knows when this came to be, and almost no one knows of a time when this wasn't true. Different regions have different accents and dialects, but nothing so drastically foreign that one individual couldn't glean the general meaning of another's speech.

You can call this shared language by any name. You can refer to it as if it were your own native language, give it its own name, or simply call it "common."

Polis

The City of Polis is home to your player characters. Polis is a sprawling metropolis, encompassing people, cultures, and neighborhoods from every subset of society. It's a microcosm in the traditional, mundane sense of the word. Your characters are adolescents or young adults. Polis is all they really know, and they think they know it well. They know all the shortcuts, all the best stores and restaurants, and all the places

to avoid. They think they run this city, but Polis has plenty of dark, seedy corners that your characters know nothing about.

Polis represents an archetype of a typical urban environment. You can fill your version of Polis with all manner of stores, restaurants, and other businesses to make it your own. You can change the name, size, or character of your Polis. The important thing is that Polis feels like home for the characters. The whole party lives there, and it's comfortably familiar, even as it hides some unknown secrets.
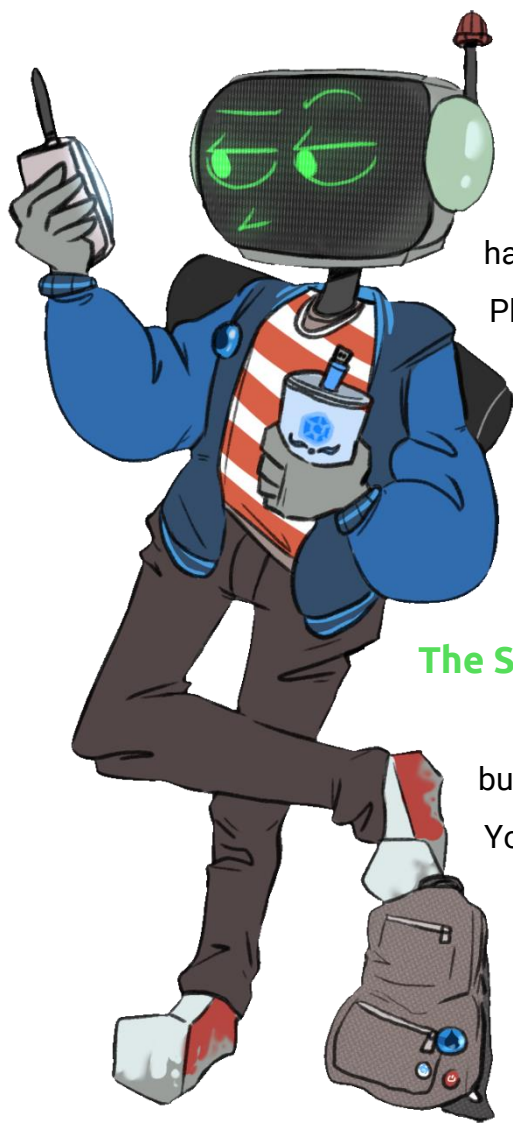
The Spot

The Spot is a park, a cafe, a convenience store. It can take on any form, but it's The Spot for your party. It's the place in Polis where you go to hang out between adventures into the Microcosmic Plane. You go there to chill out, to share or gather information, and to plan further excursions. You know The Spot well, and while you're there, you won't be overheard by anyone you wouldn't want to be.

The Scrapyard

The Scrapyard is a large garbage dump in Polis, but your party has some connection with the owner. You can find interesting trinkets and pieces of discarded gristo to use in Synthesis (see Chapter 6, pg. 60). The owner will never tell you where they find the stuff, but you have a sneaking suspicion they might be a Vagabond too.

The Angels

Roughly 150 years ago, a new sapient race appeared on Earth: the angels. It's still unknown where they came from, but they got their name when some among the pious began to preach that they were sent, somehow, by the dead gods. The angel population grew rapidly through asexual reproduction until they matched the humans in number. At that point, their growth plateaued, and they've kept steady with human population growth ever since. Some people believe this is by design. The genetics of angels are a mystery; they lack recognizable cellular structures, let alone DNA or RNA, and their offspring do not share noticeable phenotypic traits with their parents.

Angels resemble humans in size and shape, but their flesh, referred to as ectoplasm, is translucent and gel-like. They lack any distinct organs except eyes, and instead possess an empty cavity in the shape of a human skeleton, through which flows some immaterial life energy. Some researchers claim this energy shares certain properties with the vapor given off by gristomechanical devices. Piercing an angel's ectoplasm to the cavity is similar to piercing a major artery on a human, in terms of severity of injury.

Legends of Revenants

Up until roughly 30 years ago, Revenants were little more than a myth. Starting around the same time the angels first came to Earth, sightings of portals, windows to another world, began to crop up. At first, they were rare and extremely sporadic. Most who entered them never came back. Still, some must have, because stories began to spread on the wind. Stories of worlds where magic still thrived. Stories of undead gods who molded these worlds and commanded their populations. Eventually, the myths came to agree on certain things.

Every angel is connected, by Fate, to a single human. If these destiny-bound individuals perish together, entwined by Fate and heart both, they shall rise as more than the sum of their parts. A Revenant to shape a new world.

As time went on, small bits of supporting evidence for this legend came to light. Some humans met angels who looked eerily similar to ectoplasmic mirrors of themselves. Some angels are born with skeletal cavities that appear broken or shattered, missing "bones." You would hear a story about a human missing a leg and an angel missing that bone from their cavity going missing at the same time, their bodies never found.

These incidents were few and far between, and without photographic or video evidence, they could easily be dismissed as the ramblings of people who desperately wanted the stories to be real. However, just several decades ago, these incidents suddenly became drastically more frequent, and the old legends were proven true.

The Microcosmic Plane

When an angel and human with matching cavity and skeleton die together, bound by strong emotion, they undergo Resurrection. In a brilliant flash of energy, their bodies and souls are pulled away from Earth, away from this plane of existence, and into the Microcosmic Plane. There, they are merged to form a Revenant, and a small planet called a microcosm is created, reflecting some aspect of their souls and the emotional bond they shared. These microcosms exist in an enormous planetary system orbiting a supermassive black hole.

The emotional bond shared by a pair who become a Revenant does not have to be a positive one, nor does it have to be long-lasting, and the emotion need only be felt by one individual toward the other.

A simple loving couple, angel and human, who grow old and die together is a simple origin story for a Revenant, but many other opportunities exist for this to occur.

An angel and human may live out a *Romeo and Juliet*-esque story: star-crossed lovers who tragically take their own lives.

An angel and human may despise one another and live their lives as bitter rivals, culminating in a deadly fight that ends with the pair dying and merging.

An angel may be the victim of a random act of violence or terror by a human, ending with the pair dead, a strong feeling of fear shared between the two individuals.

Microcosms

A newly-formed microcosm can already bear complex structures and developed societies as soon as it's created. The native inhabitants of these planets range from races found on Earth, to intelligent variants of lesser animal and plant life, to wholly unique creatures, including the Monstrous races. The Monstrous races are natural servants to their Revenant, and all but the most mentally unyielding among them have no choice but to follow a Revenant's telepathic orders, which span the entirety of their planet. More on Monsters can be found in Chapter 12, under the header "Monsters," pg. 156.

The physical size of a microcosm is directly related to the power of its presiding Revenant. A Revenant's initial power relates to the intensity and duration of the emotional bond its component souls shared. A one-way emotional connection is weaker than one that goes both ways. A Revenant's power also grows as time passes.

Revenants born of negative emotions, like hate and fear, tend to create more hostile microcosms, and this tendency is reflected in the inhabitants of the planet as well. In addition to harsh landscapes and environmental hazards, negatively-born microcosms house aggressive and warlike civilizations. The Monsters of hateful microcosms are often given orders to attack Vagabonds on sight.

Revenants born of positive emotions, like friendship and love, tend to create gentler microcosms, and house far more civilized and friendly inhabitants. All these tendencies of course exist on a spectrum, and you could have a particularly aggressive positively-born Revenant, or a particularly pacifistic negatively-born Revenant.

A Revenant is not physically bound to its microcosm, but the microcosm will wither and eventually die should the Revenant stay away too long. All Revenants can survive in the vacuum of space between the microcosms, and can maneuver through the void without special equipment, making interplanetary travel relatively convenient for them. Certain civilizations in the Microcosmic Plane may develop space-faring vehicles, allowing for interplanetary travel for non-Revenants.

Some of the more warlike Revenants, usually negatively-born, seek to conquer other microcosms, often preying on gentler or weaker positively-born Revenants when they aren't fighting with one another.

Types of Revenants

The melding of an angel and human soul is not a perfect process. In all but a few exceptional cases, a newly-created Revenant experiences a split consciousness, where both individual minds are discretely present in the mind of the Revenant. They share access to one another's memories, thoughts, and emotions, but each of these mental aspects are still identified as belonging to one mind or the other. The two minds can converse and argue with one another, often fighting over bodily control. Many Revenants in this stage of development devise systems of dividing up shifts of control or divide up body parts. These Revenants are among the weakest, the un-unified mind serving as a hindrance to true power. A split-mind Revenant appears as a humanoid with green angelic ectoplasm containing a pure white human skeleton. Their eyes are mismatched, one angelic and the other human.

If one of the component souls of a Revenant has a significantly stronger force of will and personality than the other, that soul can dominate the other, taking sole control of the mind and body of the Revenant. The dominated soul remains within the Revenant, but experiences neither consciousness nor bodily sensation. The dominated soul cannot reemerge once it has been fully dominated. These Revenants are among the strongest, especially in terms of destructive power, but are unstable and unable to ever fully control the power they wield. A dominated-mind Revenant appears as a humanoid with green angelic ectoplasm containing a pitch-black human skeleton. Their eyes are glowing points of red light.

The last and rarest type of Revenant is one whose minds have fully melded. These Revenants experience a single consciousness created from a perfect blending of the past memories, thoughts, and emotions of its two souls. Achieving this is most common among positively-born Revenants, but even for them it's not an easy task. The precise details of the process by which this occurs are not totally comprehensible to a

single mind, but the simplest explanation is that the two souls must completely and utterly understand each other's thoughts and experiences, as well as their own, and the emotional bond they share. Only through this perfect understanding can they achieve the immaculate mental state required to meld into one consciousness. These Revenants are not as strong in terms of raw power as those with dominated souls, but a melded Revenant achieves a mastery over their abilities that is unparalleled across the Microcosmic Plane. A melded-mind Revenant appears as a humanoid with semi-ectoplasmic flesh that is much more opaque than other Revenants. Their body swirls with endlessly flowing ribbons of green and white, and they do not possess a visible skeleton. Their eyes are glowing pools of silvery light.

Fairly commonly, a Revenant will be physically larger than its component creatures, and some grow over time along with their microcosm. No hard limit to this has been observed. It should be noted, however, that particularly drastic increases in size (over 10 ft) are relatively uncommon.

Revenant Powers

All Revenants, regardless of whether their component souls were potential Vagabonds or not, are assigned one Job and one Arcanum for each soul. A Revenant automatically knows every Hum and Lullaby from each of its Jobs, and every Lyric from each of its Arcana. More on the magical abilities of Revenants can be found in Chapter 12, under the header "Revenant Abilities," pg. 189.

Revenant Names

Many split-mind Revenants, and some melded-mind Revenants, simply go by the two names of their component souls, and dominated-mind Revenants will often go by the name of the soul in control of their body. However, sometimes Revenants will give themselves a new name for their new form. This could be a common name, like Grace, or a formal title, like The Voidwalker. Some Revenants even name themselves after the dead gods of old.

The Selectivity of Portals

Microcosmic portals have become a relatively common phenomenon in recent years. It isn't uncommon to see one on your way to school or work at least once a week. They appear as oblong windows into another world, hovering in the air. Their edges shimmer and crackle with colorless electricity and the smell of ozone. They look as if one could walk right through into the microcosm beyond, but most denizens of Earth can't. The mechanism behind this is unclear, but only a certain portion of the population can travel to the Microcosmic Plane. Random individuals throughout the years have had this gift ever since the portals first manifested, but the potential to become a Vagabond is most common in the youngest generation. Roughly 50% of people under the age of 20 can pass through the portals, compared to 1% of the population over 20. This ability manifests from birth and cannot be lost over time. In other words, people aren't losing their gift at age 20; the rate at which this ability appears has simply skyrocketed in recent years. Those without the gift interact with the portals as if they were made of a particularly solid glass. Inanimate objects can travel through the portals, but video equipment and other communications devices cannot transmit back to Earth from the other side.

Unlike the sporadic portal sightings of a century ago, nowadays, portals open on fairly regular schedules. Some open every few hours, every few days, or even every few weeks or years. A given portal always opens in the same spot on Earth and leads to the same spot on a microcosm. Typical portals open from both sides and stay open anywhere from a minute to an entire day.

Gateways

The vast majority of microcosms have only one "two-way" portal, but some microcosms have begun to generate additional one-way gateways. These "entry gateways" and "return gateways" are constantly open, but not visible from their non-accessible side, except when being used by a Vagabond. Their appearance differs from ordinary microcosmic portals in that they are more rectangular in shape, and their edges shimmer with colored light.

Vagabonds

Those who not only possess the gift of transdimensional travel, but decide to make use of it too, are called Vagabonds. The vast majority of Vagabonds are adolescents or young adults, as explained above. This is part of the reason that much about the Microcosmic Plane isn't known to the general public. The specific details about Revenants and their microcosms probably aren't known to every young Vagabond, but they can learn the gist from others that share their pastime.

Travel to the Microcosmic Plane is outlawed globally without a government-issued license, and you can't obtain one unless you're at least 21 years of age and have official business to attend to in the Plane. Despite this, young Vagabonds form secret communities to share stories, advice, and gear, staying far away from the watchful eyes of the Worldguard. Those who travel to the Plane legally are referred to simply as Travelers.

Worldguard

The Worldguard is a branch of law enforcement that answers to the global government. Their job is to prevent unlicensed Vagabonds from entering the Microcosmic Plane or bringing back contraband. The only things that can physically pass through a portal to Earth from the Microcosmic Plane are Vagabonds, inanimate objects and machines, and unintelligent life. Possession of any otherworld gristo or alien lifeform is strictly illegal on Earth, and such possessions are confiscated and disposed of by the Worldguard.

Some among the Worldguard are sincerely concerned citizens that wish to protect minors from the dangers of the Microcosmic Plane. Others are bitter and jaded, jealous of the freedom of Vagabonds and maybe hoping to score some illegal otherworld gristo to pawn off to a shady shop in downtown Polis.

Vagabonds call Worldguard officers "mudbadges" or simply "muds." This slang originated when an infamous run of Worldguard badges came out looking smudged and muddy, barely recognizable as the planet Earth. These badges have since been recalled or replaced, but the term stuck.

Among the Worldguard are some rare, older potential Travelers. These gifted officers are often elite agents, trained to track down Vagabonds from both sides of the microcosmic portals.

Lord of the Flies

Because the vast majority of Vagabonds are adolescents, the culture of the Microcosmic Plane is very different from Earth. There are plenty of Revenants and microcosmic natives that are mature adults, but it's not uncommon to find parties of young kids or establishments run totally by minors in the Plane. Some runaways or delinquents spend the majority of their time in the Microcosmic Plane. You can find small-scale societies comprised entirely of teenagers, each with their own rules and customs. Sometimes, Vagabonds venture into the Microcosmic Plane just looking for somewhere to fit in, and these groups fill that need.

The myriad alien landscapes ripe for exploration and the promise of magical powers are also huge draws to the Microcosmic Plane, but sometimes young Vagabonds learn the hard way that adventure goes hand-in-hand with danger, as they meet the Monsters and other threats of the microcosms.

An Artificial Feeling

Common across all planets in the Microcosmic Plane is a distinct feeling that the world has been manufactured by someone or something. The strange "rules" of the Plane tend toward simplicity and facilitating experimentation with various gristo and

magic. For example, weapons wielded by Vagabonds in the Microcosmic Plane never run out of ammo. Machines used by Vagabonds never run out of grist. Vagabonds can still access The Data but cannot send or receive communications from devices on Earth. Most microcosms have the same level of gravity as Earth, despite their varying size. More quirks of the Plane are explored in Chapter 6: Items, Crafting, and Money.

The SWAY of Revenants

In the Microcosmic Plane, Revenants fill a niche somewhere between celebrities, politicians, and gods. Each Revenant leans more toward one of these roles or another, but they often form large followings of fans, worshippers, or other devoted individuals.

The wayward adolescents that roam the Microcosmic Plane often seek guidance in life and can easily become enamored with the following of one Revenant or another. When your character is influenced by the philosophy or goals of a certain Revenant's faction, note down the name of the group and mark 1 point of SWAY on your character sheet. Whenever you encounter something that increases your attachment to them, mark another point of SWAY. Each time you mark SWAY, you gain Favor 1 on your next Action made to act in line with the philosophy of the group. When you've marked 5 points of SWAY for a group, the GM should arrange for you to attempt to join the faction. Once you've joined up, the GM can award XP for acting in line with the group's beliefs or goals. For more on awarding XP, see Chapter 8, under the header "Experience," pg. 87.

This system is geared toward the party seeing small bits of a faction's influence "out in the wild." The GM can allow you to join a faction without filling your SWAY if you naturally encounter a high-ranking member of the group directly on your journey.

When you have marked at least 3 SWAY for a faction, you can choose, as a promotional Boon, to learn a Hum or Lullaby from the playbook of a Job that commonly flocks to the given faction. You can see the Job affinities of some example factions in Chapter 11, under the header "Revenant Factions," pg. 143.

Joining a faction provides certain benefits, like access to resources, increases to stats, or even unique abilities. For more on faction benefits, again see Chapter 11, under the header "Revenant Factions," pg. 143.
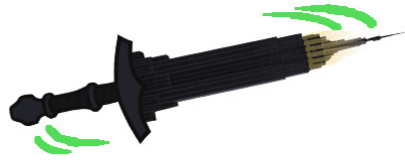
Chapter 6: Items, Crafting, and Money

Belongings

In Revenant World, it isn't necessary to track your character's belongings with much specificity. Use common sense and the context of your narrative to decide what items your character has access to, and what items they could easily acquire without a complex encounter.

For example, it's safe to assume your character can get their hands on a knife or even a hunting rifle, but they probably can't get military-grade weaponry without some extraordinary connections or circumstances.

Remember that even simple, common items can be very useful when you use them in Synthesis.

Oh Wait, I Grabbed That

Occasionally, you'll find yourself in a situation where you need an item your character should own but lack the time or means to fetch it. In these instances, you can spend some XP to retcon the foresight to bring said item with you. As a player, you should still be able to provide a compelling, in-fiction reason for choosing to bring the item along.

Your GM determines if the retcon is appropriate and assigns the XP cost. Something simple, like producing a shiny trinket to distract a creature, may only cost 1 XP. Meanwhile, something more vital, like producing a lockpick while trapped in a cell, may cost 4 or 5 XP, or be impossible altogether.

Inventory

Often, a Vagabond will need to carry a variety of unusual supplies or gear in their journeys through the Microcosmic Plane. Luckily, every Vagabond has access to an inventory full of Inventory Boxes. Inventory Boxes are tangible, magical constructs of the Microcosmic Plane that can be summoned or dismissed at will. When summoned, they take the form of translucent cubes, roughly 6 inches to a side, that slowly orbit a Vagabond at shoulder height. A Vagabond's inventory holds 6 Inventory Boxes. Any object weighing roughly 100 pounds or less can fit inside a Box. A group of similar items can fit in the same Inventory Box, so long as the collection does not exceed the weight limit. Perfectly identical items can stack in one Box without contributing to the weight limit. To inventory an item, a Vagabond must summon their Boxes, spin to an empty one, and touch an item that is not bound to anything else. When an Inventory Box contains an item, it displays a holographic representation of that item inside. Unless otherwise specified, items stored in Inventory Boxes are not considered to exist as potential targets in any areas of effect. To retrieve an item, the Vagabond summons their Boxes, spins to the appropriate one, and reaches in to pull the item out.

When you exit the Microcosmic Plane, your Inventory Boxes can be accessed for a few brief seconds. After this period, it becomes impossible to retrieve an item from one's inventory on Earth. You must return to the Microcosmic Plane to access it again.

Synthesis

When you summon your Inventory Boxes, you can remove one from orbit and focus your inner strength into creative energy, giving the Box the power required to engage in Synthesis. To create anything draws upon life's experiences and struggles, and to create from nothing requires a great Muse of past hardship indeed.

Using Synthesis, you can spend XP equal to an item's cost to duplicate said item. You can also push two Inventory Boxes together, causing them to display a hologram of a new item combining the qualities of the two that formed it. You can spend the requisite XP to fuse these two items into a new, unique object. The Inventory Boxes then re-separate, one empty and one containing the new item.

When fusing two items, you can interact with the Inventory Box to switch which component item becomes the Base, and which becomes the Aspect. For example, say you combine a sword and a boombox. If the sword is the Base, the synthesized item will be a sword with some qualities of a boombox. If the sword is the Aspect, the synthesized item will be a boombox with some qualities of a sword.

When engaging in Synthesis, the qualities of a combined item aren't always completely literal. For example, a Vagabond might want to synthesize a piece of gear to provide more physical protection, so they merge their jacket with something durable from their surroundings, like a manhole cover. The jacket is the Base and the manhole cover is the Aspect, so the result is a sturdy jacket with bonuses to **SHIELD** and AP with "CITY OF POLIS SEWERS" written across the front in a rusty typeface.

Synthesis can also enhance the qualities of two items which already combine to potent effect. For example, synthesizing baking soda and vinegar together may create a potent consumable bomb.

simple
longsword

+

urban
rubble

=

Metrobrandr
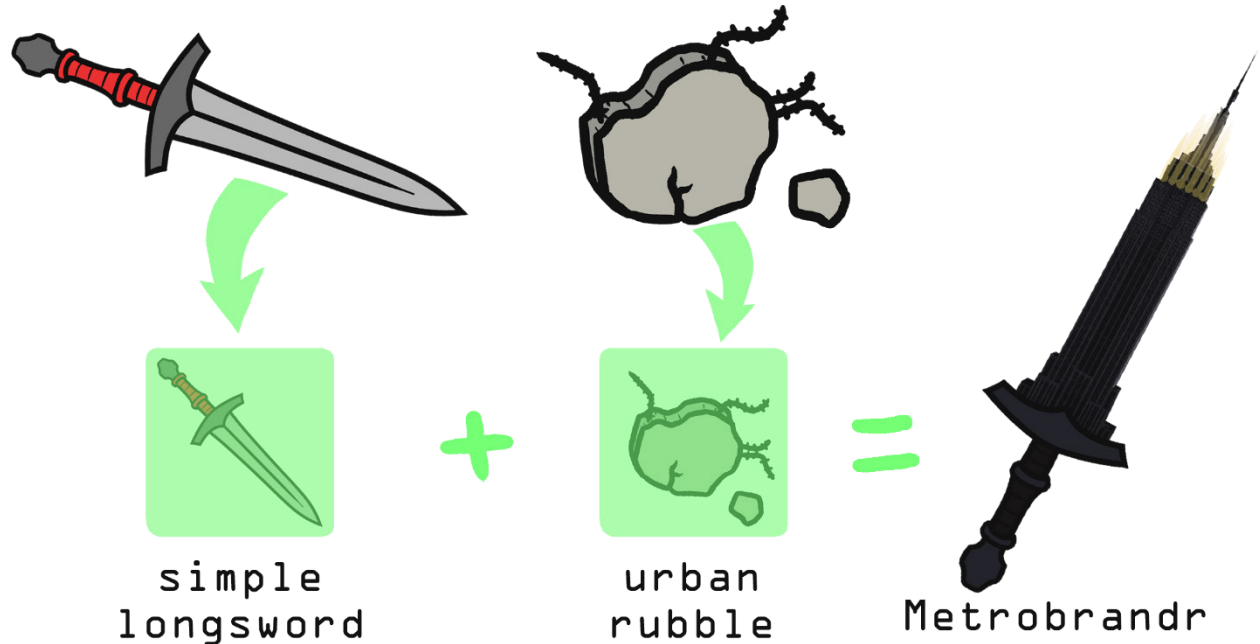
The GM determines the features of a synthesized item based on the qualities of its components, with input from the player on what aspects they're intending to emphasize, and then assigns an appropriate XP cost based on these features per the guidelines below:

For Lasting Gear/Weapons:

+ *Single* highest Maneuver Rating bonus

+ **PUNISH**, in terms of Pd

+ Quantity of Armor-Points

+ A value between 1 and 3, chosen based on the potency of any unique feature

+ 9 for Legendary items

- *All* negative Maneuver Rating bonuses

For Consumables:

+ 1 for every 5 ED or ST restored

+ 1 for every 3 Durability restored

+ 1 for ending a status effect

+ 1 for causing status effect

+ 1 for every 2d10 damage dealt

+ 3 for temporary immunity to a damage type

+ 3 for temporary boost of 1 to a Natural Stat

+ A value between 1 and 3, chosen based on the potency of any unique feature

An item cannot cost less than 1 XP to synthesize. You may notice that an item with many positive features may quickly become impossible to craft as it exceeds a player's limit for carrying XP. This is why negative Maneuver Rating bonuses are important to creating affordable weapons. They also encourage specialization by requiring the tradeoff of becoming better at one thing by becoming worse at another. If an item still exceeds a player's XP limit even with appropriate negative modifiers, as may be common with a Legendary weapon, then this weapon will require something of a quest to create. See under the header "Sinking for Synthesis" in Chapter 11, pg. 139.
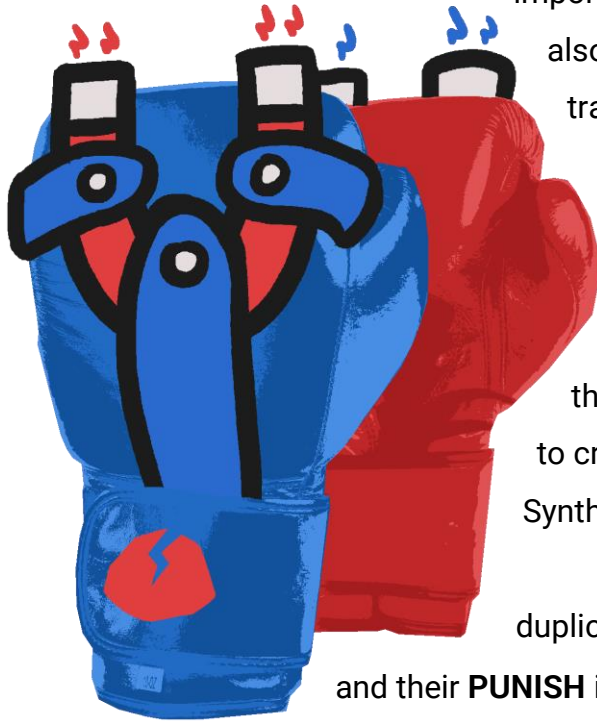
Basic weapons will always cost 2 XP to duplicate, as their highest Maneuver Rating is +1 and their **PUNISH** is 1Pd. Simple objects with no special properties can be duplicated for 1 XP, but even having great monetary value can be considered a "unique feature," so something like a large gemstone might still cost up to 3 XP to duplicate.

An item synthesized by a Vagabond will always be usable by that Vagabond, and a Vagabond cannot duplicate an item for which they do not meet the requirements to wield. (See Chapter 12 under the header "Loot Restrictions," pg. 155.)

Combining any two food items results in the creation of a consumable that restores ED and/or ST.

Combining two items with unique features should usually result in an item with some version of both features, though they may be weaker than each individual item. Combining two items with similar properties can either double or otherwise increase that property, or simply take the power of whatever component item exhibited the higher degree of that property.

A Legendary item is a unique and highly powerful item that often serves a very specific purpose. It may be the only weapon that can defeat a mythic beast or the only device that can open a magically sealed door. A Legendary item may already exist somewhere in the universe, but can be recreated through some special Synthesis, or it may only exist in stories and legends until crafted.

A synthesized item in a Vagabond's inventory can also be broken down into creative essence, earning you XP equal to half the crafting cost of the item.

It's unclear if the potent effects of synthesized items are the product of magic or of highly advanced gristo, but, regardless, they can react in unpredictable and potentially volatile ways with one another. As such, a Vagabond shouldn't wear more than 4 pieces of synthesized gear on their person at one time. If you wear more for an extended period of time, one or all of the items may be subject to dearchetypization or other ill effect. Your Job Garment doesn't count toward this total, even if it has been fused with other items.

Jack

Jack are silver and gold coins used in commerce throughout the Microcosmic Plane. They are accepted on nearly every microcosm. It's not important for a party to track their Jack with much specificity. The party's wealth in Jack is collective, and is categorized into 5 tiers: *Destitute, Pinched, Comfortable, Well-to-do,* and *Loaded*.

The party begins the game *destitute* in Jack, and the GM decides when the party steps up or down a tier as they come upon many opportunities to collect Jack, or consistently spend it. Some services, such as weapon or vehicle repair, specify the tier in Jack which the party must reach to be able to afford them. The GM rules in other cases.

Even a party that is *pinched* in Jack can afford coffees at a microcosmic cafe. To bribe a guard, the party might have to be *comfortable,* or even *well-to-do,* depending on the guard. Only a *loaded* party could afford to throw a high-society party. The GM might

allow negotiation and SLICK rolls to allow a party in a low tier of Jack to afford something beyond their means.

Jack is stored in a special type of Inventory Box. It cannot be manipulated like a typical box and cannot be accessed at all on Earth. Vagabonds can link their Jack Boxes with one another to share loot.

Chapter 7: Character Creation

Getting Started

Now that you know more about Revenant World's setting and rules, you're prepared to start making a character. This chapter goes through each facet of character creation step-by-step. You can fill in information in your playbook as you go along.

Natural Stats

Your character starts with a -1 in SLICK, WHIZ, ROWDY, and HARMONIC. You have 4 points to distribute among these stats as you wish. You can spread them evenly, or put multiple points in a single stat. Your choice of race gives you a Natural Stat Bonus, which increases one of these stats by an extra point.

Remember that no single Natural Stat can exceed +3.

Maneuver Ratings

Your character starts with 0 in each Maneuver Rating. You can assign any single Rating an innate +1. Then, assign a -1 to one **ATK** Rating and one **DEF** Rating.

Remember that no single Maneuver Rating can exceed +4, even with the help of gear.

Player Race

Earth is populated by a number of sapient races, each with unique biology and abilities. Each of the 8 playable races in Revenant World confers a different Natural Stat bonus and has a unique Racial Trait that can be used in the Microcosmic Plane. This ability generally reflects a quirk of the race on Earth exaggerated to an extreme. You can

read through the descriptions and choose a race or roll 1d8 and pick your result from the chart below.

1	Human	5	Cobold
2	Angel	6	Pygmy
3	Arachnaea	7	Bruin
4	Robot	8	Naiad

Human: Humans are one of the most common sapient humanoids on Earth. They exhibit a wide range of phenotypic traits, with skin ranging in hue from a pinkish white to a deep brown (and most resting at a shade of tan in between). Their hair can be blond, brown, black, orange, and any shade in between, and it is common in human culture to artificially pigment one's hair with long-lasting dye to alter its natural color. They stand on average between 5 and 6 feet tall, with the males usually taller and bulkier than the females, and all have particularly rounded ears. Though not exceptionally physically gifted, they are known for their resilience, their bodies mending broken bones and regrowing tissue at a remarkable rate. They reproduce in a typical sexual manner.
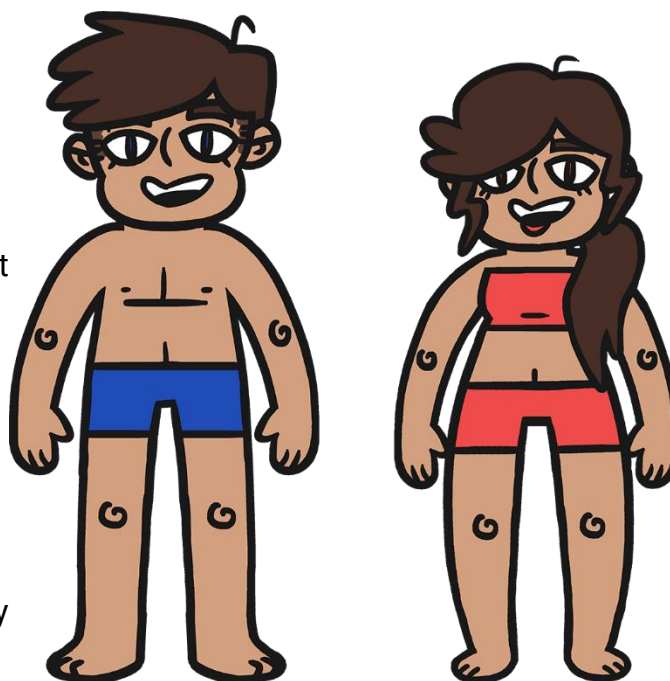
Natural Stat Bonus: SLICK

Racial Trait: *'Tis but a Scratch:* In the Microcosmic Plane, humans regain ED up to a cap of 75% of their maximum upon Calling a Recess (rather than 50%), and dismembered arms and legs regrow upon Calling it a Day.

Population: Very Common

Angel: Angels are sapient humanoids nearly identical in silhouette to humans, but with semi-translucent bodies composed of hairless, ectoplasmic flesh of varying color, spanning the rainbow but excluding hues of green, the color of a Revenant. In a similar practice to human hair-dying, it is common in angelic culture to ingest special pigments that temporarily dye one's ectoplasm a different hue. Angels require similar nutrition to humans, and have a similarly developed sense of taste, but lack a complex digestive tract. Instead, an angel places food inside their oral cavity and holds it there briefly, while their ectoplasm breaks it down on the spot into usable molecules. Besides eyeballs, they lack distinct organs, but possess an inner cavity, (visible through their flesh) identical in shape and size to a human skeleton, through which flows an immaterial life energy. Cutting or puncturing the body of an angel to this cavity is similar to puncturing a major artery on a human body. Each individual angel supposedly corresponds to a single human on Earth, with this skeletal cavity shaped to perfectly fit the skeleton of a particular human inside. As such, this cavity can appear warped, broken, or missing parts. These abnormalities reflect the state of a human individual's skeleton at the time of their eventual death. The angelic race has no true males or females, but can be separated into masculine and feminine morphs, once again matching their human "soulmate." Though they lack

reproductive organs, angels have inherited a sense of modesty from human culture, and, as such, the exposure of areas considered "privates" on a human body is still considered taboo in angelic culture, though perhaps to a lesser extent. Angels reproduce asexually through a form of budding, though curiously their offspring do not share noticeable phenotypic traits with their parent organism. The genetics of angelkind are still a mystery, as even modern science has not identified an equivalent molecule or structure to DNA or RNA within an angel's body.

Natural Stat Bonus: SLICK

Racial Trait: *Through the Cracks:* In the Microcosmic Plane, an angel can goop their body down into a viscous, liquid state, allowing them to pass through openings measuring less than an inch wide. Objects worn or carried by the angel are merged into this goop. Gooping down can be done at will, with no Action required. While gooped down, an angel is considered prone, and, as such, must use a ROWDY Surefire Action to revert to their normal form. An angel can move as normal while gooped down, but can only take two kinds of ROWDY Action: a ROWDY **SKIRT** and the ROWDY Surefire Action that allows them to un-goop. SLICK and WHIZ Actions can be taken as normal.

Population: Very Common

Arachnaea: Arachnaea are bright-skinned humanoids with pointed ears, large lower canines, and four arms. The hue of their skin ranges from an icy blue at low temperatures to a vibrant red at high temperatures, resting at a pinkish purple at room temperature, and patterns of different colors form across their skin when they are afflicted by certain ailments, such as disease or paralysis. Their hair does not change color but occurs in similar hues to their range of skin color. They also possess varying numbers of eyes, (between 1 and 5) which change color based upon emotion. These eyes appear in a number of locations around the area of the face, not necessarily spreading out evenly or symmetrically. Physical deformities are relatively common, manifesting as partial extra limbs branching from their normal appendages. Arachnaea are known to live in extreme environments and have a natural resistance to heat and cold. Females of the species are generally larger than males and exhibit far brighter hues of natural skin, eye, and hair color. Their species relies on a queen organism for reproduction, which incubates zygotes created from gametes produced by couples in the common populace. The female gamete is released in a gaseous spray when mating, and the male gamete is contained in the blood of the male organism. Traditionally, the male is ritualistically killed during reproduction, but modern medicine allows several pints of blood to be safely drawn instead, after which the male must rest for several days.
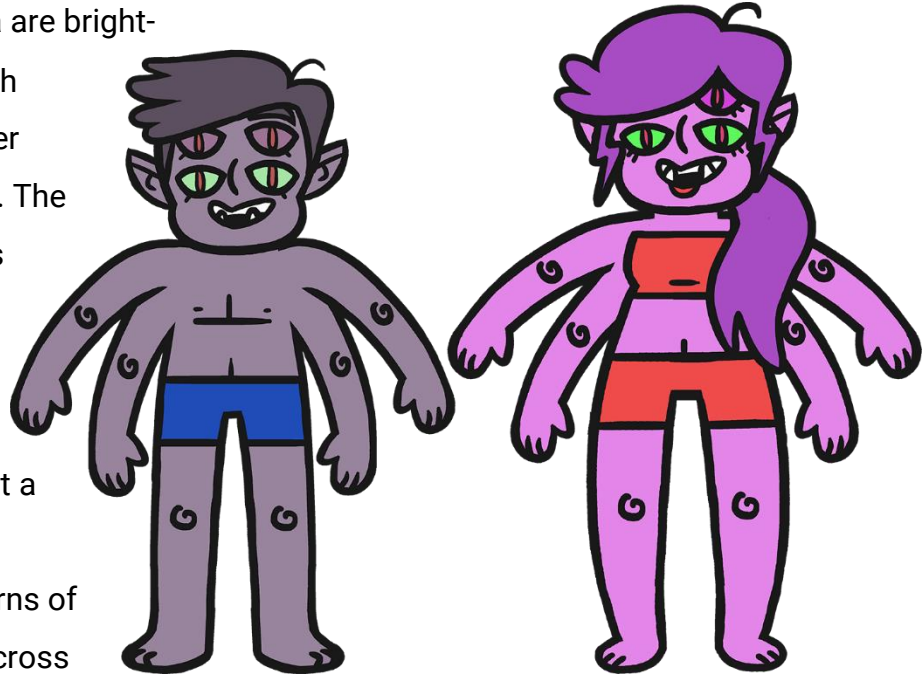
Natural Stat Bonus: ROWDY

Racial Trait: *Highs and Lows:* In the Microcosmic Plane, arachnaea are completely unaffected by extreme heat or cold, up to and including blazing fire and sub-zero water.

They take no damage from all but the most intense of heat- and cold-based damage sources. Their clothing and other gear are also immune to destruction by these sources when worn by the arachnaea.

Population: Common

Robot: Gristomechanical androids with sufficiently advanced AI can be recognized as potential Vagabonds. A robot *without* advanced AI can travel through microcosmic portals as an inanimate object but does not receive the special benefits or powers of a Vagabond, and thus cannot be a player character. Robots on Revenant World's Earth are rather large and blocky but move with surprising grace. On Earth, they consume 1 block of grist every 3 days. When they are refueled, they must enter a sleep mode for several hours, lest they suffer a condition similar to fatigue in an organic race. Most robots do not possess a distinct gender identity but will often choose masculine, feminine, or neutral pronouns for ease of reference in conversation. Robots have odd naming conventions, some content with a numerical designation, some inventing nicknames or acronyms that allude to such a designation, and some with wholly unique names befitting any other race. Robots rarely take surnames, but of the small subset that do, many use the surname of their inventor.
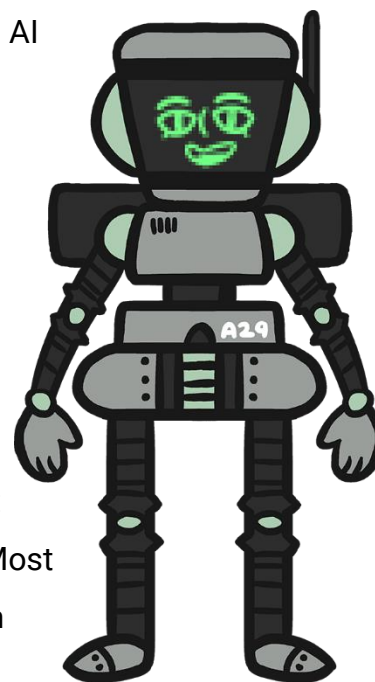
Natural Stat Bonus: WHIZ

Racial Trait: *Mechanical Endurance:* In the Microcosmic Plane, a robot has no need of air, water, food, grist, or other source of energy to function and does not sleep nor require rebooting. Additionally, a robot is immune to damage or other ill effect originating from a source of disease or electricity.

Population: Uncommon

Cobold: Cobolds are exceptionally large humanoids, standing between 8 and 10 feet tall, with well-developed muscles, long, pointed ears, angular faces, and grey skin ranging in hue from nearly white to nearly black. There is no noticeable size difference between males and females of the species. Their backs are covered by rough, blue, crystalline protrusions that serve as natural armor. These crystals can also occur in small patches elsewhere, and generally develop toward the end of adolescence. Unlike many humanoid races, the dark hair on a cobold's head does not naturally grow longer than roughly one-half inch, giving the appearance of a perpetual buzzcut. Wigs are not uncommon in modern cobold culture. They reproduce in a typical sexual manner.
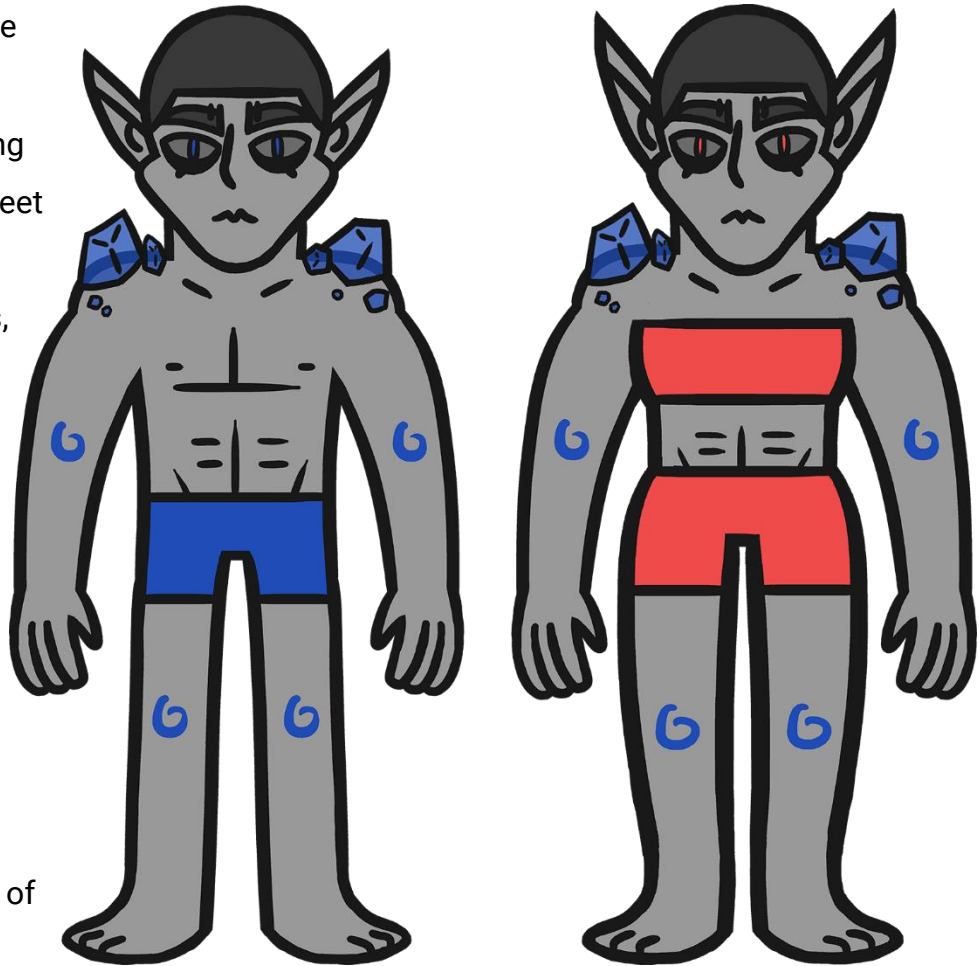
Natural Stat Bonus: ROWDY

Racial Trait: *Diamondback:* In the Microcosmic Plane, a cobold can curl up into a defensive position for 6 Beats, their natural armor slowly growing to cover their entire body. They must remain still during this process, taking no Actions, or begin it again. They take damage as normal during the transformation but are nearly invulnerable to physical injury once complete. They can remain in this state for as long as they desire,

their vital functions operating at a lower-than-normal rate, reducing their need for water, oxygen, and nutrients. This can double the amount of time they would normally survive without these resources. A cobold cannot move or take any Actions in this state. The extra crystal is shed when they emerge from this state at will (no Action required).

Population: Uncommon

Pygmy: Pygmies are diminutive humanoids, standing only 3 feet tall, with yellow/orange skin, dark hair, pointed ears, and a single, large eye in the middle of their face. There is no noticeable size difference between males and females of the species. They possess innate psionic abilities, allowing them to telekinetically manipulate objects as if they were a larger race (as such, most **ATK**s and other normally physical Actions are usually rolled with WHIZ instead of ROWDY). Pygmies are incapable of growing facial or body hair except for impressive mustaches, which, though less common, can also appear on females. They reproduce in a typical sexual manner.

Natural Stat Bonus: WHIZ

Racial Trait: *Esper:* In the Microcosmic Plane, a pygmy can facilitate telepathic communication amongst a network including themself and up to five other creatures within Long Range.

Population: Uncommon

Bruin: Bruins are large, stout bear people, created by a burst of magical energy from a particularly large microcosm generations ago. This granted a population of black bears

living near a microcosmic portal near-human intelligence and an altered body structure that allowed them to stand on two legs. These first bruins bred with one another and normal black bears in their area until the race became prevalent enough to be noticed by, and integrated into, modern society. Unlike normal black bears, bruins grow long manes that can be shaped into human-like hairdos. Most are not quite as intelligent as the other sapient races, and still maintain a number of feral instincts, but this varies from individual to individual. Males of this species are usually taller and bulkier than females. Because of their wild origins and the thick fur that covers their bodies, many bruins neglect to wear clothing in public, a fact which is largely accepted by modern society. They reproduce in a typical sexual manner.

Natural Stat Bonus: ROWDY

Racial Trait: *Hibernation:* In the Microcosmic Plane, after Calling it a Day, a bruin gains Eudaimonia exceeding their normal total, equal in quantity to their current Office. This extra ED cannot be regained once lost and resets each time the bruin Calls it a Day.

Population: Very Uncommon

Naiad: Naiads are amphibious humanoids with green and blue skin and large tails ending in sea urchin-esque quills. The skin on the front on their heads and torsos is harder than the surrounding flesh, forming a natural armor. On land, they use minor psionic abilities to float a foot or two off the ground, maneuvering as if swimming through water. There are some sea-dwelling populations of naiads who scorn those who live on land. All naiads are female and must mate with other humanoid races to bear young, which, though bearing a hybrid genotype, exhibit a fully naiadic phenotype. Infant naiads are jellyfish-esque in body structure, resembling a small, independent head of an adult organism.

Natural Stat Bonus: WHIZ

Racial Trait: *Dry Drowning:* In the Microcosmic Plane, naiads can use their psionic powers to imitate water in an aggressive way. Once a day, a naiad can channel a psionic attack at a single creature, causing their body to react as if they were drowning. This is rolled as a WHIZ Action. On a Wash, the target takes 3d6 damage. On a Victory, the target takes 3d6 damage, and if the target was exhausted, or becomes exhausted as a result of this attack, they also become vulnerable for 1 Beat. Creatures who can breathe underwater, or do not need to breathe at all, are immune to this attack.

Population: Very Uncommon

Hybrids: Certain player races can interbreed, producing hybrid offspring. The following list details with whom each combination of race and sex can produce hybrid offspring:

Human Male: *cobold female, naiad female (full naiad offspring), robot (cyborg)*

Human Female: *pygmy male, robot (cyborg)*

Angel: *robot (cyborg)*

Arachnaea Male: *robot (cyborg)*

Arachnaea Female: *robot (cyborg)*

Robot: *all other sexes/races (cyborg)*

Cobold Male: *naiad female (full naiad offspring), robot (cyborg)*

Cobold Female: *human male, pygmy male, robot (cyborg)*

Pygmy Male: *human female, cobold female, naiad female (full naiad offspring), robot (cyborg)*

Pygmy Female: *robot (cyborg)*

Bruin Male: *robot (cyborg)*

Bruin Female: *robot (cyborg)*

Naiad Female: *human male (full naiad offspring), cobold male (full naiad offspring), pygmy male (full naiad offspring), robot (cyborg)*

Robots are artificially created and lack reproductive faculties. However, you can play a "hybrid" of any race and a robot in the form of a cyborg, an organic organism with some gristomechanical body parts.

When you play a hybrid race, you choose the Natural Stat Bonus from one race and the Racial Trait from the other. The naiad hybrids listed (excluding cyborg) all produce full naiad offspring, and thus cannot make use of this feature.

Hybrid races (excluding naiads and cyborgs) are infertile.

Class

A character's Class determines what kind of magical abilities they'll gain access to in the Microcosmic Plane. It consists of two parts, a Job (which was mentioned earlier in Chapter 5: The World), and an Arcanum.

Job

Regardless of its significance to an individual, all Vagabonds are assigned a Job, either the one they were assigned on Earth, or one decided by whatever strange powers govern the Plane if they lacked one on their homeworld. Each Job is described on a basic level by a one-word action. You can read through the descriptions and choose a Job or roll 1d10 and pick your result from the chart below. You can learn more about the capabilities of each Job by reading through their abilities detailed in Chapter 9: Vagabond Abilities.

1	Bard (creates)	6	Paladin (siphons)
2	Berserker (destroys)	7	Ranger (hunts)
3	Fighter (wields)	8	Thief (steals)
4	Medic (heals)	9	Tinkerer (builds)
5	Monk (learns)	10	Witch (changes)

Bard: The Bard is the Composer. In ancient times, they took on roles producing fine arts. They became painters, sculptors, writers, musicians, and storytellers. They devoted their lives to channeling creative energy into works to be enjoyed by the masses. In their works, they highlighted the good and the bad of their societies, provoking thought, emotion, and passion.

Patron: Calliope, the Strangled Goddess

Berserker: The Berserker is the Demolisher. In ancient times, they took on roles considered unsavory by most. Berserkers were executioners, razers, and pillagers, but they were not simple savages. They took these roles to benefit their people, to take on the dark tasks that others eschewed. Some took less macabre occupations, becoming miners and demolition workers, but all served a common purpose: to destroy what must be destroyed.

Patron: Od, the Hanged God

Fighter: The Fighter is the Armsmaster. In ancient times, they took on martial roles. Fighters were soldiers, mercenaries, and guards. Through their courage and physical prowess, a Fighter protects the populace. There is an old parable that says a proud and power-hungry man once challenged a gifted Fighter to a duel. He had heard that a Fighter could turn any common object into an instrument of death, and so, in an attempt to outwit the Fighter, the man staged the fight in an entirely bare room, while hiding a knife in his own boot. Once the duel began, however, the man realized he had made a grave mistake, for the Fighter's greatest weapon is their own body.

Patron: Anhur, the Blade-Slain God

Medic: The Medic is the Practitioner. In ancient times, they took on roles as doctors, nurses, and surgeons. Medics used their extensive knowledge of the body to perform wondrous acts of healing and recovery. They worked tirelessly, spending long hours on physically and mentally demanding tasks of healing, going days without sleep until eventually collapsing in fatigue when their patient was finally saved.

Patron: Panacea, the Poisoned Goddess

Monk: The Monk is the Scholar. In ancient times, they took on roles as historians, philosophers, scribes, and teachers. To a monk, the mind is one's most important weapon and tool; it must be kept sharp and quick. To leave a mind idle is to squander divine potential. It was the monks who recorded the old histories, and who endeavored to teach them to the populace, so they could avoid making the same mistakes as those who came before them.

Patron: Thoth, the Beheaded God

Paladin: The Paladin is the Channeler. In ancient times, they took on roles as clerics and zealous warriors. When the gods were still alive, they performed amazing miracles. Different in nature from the Witches' spells, each miracle was said to be a deliberate act of the divine, the Paladin serving as the conduit for a god's will on Earth. After the gods died, the Paladins continued to serve as their terrestrial representatives, showing due honor to the felled celestials who had blessed their ancestors.

Patron: Eki, the Starved Goddess

Ranger: The Ranger is the Survivalist. In ancient times, they took on roles as hunters, trappers, and forest guides. The Rangers tapped into the primal memories of their feral ancestors to navigate the wilds and stalk their prey. Few beasts could escape the keen eye and carefully placed traps of a trained Ranger. In fact, a Ranger in the midst of the hunt becomes like a beast themself, their very soul focused only on their quarry.

Patron: Ull, the Mauled God

Thief: The Thief is the Swindler. In ancient times, they took on roles as spies, assassins, and robbers. Though some operated with nefarious intent, others took on legitimate jobs in espionage and recovery, and some became criminals for the common good, stealing from the rich and giving to the poor. Others still avoided such radical and dangerous lives and lived as savvy salesmen. The common thread among Thieves is their cunning and wit. They would prefer to outsmart an opponent than to take them down with brute force, and many a man has fallen victim to a Thief in this manner.
Patron: Anansi, the Assassinated God

Tinkerer: The Tinkerer is the Machinist. In ancient times, they took on roles as architects, technicians, and inventors. You can almost hear the gears in their heads whirring with complex mathematical equations intermingling with dreams of fantastical contraptions. Their thoughts are orderly, calculated, and carefully planned, but a truly great Tinkerer must also possess the spark of inspiration necessary to dream big and innovate where others are contented and complacent. Tinkerers have an intricate understanding of mechanical devices, whether they're building, repairing, or dismantling them.
Patron: Pallas, the Electrocuted Goddess

Witch: The Witch is the Alchemist. In ancient times, when the gods were still alive, the Witches freely sculpted and shaped the fabric of our reality. They were brilliant wielders of magic who used their power to help build great wonders and advance technologies. After the gods died, magic left our world, but the Witches remained, and took on roles as scientists and researchers.
Patron: Heka, the Immolated Goddess

Arcanum

The second part of a character's Class is their Arcanum. Arcana are fundamental natural forces that shape a character's abilities. Each Arcanum comprises 4 Lyrics, specific applications of the element the Arcanum represents. There is no parallel to the concept of the Arcana in Earth society as there is for Jobs; they seem to be unique to the Microcosmic Plane. A character does not choose his or her Arcanum; it is assigned upon arrival in the Microcosmic Plane. You can read through the descriptions and choose an Arcanum, or roll 1d12 and pick your result from the chart below. You can learn more about the capabilities of each Arcanum by reading through "Lyrics" in Chapter 9, pg. 112.

1	Earth	7	Luck
2	Flow	8	Shine
3	Gust	9	Soul
4	Heat	10	Space
5	Law	11	Storm
6	Life	12	Time

Earth: Characters assigned the Earth Arcanum have command of *Gemstone, Magnetism, Metal,* and *Rock*.

Flow: Characters assigned the Flow Arcanum have command of *Ice, Oil, Quicksilver,* and *Water*.

Gust: Characters assigned the Gust Arcanum have command of *Altitude, Fog, Poison Cloud,* and *Wind.*

Heat: Characters assigned the Heat Arcanum have command of *Flame, Freezing Mist, Magma,* and *Scalding Gas.*

Law: Characters assigned the Law Arcanum have command of *Border, Chain, Currency,* and *Oath.*

Life: Characters assigned the Life Arcanum have command of *Bandage, Blood, Disease,* and *Plant.*

Luck: Characters assigned the Luck Arcanum have command of *Death, Failure, Success,* and *Wealth.*

Shine: Characters assigned the Shine Arcanum have command of *Darkness, Laser, Light,* and *Nuclear Radiation.*

Soul: Characters assigned the Soul Arcanum have command of *Ego, Fear, Hate,* and *Love.*

Space: Characters assigned the Space Arcanum have command of *Distance, Gravity, Moonlight,* and *Subatomic Particles.*

Storm: Characters assigned the Storm Arcanum have command of *Acid Rain, Lightning, Thunder,* and *Tremor.*

Time: Characters assigned the Time Arcanum have command of *Age, Patience, Revolution,* and *Speed.*

Lullaby and Lyric

The first time your character enters the Microcosmic Plane, they gain access to one Lullaby from their Job and one Lyric from their Arcanum.

You can view these options in Chapter 9, pg. 100 and 114, and mark the ones you choose on the Class sheets in your playbook.

Drives

Your character's Drives are simple descriptions that help inform their motivations for traveling to the Microcosmic Plane. Each player character should have at least two Drives: a Personal Drive, which describes an individual goal or ambition of the character; and a Confidant Drive, which describes an aspiration that involves one other member of your party. Your Drives can change over the course of play as you accomplish or realign your goals. These Drives should be personal to the party members they involve; they are secondary goals to the main story quests of your campaign. As such, none of your Drives should represent the goal of your party's current main quest.

You should choose a Personal Drive before play, usually in session zero. You can establish your Confidant Drive then as well or wait for a few sessions of play to get a feel for how you align with the other characters. This will involve collaboration with your fellow players to establish common goals between your characters. There are six categories of Drives. You can read through them and choose or roll randomly on the following chart.

1	Fame	4	Power
2	Hate	5	Wanderlust
3	Love	6	Wealth

Fame: Your character is driven by a lust for stardom. They hope that traveling to the Microcosmic Plane can somehow aid in a quest to become well-known around the world.

Hate: Your character is driven by dark, negative emotions. They travel to the Microcosmic Plane seeking revenge or destruction, or maybe to escape something dark on their homeworld.

Love: Your character is driven by bright, positive emotions. They travel to the Microcosmic Plane in order to help someone or something, or perhaps to gain someone's affection.

Power: Your character is driven by a lust for strength and influence. They travel to the Microcosmic Plane for the powerful abilities they can learn there, or to forge connections that could grant them greater authority.

Wanderlust: Your character is driven by a lust for adventure. The Microcosmic Plane offers a bevy of exotic locales and compelling quests.

Wealth: Your character is driven by a lust for money. They travel to the Microcosmic Plane to find valuable resources or to take advantage of its strange rules to generate profit.

Your Personal Drive and Confidant Drive can have the same category but must represent different goals within the fiction. When you establish a Confidant Drive, your fellow party member gains that same Drive. As such, you may have more than one Confidant Drive, but should try not to exceed two, or maybe three if you have a larger party.

When you make a SLICK roll to interact socially with someone who shares your category of Personal Drive, you gain Favor 1 on the roll. Additionally, when you take an Action that directly contributes to achieving the goal represented by any of your Drives, you gain +1 on the roll. You cannot benefit from this bonus more than three times a day in total, regardless of how many Drives your character has. When you gain this bonus from a Confidant Drive, take +2 instead of +1 if your fellow party member is helping contribute to the Action.

Starting Resources

ED (Eudaimonia) is an abstract resource representing your character's wellbeing. A character begins with a maximum of 20 ED.

ST (Stamina) is an abstract resource of inner strength from which a character draws to perform certain Actions, most notably performing Lullabies and using Elbow Grease. A character begins with a maximum of 20 ST.

Jack is a common currency accepted by the inhabitants of many Microcosms. Jack is not tracked with an exact numerical value (more info in Chapter 6: Items,

Crafting, and Money, under the header "Jack," pg. 64). A character begins *destitute* in Jack.

Chapter 8: Progression

Experience

XP (experience points) is an abstract resource representing valuable experience in combat, adventuring, and diplomacy. Upon collecting 5 XP, a character can accept a promotion to the next Office. A character may save XP in order to refuse an Ordeal or Malfunction, or for Synthesis, but a character cannot keep more than 5 XP at a time. If a player receives a 6th Experience Point, they must either use 5 to reach the next Office or give the extra 1 to another character in the party. If no character in the party can accept it, it is discarded.

A character earns at least 1 XP for each of the following accomplishments:

Rolling a Defeat. Vagabonds find quickly that they must learn from their mistakes.

Stepping out of your comfort zone or getting in over your head. These moments are the kind that really drive Revenant World's narrative. If your Vagabond confronts a moral dilemma or a harsh fact of life, take 1 XP. If your Vagabond accepts a challenge they aren't sure they can succeed at, or bluffs their way into a higher position than they deserve, take 1 XP. Basically, if your character finds themself up shit creek without a paddle, don't despair; take 1 XP instead.

Performing an instance of spectacular roleplay or ingenuity. This is a sort of catch-all left up to the GM to use as frequently or conservatively as they wish. Any time you act against the "optimal" strategy in favor of a more interesting story moment, the GM can reward you with XP. Or maybe you just roleplay the absolute hell out of your character in

a dramatic or hilarious moment. Acting in line with your faction's goals also nets you XP from this option.

Promotion

A character typically begins a campaign at 1st Office, though your group can decide to begin at a higher Office, especially if you have more experienced players. A 1st Office character is one who is new to travelling the Microcosmic Plane. Each time you collect 5 XP, you can take a promotion to the next Office. Upon promotion, you may choose one Boon from this list:

+ 1d10 increase to maximum ED

+ 1d10 increase to maximum ST

+ 1 Hum from your Job

+ 1 Lullaby from your Job

+ 1 Lyric from your Arcanum

+1 Hum from a Job associated with a Faction for whom you've marked 3 or more SWAY

+1 Lullaby from a Job associated with a Faction for whom you've marked 3 or more SWAY

+ 1 Hum from the Job of a Revenant over whose Microcosm you have assumed Dominion

+ 1 Lullaby from the Job of a Revenant over whose Microcosm you have assumed Dominion

+ 1 Lyric from the Arcanum of a Revenant over whose Microcosm you have assumed Dominion

Whenever you roll to increase your maximum ED or ST as a Boon, ignore and reroll any dice that come up 1.

If you begin a game at a higher Office, your character starts with a number of Boons equal to your Office minus one. Completing Downtime Activities can result in the awarding of Boons independent from promotion.

Your character gains additional benefits when they reach certain Offices.

At 3rd Office, you receive a special piece of gear: a Job Garment.

At 7th Office, you become powerful enough to attempt to assume Dominion over a Microcosm without Disfavor.

At 10th Office, you gain the ability to equip two Hums at once, your ability to use Elbow Grease is enhanced, and it becomes easier to manifest Lullabies on Earth.

At 15th Office, you gain the ability to equip three Hums at once, your ability to use Elbow Grease is enhanced, you become more adept at retrieving inventoried items, and your Job Garment is improved.

At 20th Office, you gain the ability to equip four Hums at once and your ability to use Elbow Grease is enhanced.

At 30th Office, you become powerful enough to assume Dominion over a Microcosm with no chance of failure, your ability to use Elbow Grease is enhanced, and you can equip an unlimited number of Hums at once. Additionally, your Job Garment is improved, and it becomes easier to manifest Lullabies on Earth.

Upon taking a promotion, you can choose your Boon immediately, wait for a moment when the action has died down, or wait for the end of the session altogether. Your group may have a preference for using one of these options across the board.

If you do choose to take Boons during gameplay, when you take an increase to maximum ED or ST as a Boon, increase your current ED or ST by the same amount you increase your maximum.

Job Garments

When your character is promoted to 3rd Office, they are granted a special piece of gear called a Job Garment. Each Job has its own unique article of clothing:

The Bard's Pantaloons: a jaunty set of leggings and delightfully poofy shorts

The Berserker's Pelt: a barbaric covering modeled on the skin of a vague animal

The Fighter's Jacket: a fine uniform worthy of a military officer

The Medic's Coat: a practical smock for catching all that blood

The Monk's Robe: a traditional habit inspired by a culture that probably doesn't exist in this setting anymore

The Paladin's Mantle: a flowing raiment perfect for showing off over armor

The Ranger's Hood: a cowled cape for the discerning outdoorsman

The Thief's Cloak: a ragged, edgy thing, tailored for the fashionable urchin

The Tinkerer's Apron: a sturdy bit of attire for keeping the sawdust off, and it's got pockets!

The Witch's Hat: a flamboyant headpiece for the most recognizable magic user in the party

Bard's Pantaloons — **Berserker's Pelt** — **Fighter's Jacket** — **Medic's Coat** — **Monk's Robe**

Paladin's Mantle — **Ranger's Hood** — **Thief's Cloak** — **Tinkerer's Apron** — **Witch's Hat**

These garments are each a piece of traditional attire for their respective historical Job. These same garments are crafted and given to adolescents at coming-of-age ceremonies in certain traditions on Earth. When a character is promoted to 3rd Office, the garment materializes on their body (so long as they are in the Microcosmic Plane). If they are already wearing a Job Garment from their homeworld, that piece of clothing is transformed into the new Job Garment and transforms back when they exit the Microcosmic Plane. If they are wearing another article of clothing where the garment materializes, that piece of clothing is either covered or shunted to the ground nearby.

A Job Garment confers a +1 to HARMONIC. This bonus increases to +2 at 15th Office, and +3 at 30th Office. Treat this bonus as if it were temporary; i.e. it does not contribute to the +3 limit for Natural Stats. The Garment also grants 1 AP to its wearer.

Once a character has been granted their Job Garment, it cannot be normally removed while in the Microcosmic Plane. Removing the garment results in its dissolution and rematerialization on one's body in the matter of seconds. The only way to remove the garment for an extended period of time is to store it in an Inventory Box. Job Garments cannot be duplicated through Synthesis, and when fused with other items, they are always the Base.

All Job Garments are composed of a durable-yet-lightweight material with a smooth, silky texture. They are highly resistant to damage, but if they are marred or dirtied in any way, simply removing the garment and allowing it to rematerialize will return it to a pristine state.

Each Arcanum contributes a unique color scheme and sigil to a character's Job Garment:

Earth: shades of brown with a grey stone sigil
Flow: shades of blue with a navy raindrop sigil
Gust: blue and grey with a pale green wind-puff sigil
Heat: red and orange with a purple flame sigil
Law: parchment and black with a maroon sheriff's-star sigil
Life: shades of red with a white ankh sigil
Luck: lime and gold with a green lucky-seven sigil
Shine: yellow and blue with a white light-bulb sigil
Soul: shades of purple with a ruby spirit sigil
Space: black and white with a violet infinite-orbit sigil
Storm: shades of grey with a lime stormcloud sigil
Time: white and black with an infinite-hourglass sigil

earth

flow

gust

heat

law

life

luck

shine
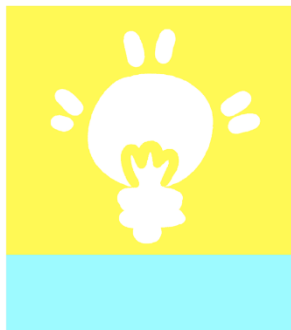
soul

space
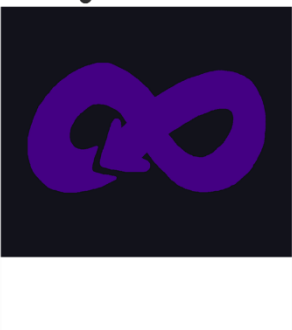
storm

time

Chapter 9: Vagabond Abilities

Class Abilities

Each Class provides access to 8 unique magical abilities that are gained as you progress through a campaign. These abilities are divided into Hums and Lullabies.

When the gods died, Earth was left devoid of magic. However, the devout believe that the dead gods of old still exert some influence over our world, and it's customary to offer the gods respect and to pray to them in times of need.

In the Microcosmic Plane, the influence of the fallen celestials is much more potent. On Earth, one might find themselves with a tune running through their mind that they can't quite place. In the Microcosmic Plane, Vagabonds experience a similar sensation in regard to long-forgotten magical abilities. As one progresses through the trials of the Plane, they experience moments of lucidity that allow them to snatch these abilities from their subconscious and bring them to the forefront of their minds. These abilities are Hums and Lullabies, performances of the soul heard through the aether by the ancient deceased deities. They are said to bring about dreams in the gods' eternal sleep, and these dreams contain enough divine energy to allow Vagabonds to perform astonishing magical feats. These abilities can normally only be performed in the Microcosmic Plane, though Lullabies can manifest on Earth with extreme effort. For more on this, see the "Lullabies on Earth" header later in this chapter, pg. 131.

Hums

Hums are simple abilities or passive benefits unique to each Job. Only 1 Hum can be equipped at a time. You can equip a Hum or switch your equipped Hum when you Call a Recess. You gain the ability to simultaneously equip 2 Hums at 10th Office, 3

at 15th Office, and 4 at 20th Office. At 30th Office, there is no limit to the number of Hums you can equip at once.

Bard Hums:

Natural Born Performer: You gain Favor 2 on SLICK or ROWDY rolls made to entertain an audience.

Bardcraft: When you synth an item, subtract 1 XP from the cost if the item serves as a costume or disguise. The total cost cannot be reduced below 1.

Who Said That?: You can imitate any voice or noise made by a creature that you have heard in the last 24 hours.

Fundamental Creation: You can use a HARMONIC Surefire Action to create an inert cube, 1 ft on each side, composed of an unidentifiable material in your hands.

Berserker Hums:

Coup de Grâce: You gain Favor 1 on **BASH** rolls made against a creature whose current HP is equal to or less than the **PUNISH** bonus of the weapon with which you make the **ATK**.

Berserkercraft: When you synth an item, if **PUNISH** is its highest bonus, ignore that element of cost. The total cost cannot be reduced below 1.

Last Stand: While your current ED is equal to or less than 25% of your maximum ED, your **PUNISH** is increased by 2Pd.

Killstreak: When you reduce a creature to 0 HP with an **ATK** roll, you gain Favor 2 on your next **ATK** roll.

Fighter Hums:

Mirror Match: You gain Favor 1 on **ATK** rolls made against a creature wielding a weapon that shares Weight or Rate of fire with the one you are wielding.

Fightercraft: When you synth an item, if **BASH** or **BOMBARD** is its highest bonus, ignore that element of cost. The total cost cannot be reduced below 1.

Take on an Army: When you make a **BOMBARD**, there is no limit to the size of the group you can target, so long as each creature is within Short Range of another.

Carefully Planned Strike: You can use a WHIZ Surefire Action to study a creature for weaknesses, gaining Favor 2 on your next **ATK** roll against that creature.

Medic Hums:

Diagnosis: You gain Favor 2 on all WHIZ rolls to diagnose the physical or mental ailments of a living creature.

Battlefield Medicine: You gain Favor 1 on all **SUTURE** rolls.

Vagabonds Never Die!: Whenever a creature you can see drops to 0 ED, you can immediately restore any amount of ED to them, at the cost of taking double that amount of damage yourself. (E.g. you can restore 1 ED, causing you to take 2 damage.)

It's Not Very Effective…: When a creature within Long Range is afflicted by a status effect, you can immediately roll 1d4. On a 4, they are no longer afflicted.

Monk Hums:

Historian: You gain Favor 2 on all WHIZ rolls to recall the history of a person, object, or location.

Total Recall: You can spend 5 Beats scanning through a book in order to gain a perfect mental picture of all the text within. At any time, you can call back on this knowledge instantly, though you must consciously decide to access it, as if it were catalogued. You can hold a photographic memory of 3 books at a time.

Mind over Matter: When you roll a Defeat on an **ATK** roll, you can add your WHIZ bonus to the total modified result, potentially turning it into a Wash or Victory.

Know Thy Enemy: When you use Elbow Grease to "Gather Intel," you expend no ST, and can use this option even when exhausted. Additionally, on a Defeat, you do not become

barred from targeting the same creature again.

Paladin Hums:

Got Your Back: While within Short Range of an ally, you both gain Favor 1 on **SHIELD** rolls.

Table Scraps: When a creature within Short Range of you has ED/HP or ST restored to it, you regain half as much yourself, up to a cap of 50% of your respective total.

Yoink!: You can use a HARMONIC Surefire Action to magically pull a willing creature a Medium Distance closer to yourself in any direction, even through solid material.

Anything You Can Do: When you see a creature perform a Lullaby, you can use your next Action to perform that Lullaby yourself at the same Intensity. ST is expended as usual. If the Lullaby is a Wash or a Defeat, this Hum is unequipped afterwards.

Ranger Hums:

Survivalist: You gain Favor 2 on WHIZ rolls to locate a source of sustenance or to determine if an object or substance is edible.

Preternatural Stalker: Any living creature leaves a set of tracks trailing a Long Range behind them as they move that is magically visible only to you.

Big Game Hunter: You can attempt a **BIND** on a creature regardless of their size relative to your own.

Not Getting Away That Easily: You can use a HARMONIC Surefire Action to magically deal 1d12 damage to the last creature to whom you dealt a Victorious **ATK** if they move a Medium Distance from you of their own will.

Thief Hums:

Burglar's Eye: You gain Favor 2 on all WHIZ rolls to locate an item in your vicinity.

Legerdemain: You gain Favor 1 on all **BAG** rolls.

Sleight of Hand: You can inventory an item without visibly summoning your Inventory Boxes. Additionally, the weight limit for your Inventory Boxes is 300 lbs.

Drop It!: You can use a HARMONIC Action to attempt to shut down effects generated by a creature within Medium Range. On a Victory, all of their currently equipped Hums are unequipped. Additionally, choose any one ongoing effect created by the creature. This effect is disabled for 5 Beats, at which time it resumes if it had a longer remaining duration. On a Wash, one currently equipped Hum is unequipped at random, determined by the GM. On a Defeat, none of their Hums are unequipped, and instead this Hum is unequipped.

Tinkerer Hums:

Clockwork Mind: You gain Favor 2 on all WHIZ rolls to understand the function of a gristomechanical device or machine.

Tinkerercraft: Whenever you synth a piece of permanent gear or a weapon, subtract 2 XP from the cost. The total cost cannot be reduced below 1.

Handyman: You can repair a broken vehicle or weapon yourself without spending XP.

Make Them Stop Ticking: Your **PUNISH** is doubled when you target a machine or gristomechanical device with a **BASH**.

Witch Hums:

Soul Sacrifice: When you take damage, you can choose to have the total subtracted from your ST instead of your ED.

Witchcraft: All Stamina-restoring consumables you craft restore double the ST they normally would, with no increase in XP cost.

Taking the Bullet: When a creature within Medium Range of you is targeted by a damaging ability, you can instantly trade places with them, taking half the damage yourself but avoiding any additional effects. This must be done before the creature attempts a **DEF** roll, and you do not have the chance to attempt a **DEF** roll yourself.

Throwing Your Voice: When you perform a Lullaby, you can have a willing creature you can see act as the performer instead. You still roll the Action and expend any ST, but the ability originates from (and, when applicable, affects) the creature you chose. ST cost is doubled for a Lullaby performed in this manner.

Lullabies

Lullabies are active abilities used in conjunction with Lyrics. When you **stage a performance of the soul to achieve a magical effect**, roll +HARMONIC. On a Victory, the Lullaby performs as described, and no ST is expended. On a Wash, the player can choose to have the Lullaby miss or otherwise fail, *or* to have it succeed, but also expend ST based on the Intensity of the Lullaby. On a Defeat, the Lullaby misses or otherwise fails, *and* the player expends ST based on the Intensity of the Lullaby.

Some Lullabies can be used at multiple levels of Intensity, each with a different ST cost. An Intensity 1 Lullaby costs R ST. An Intensity 2 Lullaby costs Rx2 ST. An Intensity 3 Lullaby costs Rx5 ST. A damaging Lullaby can be rendered non-damaging if used at Intensity 2. Intensity should be chosen before the Action roll for the Lullaby is made. If a player does not explicitly choose before rolling for a Lullaby with varying Intensity, it's assumed to be performed at Intensity 2.

 If the ST cost of a Lullaby exceeds the current ST of a player, the remainder of the cost is subtracted from their ED instead.

The GM describes how a Lullaby misses or fails. A missed or failed Lullaby does not produce a Lyric that can be drawn on by a player (see the "Lyrics" header later in this chapter, pg. 112).

Bard Lullabies:

Ballad of ___ : You emit a melodious wave of ___ with a Short radius centered on yourself. Any allies in this area (including yourself) regain ED or ST (each creature's choice) and gain Favor of varying degree on their next **ATK**, **DEF**, or Surefire Action roll (each creature's choice).

Intensity 1: ED or ST Restored: 1d6x2; Favor 1

Intensity 2: ED or ST Restored: 1d6x3; Favor 2

Intensity 3: ED or ST Restored: 1d6x5; Favor 3

Eat My ___ ! : You compose a magical vehicle or mount from nothing, and mount it as part of the same Action used to perform this Lullaby. (See Chapter 3, under the header "Vehicles and Mounts," pg. 31 for details on riding.) This vehicle or mount dissipates after a duration, when it drops to 0 HP, or when you dismiss it at will (no Action required). You do not fall prone when the vehicle dissipates. This vehicle or mount has basic stats, except its **PUNISH**, which varies with the Intensity of the Lullaby. The vehicle or creature creates a thin trail of ___ across the ground as it moves.

Intensity 1: Duration: 12 Beats; **PUNISH**: 2Pd

Intensity 2: Duration: 10 Minutes; **PUNISH**: 3Pd

Intensity 3: Duration: 1 Hour; **PUNISH**: 5Pd

Impish ___ : Drawing on a supply of ___ within arm's reach, you weave into being an animated facsimile of an imp, composed of living ___. You control this imp (see Chapter 12, under the header "Monster Stats," pg. 158 for the imp stat block). The imp can take the **BASH** Action described in its stat block, as well as any **DEF** Action. The imp can perform other simple tasks at the GM's discretion. Any Action the imp takes is rolled as a WHIZ Action by your character, as you are controlling it mentally. The imp's **BASH**es generate ___ when they strike. The imp dissipates after 5 minutes, when it

drops to 0 HP, or when you dismiss it at will (no Action required). You cannot create another imp while one is currently in play.

Intensity 2

___ -**Forged Armor:** Drawing on a supply of ___ within arm's reach, you fashion a set of magical armor on a creature within Medium Range. This armor grants a number of Armor-Points dependent on the Lullaby's Intensity. You can dismiss the armor at will (no Action required). You can generate armor on additional creatures when one set is already in play, but to do so you must expend twice the typical ST for the Intensity of the Lullaby. A creature cannot benefit from more than one set of this armor at a time.

Intensity 1: Armor-Points: 2

Intensity 2: Armor-Points: 3

Intensity 3: Armor-Points: 5

Berserker Lullabies:

Wrecking Ball Wreathed in ___ : One weapon you are wielding is imbued with ___ for a duration. Any **BASH** roll with this weapon that results in a Victory or Wash disintegrates any mundane, non-living material through which it passes.

Intensity 1: 6 Beats

Intensity 2: 9 Beats

Intensity 3: 12 Beats

___ **Their Fields:** You conjure a spark of ___ and use it to permeate a consumable item, transforming the item into a potent poison. A creature who consumes the poison takes damage and is affected by the generic effects of ___ , if applicable.

Intensity 1: Damage: 1d10x3

Intensity 2: Damage: 1d10x6 or 0, your choice

Intensity 3: Damage: 1d10x9

___ Go Boom!: A supply of ___ within Long Range explodes in a Short radius, dealing damage to creatures and objects in the area and knocking creatures prone. The original supply of ___ is destroyed.

Intensity 1: Damage: 1d12x2

Intensity 2: Damage: 1d12x5 or 0, your choice

Intensity 3: Damage: 1d12x7

___ -Fueled Rage: Drawing on a supply of ___ within Short Range, you empower your body, adding damage to your strikes for the duration. Each time you roll a Victory on a **BASH** or **BOMBARD**, your **PUNISH** for the weapon you use increases by 2Pd. This increase occurs before the damage from the triggering attack is dealt. The increase to **PUNISH** is reversed when the duration ends.

Intensity 1: Duration: 4 Beats

Intensity 2: Duration: 8 Beats

Intensity 3: Duration: 12 Beats

Fighter Lullabies:

Ray of ___ : You generate a wide line of ___ that travels to Medium Range along the ground, dealing damage to any creatures or objects in its path.

Intensity 1: Damage: 1d8x3

Intensity 2: Damage: 1d8x6 or 0, your choice

Intensity 3: Damage: 1d8x9

Blast of ___ : You unleash a blast of ___ in a dome with a Short radius centered on you, dealing damage to any creatures (other than you) and objects (not worn or held by you) in its area of effect.

Intensity 1: Damage: 1d8x3

Intensity 2: Damage: 1d8x6 or 0, your choice

Intensity 3: Damage: 1d8x9

___ Grenade: Drawing on a supply of ___ within Short Range, you create a fist-sized orb of ___ and throw it at a target within Medium Range. The orb shatters over a Short radius at its point of impact, dealing damage to creatures and objects in its area of effect and rendering the area dangerous terrain for 2 Beats.

Intensity 1: Damage: 1d10x3

Intensity 2: Damage: 1d10x6 or 0, your choice

Intensity 3: Damage: 1d10x9

___ -Empowered Strike: Drawing on a supply of ___ within Medium Range, you channel power into a special melee attack, dealing damage to a single creature or object.

Intensity 1: Damage: 1d12x3

Intensity 2: Damage: 1d12x6 or 0, your choice

Intensity 3: Damage: 1d12x9

Medic Lullabies:

Healing Touch of ___ : Your hands become enveloped by ___, which you channel into healing energy, restoring ED or ST (your choice) to a creature you touch.

Intensity 1: ED or ST Restored: 1d10x3

Intensity 2: ED or ST Restored: 1d10x5

Intensity 3: ED or ST Restored: 1d10x9

Bolster ___ : You increase the quantity or intensity of a supply of ___ within Short Range by a percentage of its current quantity or intensity.

Intensity 1: Percentage Increase: 25

Intensity 2: Percentage Increase: 50

Intensity 3: Percentage Increase: 100

Free Heals by the ___ , Guys!: You touch a supply of ___, causing it to radiate a healing aura. All creatures within Short Range of this supply regain 5 ED every Beat during the duration.

Intensity 1: Duration: 3 Beats

Intensity 2: Duration: 7 Beats

Intensity 3: Duration: 12 Beats

Restore ___ : You touch a supply of ___, or a location that contained a supply of ___ at some point in the past 48 hours. The supply is restored perfectly to any condition in which it existed during the last 48 hours.

Intensity 2

Monk Lullabies:

Eldritch Ring of ___ : You conjure a floating ring of ___ at a point within Long Range. For 1 Beat, a single creature of your choice who can see the ring perceives it as a window to the darkest recesses of creation, where reality itself unwinds. They are overwhelmed with incomprehensible knowledge, taking damage and becoming frightened.

Intensity 1: 1d6x3

Intensity 2: 1d6x6 or 0, your choice

Intensity 3: 1d6x9

___ Data Dump: You mark one creature within Medium Range. The next time that creature lays eyes on a supply of ___, they and any of their allies within Short Range of them are besieged by a sudden mental overload of encyclopedic knowledge of ___, or that supply of ___ in particular. The affected creatures take damage and become stunned.

Intensity 1: Damage: 1d12

Intensity 2: Damage: 1d12x2 or 0, your choice

Intensity 3: Damage: 1d12x3

___ -Seeing Eye: You pinpoint the approximate location of the largest or most intense supply of ___ in a 10 mile radius of your current location. You see an overhead view of this location in your mind's eye.

Intensity 1

Divination Through ___ : You peer into a supply of ___, learning the outcome of future events. Roll 1d4 three times and construct a prediction using the chart below.
1) You...
2) [Name a party member]...
3) [Name a friendly NPC]...
4) [Name a hostile NPC]...
shall...
1) Harm or kill...
2) Be harmed or killed by...
3) Aid or rescue...
4) Be aided or rescued by…
someone or something...
1) Red...
2) Luxurious...
3) Dangerous...
4) Incomprehensible…

in the next…

Intensity 1: Day

Intensity 2: Hour

Intensity 3: 5 minutes

The GM and players work together to ensure something fitting your prediction happens in the window of time given by your Intensity. The event may conform to this prediction in as literal or metaphorical a fashion as it must in order to come true.

Paladin Lullabies:

Holy Missile of ___ and Lifedrain: You hurl a mote of ___ at a creature within Medium Range. The creature takes damage and you regain ED equal to the damage taken by the creature.

Intensity 1: Damage: 1d10x2

Intensity 2: Damage: 1d10x4 or 0, your choice

Intensity 3: Damage: 1d10x6

___ Magnet: You imbue an object you are carrying with ___ and hold it aloft. Any object or creature holding, containing, or imbued with ___ within Long Range is pulled to your location, stopping within Short Range of you.

Intensity 2

Borrowed Aura of ___ : You snuff out a supply of ___ within Medium Range for the duration, and radiate it in a Short radius of yourself, dealing 5 damage every Beat to non-allied creatures in the area of effect.

Intensity 1: Duration: 3 Beats

Intensity 2: Duration: 6 Beats

Intensity 3: Duration: 12 Beats

Drain ___ and Smite: A supply of ___ within Medium Range is reduced in quantity or intensity by 50% for 12 Beats, during which time you gain a temporary bonus to **PUNISH**.

Intensity 1: **PUNISH** bonus: 2Pd

Intensity 2: **PUNISH** bonus: 4Pd

Intensity 3: **PUNISH** bonus: 6Pd

Ranger Lullabies:

Booby Trap of ___ : You create an unseen trap covering a small area of ground at a point within Short Range. Any creature that steps on this area of ground in the next 5 minutes is stopped in its movement until the end of its next Action and takes damage as the trap explodes with ___. Once the trap has been sprung thrice, it dissipates.

Intensity 1: Damage: 1d8x2

Intensity 2: Damage: 1d8x4 or 0, your choice

Intensity 3: Damage: 1d8x6

___ Marks the Spot: You create a harmless beacon of ___ roughly 30 ft high and 5 ft across at a point you can see that lasts for 1 hour, or until you dismiss it at will.

Intensity 1

___ Archer: Drawing on a supply of ___ within Medium Range, you fashion a bow and arrow of ___ that you fire at a creature within Long Range. The arrow explodes, dealing damage to the creature you target and any of its allies within Short Range.

Intensity 1: Damage: 1d12x2

Intensity 2: Damage: 1d12x4 or 0, your choice

Intensity 3: Damage: 1d12x6

All ___ Must Die: Any object or creature holding, containing, or imbued with ___ takes double damage from your **ATK**s and Lullabies for the duration.

Intensity 1: Duration: 6 Beats

Intensity 2: Duration: 18 Beats

Intensity 3: Duration: 5 minutes

Thief Lullabies:

Volatile Xerox of ___ : You inventory an object and simultaneously replace it with a reasonable facsimile. If this facsimile is touched by a creature of their own volition, it explodes into ___ in a Short radius, dealing damage to any creatures and objects in its area of effect.

Intensity 1: Damage: 1d6x3

Intensity 2: Damage: 1d6x5 or 0, your choice

Intensity 3: Damage: 1d6x7

Robin Hood, but with ___ : A supply of ___ held, worn, carried, or imbued in a creature within Medium Range is transferred to another creature within Medium Range of the first.

Intensity 2

Begone, ___ !: You banish a supply of ___ within Medium Range to an extra-dimensional space for the duration, along with all matter and energy (including creatures) within a Short radius of this supply. When the duration ends, everything returns in the same condition as it started, (for example, parts of floors or walls are fully re-integrated into the place they left) unless significant structural changes have occurred since the material was banished. Any creature or object that has since

occupied the empty space is shunted to the nearest unoccupied area possible. You can end the effect early at will (no Action required).

Intensity 1: Duration: 6 Beats

Intensity 2: Duration: 12 Beats

Intensity 3: Duration: 5 minutes

Jump to ___ : You teleport to a supply of ___ you can see within Long Range.

Intensity 1

Tinkerer Lullabies:

Barrier of ___ : You deploy a large, stationary shield of ___ at a point within Short Range of you. You or any of your allies can use this shield to make a number of automatically Victorious **SHIELD** rolls, so long as they are within Short Range of it, where the shield absorbs any damage they would take. The shield breaks after taking the specified quantity of hits.

Intensity 1: Sturdiness: 1

Intensity 2: Sturdiness: 3

Intensity 3: Sturdiness: 6

___ EMP: Drawing on a supply of ___ within Medium Range, you create a blast of ___ with a Short radius centered on the supply. This blast does not deal damage, but disables gristomechanical devices and machines within the area of effect for the duration. Additionally, all weapons and gear in the area, even if held in an inventory, lose their special properties for the duration, reverting to the stats of a basic weapon or item. You can choose to exclude any machines, weapons, and gear that you wish from this effect. Any Legendary gristo is only disabled or depowered for 3 Beats, regardless of Intensity.

Intensity 1: Duration: 6 Beats

Intensity 2: Duration: 24 Beats

Intensity 3: Duration: 10 minutes

___ Sentry Gun: You deploy a turret within Short Range of a supply of ___. If a creature moves within Medium Range of the turret, you can use an automatically Victorious HARMONIC Action to have the turret launch a projectile of ___ at the creature, dealing damage, regardless of your proximity to the turret. The turret depletes a percentage of the total quantity or intensity of the supply of ___ with each grenade fired. The turret breaks once the supply has run out, or once it has been reduced to 0 HP.

Intensity 1: Percentage Depleted: 50, HP: 5, Damage: 1d10 per grenade

Intensity 2: Percentage Depleted: 25, HP: 15, Damage: 1d10 or 0 per grenade, your choice

Intensity 3: Percentage Depleted: 17, HP: 30, Damage: 1d10 per grenade

My Other Ride is ___ : You deploy a teleporter within Short Range of a supply of ___ and Medium Range of yourself. You can then use a HARMONIC Surefire Action to deploy a second teleporter within range of the first, again within Medium Range of yourself. A creature can step on one teleporter to be transported instantly to the other. A teleporter breaks if it takes 5 damage, if you leave the planet on which it is stationed, or if you dismiss it at will (no Action required). If one teleporter breaks, the other is automatically destroyed as well.

Intensity 1: Range: Long Range

Intensity 2: Range: 1 mile

Intensity 3: Range: Planetwide

Witch Lullabies:

Turn to ___ : Your body, weapons, and any objects carried or worn on your person are converted to pure ___ for the duration. You can move as normal, and gain the power of flight, but can only perform one type of Action: a HARMONIC Action to apply the

generic effects of ___ to a creature you touch. The creature is affected on a Victory or Wash. Any damage that would be taken in this form is divided by 3 and applied all at once as a single instance of damage when you transform back. You can end this transformation early at will (no Action required).

Intensity 1: Duration: 5 Beats

Intensity 2: Duration: 5 minutes

Intensity 3: Duration: 10 minutes

Transmute ___ : You convert a supply of ___ within arm's reach into an inert cube, 1 ft on each side, composed of an unidentifiable material.

Intensity 2

Antithesis of ___: A supply of ___ within Short Range is changed to its polar opposite.

Intensity 2

Beam of ___ Transposition: A supply of ___ within Medium Range and another supply of any Lyric within Long Range of the first supply swap places. A narrow line of ___ briefly flares between the two supplies, damaging any creatures or objects with which it comes in contact.

Intensity 1: Damage: 1d6x3

Intensity 2: Damage: 1d6x5 or 0, your choice

Intensity 3: Damage: 1d6x7

Lyrics

You may have noticed that each Lullaby contains a ___. This space is filled by a Lyric, supplied by your Arcanum. Each Arcanum has 4 unlockable Lyrics. Some Lullabies require a supply of a Lyric to function, and others create Lyrics outright. This attribute of Lullabies ties into the Combo system.

Each Lullaby can be categorized as a Combo-Starter, Mid-Combo, or Combo-Ender. Some Lullabies fall into more than one category depending on their use. A Combo-Starter creates a Lyric outright. A Mid-Combo requires a supply of a Lyric to function but takes that supply and alters it or produces more of it. A Combo-Ender requires a supply of a Lyric to function but does not produce more of it. Drawing on a supply of a Lyric does not reduce the quantity or intensity of the original supply unless specified by the Lullaby.

How do Combos work? As you'll see in the following section, some Lyrics, in addition to or instead of creating gameplay effects, supply other Lyrics. For example, the Flame Lyric from the Heat Arcanum supplies Wind, a Gust Lyric. If a player uses a Mid-Combo or Combo-Ender Lullaby and draws on a supply of a Lyric that was generated by another Combo-Starter or Mid-Combo Lullaby, they gain Favor 1 on the roll for that Lullaby. If a player then uses another Lullaby to draw on a supply of Lyric created by the second Lullaby, they gain Favor 2 on the roll for that Lullaby, and so on.

When one Lyric supplies another, this does not create a chain reaction of their gameplay effects or of the Lyrics they create, but merely allows a character with an appropriate Lullaby to harness the Lyric created. For example, if a player uses a Lullaby that creates the Nuclear Radiation Lyric, this generates the Subatomic Particles and Disease Lyrics. The Subatomic Particles do *not* then generate Light, Gravity, and Magnetism unless a player uses a Mid-Combo Lullaby to draw on and transform or produce more of the Subatomic Particles Lyric.

A supply of a Lyric doesn't need to come from another Lullaby, but merely has to meet the criteria for a supply described by each Lyric in the following section. However, only drawing on Lyrical supplies produced by other Lullabies creates a Combo and grants Favor.

You may notice that the "Suitable Supply" sections of some Lyrical descriptions detail something that *is* a suitable supply of the Lyric, while others detail something which *supplies* the Lyric. For something that *is* a supply, like ore or stone for the Rock Lyric, your Lullabies manipulate and apply to that physical thing. For something that *supplies*, like the valuable item for the Wealth Lyric, your Lullabies manipulate and apply to the quality of the item that is supplying that Lyric, not the physical item itself. A Lullaby that reduces the quantity or intensity of the Wealth Lyric that Gemstone *supplies*, for example, might make the Gemstone cloudier or less skillfully polished, or could begin to transform it into common stone, rather than reducing the amount of Gemstone itself. A Lullaby that destroys a supply of the Love Lyric that an affectionate creature *supplies* would remove that creature's affection, rather than destroying the creature itself.

If you perform a Lullaby that deals no damage, you can choose to negate all gameplay effects (such as cooling heated objects or creating an obscured area) of the Lyric as well. The Lyrics supplied by your Lyric will still be created.

The Generic Manifestation of each Lyric describes the nature of the Lyric when created in the most basic fashion by a Lullaby. Each Generic Manifestation is marked as either *lasting* or *momentary*. *Lasting* Lyrics are those that stay around indefinitely after their generation, typically physical substances or objects. These Lyrics can be drawn on as Lyrical supplies and used in Combos until they are destroyed. *Momentary* Lyrics are those that fade or dissipate after their generation, typically manifestations of energy or abstract concepts. These Lyrics can only be drawn on as Lyrical supplies and used in Combos for 5 Beats after their generation, unless the Lullaby that creates them specifies that they last for a longer or shorter period of time. Some of these Lyrics have gameplay effects that extend beyond this duration; this does not alter the span of time during which the Lyric can be drawn upon. There are some situations in which a momentary Lyric may last longer than 5 Beats, such as when Flame ignites an object, or if Poison Cloud is captured in an airtight vessel. A Lyric marked *momentary/lasting* can be either depending on its use.

Earth Lyrics:

Gemstone

Suitable Supply: Any precious mineral is a suitable supply of the Gemstone Lyric.

Generic Manifestation *(lasting)*: When the Gemstone Lyric is created, it takes the form of large crystals of variously colored quartz.

Lyrics Supplied: So long as an area is not obscured, Gemstone supplies the Light Lyric. It also supplies the Wealth Lyric.

Magnetism

Suitable Supply: Any local magnetic field is a suitable supply of Magnetism. The general magnetic field of the planet on which you are located is not a suitable supply.

Generic Manifestation *(momentary)*: When the Magnetism Lyric is created, it takes the form of an intangible magnetic field. If this field comes into contact with a metallic target, you can move the target a Short Distance in any direction.

Lyrics Supplied: Moving a metallic target as described supplies the Distance Lyric, and the Altitude Lyric if it is moved vertically.

Metal

Suitable Supply: Any metallic element, compound, or alloy is a suitable supply of the Metal Lyric.

Generic Manifestation *(lasting)*: When the Metal Lyric is created, it takes the form of irregular, jagged chunks of iron.

Lyrics Supplied: If it strikes a creature, Metal can supply the Blood Lyric. If it strikes a solid object, Metal can supply the Thunder lyric.

Rock

Suitable Supply: Any common mineral, stone, or ore is a suitable supply of the Rock Lyric.

Generic Manifestation *(lasting)*: When the Rock Lyric is created, it takes the form of large, jagged chunks of earth that can shatter simple metallic objects and reduce the Durability of any weapon they contact by 1.

Flow Lyrics:

Ice

Suitable Supply: Frozen water, or the solid form of any other substance that exists as a liquid at room temperature, is a suitable supply of the Ice Lyric.

Generic Manifestation *(lasting)*: When the Ice Lyric is created, it takes the form of irregular crystals of frozen water. Any ground it touches is rendered slippery terrain for 5 Beats, and any creature it touches is slowed until the end of that creature's next Action. A slowed creature makes any **ATK** rolls at Disfavor 1, and any **DEF** rolls made against the creature are rolled at Favor 1. A slowed creature must take a ROWDY Surefire Action to enter an area within Short Range of a hostile creature.

Oil

Suitable Supply: Any viscous, flammable liquid is a suitable supply of the Oil Lyric.

Generic Manifestation *(lasting)*: When the Oil Lyric is created, it takes the form of a thick, black, flammable fluid that slows any creature it touches until the end of that creature's next Action. A slowed creature makes any **ATK** rolls at Disfavor 1, and any **DEF** rolls made against the creature are rolled at Favor 1. A slowed creature must take a ROWDY Surefire Action to enter an area within Short Range of a hostile creature.

Lyrics Supplied: If ignited, Oil supplies the Flame Lyric.

Quicksilver

Suitable Supply: Any liquid metal is a suitable supply of the Quicksilver Lyric.

Generic Manifestation *(lasting)*: When the Quicksilver Lyric is created, it takes the form of pure liquid mercury.

Lyrics Supplied: Quicksilver is a suitable supply of the Metal Lyric. If it comes into contact with a creature, it also supplies the Fear and Disease Lyrics.

Water
Suitable Supply: Pure water, or any other liquid that is composed primarily of water, is a suitable supply of the Water Lyric.
Generic Manifestation *(lasting)*: When the Water Lyric is created, it takes the form of pure, liquid water. It can be used to cool heated objects and to put out flames.
Lyrics Supplied: If used to cool a heated object, Water supplies the Fog Lyric.

Gust Lyrics:

Altitude
Suitable Supply: A creature or object distinctly positioned above ground-level supplies the Altitude Lyric.
Generic Manifestation *(momentary/lasting)*: When the Altitude Lyric is created, it takes the form of an abstract spatial concept. If it comes into contact with an object or creature, they are instantly teleported a Short Distance directly upward. If the space above the target is occupied, they are teleported to the nearest empty area to that space.
Lyrics Supplied: Teleporting a target as described supplies the Distance Lyric.

Fog
Suitable Supply: Any thick, vaporous substance primarily consisting of harmless matter is a suitable supply of the Fog Lyric.
Generic Manifestation *(momentary)*: When the Fog Lyric is created, it takes the form of a hazy, white vapor that can obscure an area for 5 Beats. Creatures within an obscured area are considered blinded. A blinded creature rolls all ROWDY Actions at Disfavor 1, and any ATK or DEF rolls made against the blinded creature are rolled at Favor 1. A creature that does not rely on sight is immune to this effect. Any ground it touches is

rendered slippery terrain for 5 Beats.

Poison Cloud

Suitable Supply: Any gaseous substance that is harmful if inhaled is a suitable supply of the Poison Cloud Lyric.

Generic Manifestation *(momentary)*: When the Poison Cloud Lyric is created, it takes the form of a toxic-green vapor that can obscure an area for 5 Beats. Creatures within an obscured area are considered blinded. A blinded creature rolls all ROWDY Actions at Disfavor 1, and any ATK or DEF rolls made against the blinded creature are rolled at Favor 1. A creature that does not rely on sight is immune to this effect.

Lyrics Supplied: If it comes into contact with a creature, Poison Cloud supplies the Disease Lyric.

Wind

Suitable Supply: Any forcefully moving air is a suitable supply of the Wind Lyric.

Generic Manifestation *(momentary)*: When the Wind Lyric is created, it takes the form of a powerful gale. If this gale comes into contact with a target that is not secured in place, you can move this target a Short Distance horizontally in any direction. It can also be used to put out flames or to clear an obscured area.

Lyrics Supplied: Moving an unsecured target as described supplies the Distance Lyric

Heat Lyrics:

Flame

Suitable Supply: The combustion of any organic matter is a suitable supply of the Flame Lyric.

Generic Manifestation *(momentary)*: When the Flame Lyric is created, it takes the form of a roaring red spout of fire. Flame can ignite flammable objects with which it comes in contact. An object held or worn by a creature cannot be ignited unless the creature is

restrained, prone, slowed, or unconscious.

Lyrics Supplied: Flame supplies the Light and Wind Lyrics.

Freezing Mist

Suitable Supply: Any vapor of low enough temperature to solidify liquid water is a suitable supply of Freezing Mist.

Generic Manifestation *(momentary)*: When the Freezing Mist Lyric is created, it takes the form of a white, freezing-cold vapor. If a creature comes into contact with Freezing Mist, it is slowed until the end of its next turn. A slowed creature makes any **ATK** rolls at Disfavor 1, and any **DEF** rolls made against the creature are rolled at Favor 1. A slowed creature must take a ROWDY Surefire Action to enter an area within Short Range of a hostile creature. Freezing Mist can also cool objects with which it comes in contact, and freeze liquids with high freezing points.

Lyrics Supplied: Freezing Mist is a suitable supply of the Fog Lyric.

Magma

Suitable Supply: Any liquified stone is a suitable supply of Magma.

Generic Manifestation *(lasting)*: When the Magma Lyric is created, it takes the form of thick puddles of molten-hot stone that can reduce the Durability of any weapon they contact by 1. Additionally, any ground Magma touches is rendered dangerous terrain for 10 Beats.

Lyrics Supplied: Magma is a suitable supply of the Rock Lyric.

Scalding Gas

Suitable Supply: Any vapor hot enough to burn bare skin is a suitable supply of the Scalding Gas lyric.

Generic Manifestation *(momentary)*: When the Scalding Gas Lyric is created, it takes the form of a shimmering-hot blast of vapor. This vapor heats metallic objects with which it comes in contact, causing any creature currently holding such an object to drop it. The

creature must use a ROWDY Surefire Action to pick it back up.

Lyrics Supplied: Scalding Gas is a suitable supply of the Wind Lyric.

Law Lyrics:

Border

Suitable Supply *(lasting)*: Any physical barrier that stands between 2 or more creatures is a suitable supply of the Border Lyric.

Generic Manifestation: When the Border Lyric is created, it takes the form of a simple brick structure. These bricks are only loosely connected to one another, and a creature can take an Action (rolled as a ROWDY Surefire Action) to dismantle a portion of the Border.

Lyrics Supplies: Border is a suitable supply of the Rock Lyric.

Chain

Suitable Supply: Any type of rope, chain, cable, or cordon used to section off an area or bind a creature is a suitable supply of the Chain Lyric.

Generic Manifestation *(lasting)*: When the Chain Lyric is created, it takes the form of a mass of simple steel chains that restrain any creature with which they come in contact. A restrained creature cannot move and must use its next Action (rolled as a ROWDY Surefire Action) to free itself.

Lyrics Supplied: Chain is a suitable supply of the Metal Lyric.

Currency

Suitable Supply: Any physical item that is used as a medium of economic exchange is a suitable supply of the Currency Lyric.

Generic Manifestation *(lasting)*: When the Currency Lyric is created, it takes the form of a cascade of Jack, metal coins widely accepted as currency in the Microcosmic Plane.

Lyrics Supplied: Currency is a suitable supply of the Metal Lyric and supplies the Wealth Lyric.

Oath

Suitable Supply: An intelligent creature that is currently acting on a duty supplies the Oath Lyric.

Generic Manifestation *(momentary)*: When the Oath Lyric is created, it takes the form of an abstract psychological concept. If it comes into contact with an intelligent creature, you can implant a simple duty in the mind of that creature, which they must attempt to follow during their next Action. The duty implanted will not take if it is directly harmful to the creature itself.

Life Lyrics:

Bandage

Suitable Supply: Any material used to wrap a wound or restrict body movement for medical purposes is a suitable supply of the Bandage Lyric.

Generic Manifestation *(lasting)*: When the Bandage Lyric is created, it takes the form of a mass of long, rectangular linen bandages that restrain any creature with which they come in contact. A restrained creature cannot move and must use its next Action (rolled as a ROWDY Surefire Action) to free itself. While restrained by Bandage, a creature regains 5 ED or HP every 2 Beats, replenishing ED or HP up to a cap of half of their respective maximum.

Blood

Suitable Supply: The vital fluid of any creature spilled from that creature's body is a suitable supply of the Blood Lyric.

Generic Manifestation *(lasting)*: When the Blood Lyric is created, it takes the form of a warm stream of human arterial blood.

Lyrics Supplied: Blood is a suitable supply of the Water Lyric.

Disease

Suitable Supply: A living creature afflicted with illness supplies the Disease Lyric.

Generic Manifestation *(momentary)*: When the Disease Lyric is created, it takes the form of a cloud of dangerous pathogens. If it comes into contact with a creature, the creature becomes crippled until the end of its next Action. A crippled creature makes all Actions at Disfavor 1, and any **ATK** or **DEF** rolls against it are rolled at Favor 1.

Plant

Suitable Supply: Any living organism of the Plant Kingdom is a suitable supply of the Plant Lyric.

Generic Manifestation *(lasting)*: When the Plant Lyric is created, it takes the form of a mass of green, creeping vines that restrain any creature with which they come in contact. A restrained creature cannot move and must use its next Action (rolled as a ROWDY Surefire Action) to free itself. Additionally, any ground it touches is rendered dangerous terrain for 5 Beats.

Luck Lyrics:

Death

Suitable Supply: Any deceased organism or creature that has fallen to 0 ED or HP supplies the Death Lyric.

Generic Manifestation *(momentary)*: When the Death Lyric is created, it takes the form of an abstract biological concept. If it comes into contact with a creature, that creature begins to take damage, losing 5 ED or HP every 2 Beats, until it takes an Action (rolled as a HARMONIC Surefire Action) to break free from the effect. You regain ED equal to the damage taken by the creature as it is affected.

Failure

Suitable Supply: Any creature that rolls a Defeat supplies the Failure Lyric.

Generic Manifestation *(momentary)*: When the Failure Lyric is created, it takes the form

of an abstract statistical concept. If it comes into contact with a creature, that creature's next Action is rolled at Disfavor 1, or the next **ATK** or **DEF** roll against it is rolled at Favor 1.

Lyrics Supplied: If it comes into contact with a creature, Failure supplies the Hate Lyric.

Success

Suitable Supply: Any creature that rolls a Victory supplies the Success Lyric.

Generic Manifestation *(momentary)*: When the Success Lyric is created, it takes the form of an abstract statistical concept. If it comes into contact with a creature, that creature's next Action is rolled at Favor 1, or the next **ATK** or **DEF** roll against it is rolled at Disfavor 1.

Lyrics Supplied: If it comes into contact with a creature, Success supplies the Love Lyric.

Wealth

Suitable Supply: Any highly economically valuable item or piece of currency supplies the Wealth Lyric.

Generic Manifestation *(momentary)*: When the Wealth Lyric is created, it takes the form of an abstract socioeconomic concept. If it comes into contact with a creature, that creature gains Favor 2 on the next roll it makes using SLICK.

Lyrics Supplied: If it comes into contact with a creature, Wealth supplies the Ego and Love Lyrics.

Shine Lyrics:

Darkness

Suitable Supply: Any area devoid of a strong source of light supplies the Darkness Lyric.

Generic Manifestation *(momentary)*: When the Darkness Lyric is created, it takes the form of a pitch-black miasma that obscures an area for 10 Beats. Creatures within an

obscured area are considered blinded. A blinded creature rolls all ROWDY Actions at Disfavor 1, and any **ATK** or **DEF** rolls made against the blinded creature are rolled at Favor 1. A creature that does not rely on sight, or that can see in the dark, is immune to this effect.

Laser

Suitable Supply *(momentary)*: Any highly focused beam of light is a suitable supply of the Laser Lyric.

Generic Manifestation: When the Laser Lyric is created, it takes the form of a concentrated beam of brilliant red light that can ignite flammable objects with which it comes in contact. An object held or worn by a creature cannot be ignited unless the creature is restrained, prone, slowed, or unconscious. Additionally, Laser can reduce the Durability of any weapon it contacts by 1.

Lyrics Supplied: Laser supplies the Scalding Gas Lyric.

Light

Suitable Supply: Any visible electromagnetic radiation is a suitable supply of the Light Lyric.

Generic Manifestation *(momentary)*: When the Light Lyric is created, it takes the form of bright, yellow rays that can blind any creature with which they come in contact. A blinded creature rolls all ROWDY Actions at Disfavor 1, and any **ATK** or **DEF** rolls made against the blinded creature are rolled at Favor 1. This blindness lasts until the end of the creature's next Action. A creature that does not rely on sight is immune to this effect.

Nuclear Radiation

Suitable Supply: The energy given off by the decay of a radioactive material is a suitable supply of the Nuclear Radiation Lyric.

Generic Manifestation *(momentary)*: When the Nuclear Radiation Lyric is created, it

Lyrics Supplied: Nuclear Radiation supplies the Subatomic Particles Lyric. If it comes in contact with a creature, Nuclear Radiation also supplies the Disease Lyric.

Soul Lyrics:

Ego

Suitable Supply: Any intelligent creature with a developed sense of self supplies the Ego Lyric.

Generic Manifestation *(momentary)*: When the Ego Lyric is created, it takes the form of an abstract psychological concept. If it comes into contact with a creature, you can implant a false personal identity in the creature's mind. This false identity lasts for 5 Beats.

Fear

Suitable Supply: Any creature whose foremost emotion is one of alarm or unease supplies the Fear Lyric.

Generic Manifestation *(momentary)*: When the Fear Lyric is created, it takes the form of an abstract emotional concept. If it comes into contact with a creature, you can implant fear of an object or other creature it can see in a creature's mind. When frightened, a creature must use its next Action to move a Medium Distance from the object of its fear (rolled as a ROWDY Surefire Action).

Hate

Suitable Supply: Any creature whose current foremost emotion is one of animosity supplies the Hate Lyric.

Generic Manifestation *(momentary)*: When the Hate Lyric is created, it takes the form of an abstract emotional concept. If it comes into contact with a creature, you can implant feelings of animosity for another creature within its line of sight in the creature's mind. These feelings last until the end of the creature's next Action.

Love

Suitable Supply: Any creature whose current foremost emotion is one of affection supplies the Love Lyric.

Generic Manifestation *(momentary)*: When the Love Lyric is created, it takes the form of an abstract emotional concept. If it comes into contact with a creature, you can implant feelings of affection for another creature within its line of sight in the creature's mind. These feelings last until the end of the creature's next Action.

Lyrics Supplied: If it comes into contact with a creature, Love generates the Patience Lyric.

Space Lyrics:

Distance

Suitable Supply: The physical space between two objects or creatures is a suitable supply of the Distance Lyric.

Generic Manifestation *(momentary/lasting)*: When the Distance Lyric is created, it takes the form of an abstract spatial concept. When it comes into contact with a creature or object, you can instantly teleport the target a Short Distance in any direction, as long as that space is unoccupied.

Lyrics Supplied: If a target teleported as described has its vertical position increased, Distance supplies the Altitude Lyric.

Gravity

Suitable Supply: An object whose own weight keeps it positioned on the ground supplies the Gravity Lyric.

Generic Manifestation *(momentary)*: When the Gravity Lyric is created, it takes the form of an intangible gravitational field. When it comes into contact with a creature or object, the target's weight is doubled for 5 Beats. A creature affected in this way is slowed. A slowed creature makes any ATK rolls at Disfavor 1, and any DEF rolls made against the

creature are rolled at Favor 1. A slowed creature must take a ROWDY Surefire Action to enter an area within Short Range of a hostile creature.

Moonlight

Suitable Supply: Any light reflected from an orbiting celestial body is a suitable supply of the Moonlight Lyric.

Generic Manifestation *(momentary)*: When the Moonlight Lyric is created, it takes the form of gentle, silvery rays of light that can clear an obscured area.

Lyrics Supplied: Moonlight is a suitable supply of the Light Lyric.

Subatomic Particles

Suitable Supply: A collection of subatomic particles existing in a free-floating state is a suitable supply of the Subatomic Particles Lyric.

Generic Manifestation *(momentary)*: When the Subatomic Particles Lyric is created, it takes the form of numerous beams of varied microscopic particles that bounce in every direction.

Lyrics Supplied: Subatomic Particles supplies the Light, Magnetism, and Gravity Lyrics.

Storm Lyrics:

Acid Rain

Suitable Supply: Any acidic liquid (pH below 7) is a suitable supply of Acid Rain.

Generic Manifestation *(lasting)*: When the Acid Rain Lyric is created, it takes the form of small, fast-moving droplets of burning liquid that can reduce the Durability of any weapon they contact by 1.

Lyrics Supplied: Acid Rain is a suitable supply of the Water Lyric and supplies the Poison Gas Lyric.

Lightning

Suitable Supply: Any electrical current or discharge is a suitable supply of the Lightning

Lyric.

Generic Manifestation *(momentary)*: When the Lightning Lyric is created, it takes the form of arcing bolts of crackling electricity. If it comes in contact with a creature, that creature is stunned. A stunned creature cannot move and must use its next Action (rolled as a WHIZ Surefire Action) to recover. Lightning can also ignite flammable objects with which it comes in contact. An object held or worn by a creature cannot be ignited unless the creature is restrained, prone, slowed, or unconscious.

Lyrics Supplied: Electricity supplies the Magnetism Lyric. If it ignites a flammable object, it also supplies the Flame Lyric.

Thunder

Suitable Supply: Any vibration powerful enough to be physically felt is a suitable supply of the Thunder Lyric.

Generic Manifestation *(momentary)*: When the Thunder Lyric is created, it takes the form of a powerful blast of sound that travels through the air. It can shatter objects composed of glass or simple metal and can reduce the Durability of any weapon it contacts by 1.

Lyrics Supplied: Thunder supplies the Wind Lyric.

Tremor

Suitable Supply: Any vibration that can be felt through the ground is a suitable supply of the Tremor Lyric.

Generic Manifestation *(momentary)*: When the Tremor Lyric is created, it takes the form of a powerful vibration that rends the land below it, causing creatures with which it comes in contact to fall prone. While prone, all ROWDY Actions the creature attempts are rolled at Disfavor 1, and any ATK or DEF rolls made against the creature are rolled at Favor 1. A prone creature can take an Action (rolled as a ROWDY Surefire Action) to get up.

Lyrics Supplied: If used over bare earth or stone, Tremor supplies the Rock Lyric.

Time Lyrics:

Age

Suitable Supply: Any creature beyond adolescence or object beyond "new" condition supplies the Age Lyric.

Generic Manifestation *(momentary)*: When the Age Lyric is created, it takes the form of an abstract temporal concept. If it comes in contact with a creature, that creature is slowed until the end of its next Action. A slowed creature makes any **ATK** rolls at Disfavor 1, and any **DEF** rolls made against the creature are rolled at Favor 1. A slowed creature must take a ROWDY Surefire Action to enter an area within Short Range of a hostile creature.

Lyrics Supplied: If it comes in contact with a creature, Age supplies the Disease Lyric.

Patience

Suitable Supply: Any creature currently exhibiting mental fortitude supplies the Patience Lyric.

Generic Manifestation *(momentary)*: When the Patience Lyric is created, it takes the form of an abstract psychological concept. If it comes in contact with a creature, you can alter the creature's perception of when a single event occurred. This perception lasts for 5 Beats.

Lyrics Supplied: If it comes in contact with a creature, Patience supplies the Love Lyric.

Revolution

Suitable Supply: Any creature or object rotating on an axis supplies the Revolution Lyric.

Generic Manifestation *(momentary)*: When the Revolution Lyric is created, it takes the form of an abstract spatial concept. If it comes in contact with an object, that object briefly rotates in place at great speed. If it comes in contact with a creature, that creature briefly rotates in place at great speed, and then falls prone. While prone, all

ROWDY Actions the creature attempts are rolled at Disfavor 1, and any **ATK** or **DEF** rolls made against the creature are rolled at Favor 1. A prone creature can take an Action (rolled as a ROWDY Surefire Action) to get up.

Lyrics Supplied: If it comes in contact with an object or creature, Revolution supplies the Wind Lyric.

Speed

Suitable Supply: Any object or creature in motion supplies the Speed Lyric.

Generic Manifestation *(momentary)*: When the Speed Lyric is created, it takes the form of an abstract temporal concept. If it comes in contact with a creature, the creature is hasted until the end of its next Action. A hasted creature makes any **ATK** or **SKIRT** rolls at Favor 1, and any **DEF** rolls made against the creature are rolled at Disfavor 1.

Lyrics Supplied: Speed supplies the Scalding Gas Lyric.

At your discretion, Lyrics that manifest as intangible forces or abstract concepts can either exhibit no visible form, or can be represented by some simple visual, perhaps a specifically colored beam of light.

Unpredictability of Magic

Lullabies are not like the carefully-practiced spells of the Witches of old. They are not activated by a precisely uttered word, nor do they require an arcane hand gesture or handful of obscure ingredients. They are not even like the ritualized miracles of the old Paladins. They don't require a prayer in some ancient tongue, nor the favor of a living god. The magic of Lullabies is, fundamentally, an accident. They aren't designed or intentionally chosen, they are imprinted upon one's mind in the briefest moment of clarity. They are pure projections of the power of one's soul, drawing directly from the reservoir of one's inner strength. The magic they weave is the echo of a dead god's dream, floating through the cosmos by chance.

Lyrics and Lullabies can combine in unexpected and potentially extremely powerful ways. It is the GM's job to interpret the effect of a Lullaby as it reacts with a specific Lyric. For example, what does it mean to reduce the Distance between two objects? Do they simply move closer to one another? Does everything between them shrink? Do they move continuously through space, or teleport to their new positions?

What is the polar opposite of Water? Is it stone? Air? Maybe even poison?

What does it mean to destroy a creature's Death? Are they resurrected? Reincarnated? Zombified?

Questions like these are answered by the GM's judgement, though a player can contribute their idea for what they want or expect their Lullaby to do. A player is encouraged to ask a GM what their ruling on a certain ability would look like before they learn or activate a Lullaby or Lyric. The answer doesn't always need to be consistent. Lullabies are unpredictable, and they don't always act how their performer wishes. A GM can use this unpredictability as a valuable tool if a certain application of a Lullaby or Lyric proves too powerful to work well in the confines of a story. That said, powerful magic isn't always a bad thing, and it can sometimes enhance rather than derail a story.

Sometimes a Lullaby will activate in an unexpected way that is particularly detrimental to its performer. A Ray of Flame may come out as an unfocused spray instead of a narrow line, potentially igniting allies. An application of Magnetism may rip the weapons from everyone's hands unexpectedly. Such malfunctions of Lullabies are interesting uses of GM Actions, and can be either Pitches or Strikes, depending on their severity.

Modifying Magic

A Vagabond can attempt to use the unstructured nature of magic to their advantage by molding their Lullabies into new forms outside of their original use. Doing so requires great effort on the part of the performer, and thus Disfavor is imposed on the Action roll.

Roll your Lullaby at *Disfavor 1* if you intend to make a minor change to its use, such as altering its range or shape slightly. You could cause Ray of Flame to reach Long Range or change its path to hit more enemies.

Roll your Lullaby at *Disfavor 2* if you intend to make a moderate change to its use, such as greatly altering its range or shape, or editing an aspect of its utility. For example, causing an area of effect to disregard allies. You could use Antithesis of Water to turn Water into any simple substance, not just its polar opposite. Using a Lullaby with a Lyric from your Arcanum that you haven't learned yet falls under this category of change.

Roll your Lullaby at *Disfavor 3 or more* if you intend to make a tremendous change to its use. This option can be used to perform any sort of magic that could be described by your Job's one-word action alongside your Arcanum. A Medic of Luck could *heal luck* to make the party immune to Disfavor until the end of the current encounter. When you alter a Lullaby on this drastic of a level, if it deals damage or heals ED or ST, you still use the values for these functions given by the Lullaby you use as your base.

The GM has final judgement on which category of change a Lullaby modification falls under, and on how much Disfavor to impose when making "tremendous changes." The GM can also require an increase in Intensity for certain changes.

Lullabies on Earth

Though Earth is largely barren of any magic, a Vagabond can, with great effort, manifest a Lullaby on this side of the portals. When you perform a Lullaby on Earth, its Stamina cost is doubled, and it is rolled at Disfavor 1. When you reach 10th Office, this Disfavor is negated. At 30th Office, the extra Stamina cost is negated.

Use of such magic on Earth is strictly illegal and will draw the attention of local Worldguard.

Damaging Objects

Some Lullabies and other effects specify that they deal damage to objects as well as creatures. This is simply meant to specify that the effect is harmful to something other than living beings. One does not need to track the HP of any objects, though the GM may assign an appropriate value if they so wish. More often, the GM will simply describe the general destructive effect on an item or fixture.

A GM can permit players to make a **BASH** against an inanimate object that may be hard to break, allowing them to destroy it on a Victory or Wash. Alternatively, the GM can make the **BASH** an automatic Victory, and simply ask for a damage roll (use 2d6 as if you had rolled the Action to determine *R*), determining that an object is broken if the result meets a certain threshold.
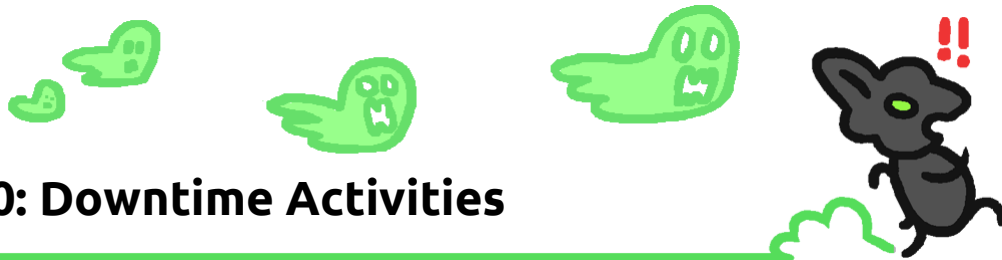
Chapter 10: Downtime Activities

Downtime

When characters aren't travelling through the Microcosmic Plane, they don't simply cease to exist. Each character should have a life on Earth. There, they socialize with friends, go to school, and work day jobs. This segment of an adventurer's life is referred to as Downtime.

Downtime can be as big or as small a segment of your game experience as you want it to be. Downtime Activities are designed so that you can play through them in detail like any other segment of gameplay, treat them as simple background activities that happen between game sessions, or even ignore them altogether. Between journeys into the Microcosmic Plane, your GM should instruct you to choose a certain number of Downtime Activities that you can complete in the interval. Each Downtime Activity provides a benefit that can help you in your adventures, so budgeting the time you have on specific activities is important to gain the benefits you desire.

Social Quests

Social Quests are one of the most involved types of Downtime Activity. At the GM's discretion, a particular Social Quest may take more than one Downtime Activity to complete. A Social Quest can be

between a player character and an NPC, or between two player characters. If it is the latter, both characters must use their allotted Downtime Activities to complete the Social Quest, and both gain the benefit of having completed it. Social Quests can be divided into a number of basic categories. Not every NPC has an opportunity for every type of quest. You may have to speak to multiple NPCs about potential problems or challenges they are facing to find an opportunity to undertake one of these Social Quests.

Solving a Social Problem: When you undertake this type of Social Quest, you help another character solve a problem they have regarding a third party. Maybe they are new in town and have trouble making friends. Maybe they are involved with a toxic friend or significant other. Maybe they are having difficulty standing up to a boss or other authority figure. It is your job to help a character navigate these situations and come to a satisfactory conclusion.

Achieving Victory: When you undertake this type of Social Quest, you help another character to win in some form of competition. Maybe they are enrolled in an upcoming sports tournament. Maybe they are vying for a competitive career opportunity. Maybe they are entering a fine arts contest. It is your job to help a character prepare and perform to their highest ability in their chosen competition.

Obtaining an Item: When you undertake this type of Social Quest, you help another character get their hands on a desired object. Maybe they don't know where to find the item and need help to track it down. Maybe they want an item owned by another person and must swindle or rob that individual. Maybe they need help raising money to buy the item. It is your job to help a character achieve the means to obtain the object of their desire.

Taking Someone's Place: When you undertake this type of Social Quest, you help another character by taking on a task originally assigned to them. Maybe they fall ill and need someone to cover for them at work. Maybe they are looking for someone to complete a school assignment for them. Maybe they get hung up with an engagement and need someone to chauffeur an acquaintance of theirs in their place. It is your job to adequately complete the task delegated to you by a character.

Kindling a Romance: When you undertake this type of Social Quest, you attempt to initiate a romantic relationship with a character. Maybe you ask them on a movie or dinner date. Maybe you write poetry in attempts to impress them. Maybe you gather intelligence from their friends and use it to improve your chances of getting a date. It is your job to initiate or further an amorous connection with a character.

When you successfully complete a Social Quest, you learn one Lyric from the Arcanum of the other character involved at random. The GM can choose or have you roll 1d4 and choose the result from the Arcanum's list of Lyrics, rerolling if you already know that Lyric. If the character is not a potential Vagabond, you can choose one regular Boon for completing the quest instead.

Completing a Social Quest also earns you at least 1 XP, regardless of success.

Individual Activities

Individual Activities are another type of Downtime Activity which are usually simpler than Social Quests. These are everyday tasks completed by your character alone.

Work: You spend your Downtime putting in hours at your character's place of employment, whether that be a regular hourly job, freelance work, or anything in between. When you successfully complete work, you gain 3 XP.

Academics: You spend your Downtime on mental activity, whether that be public schooling, university work, or independent research. When you successfully complete academics, you gain 3 XP.

Exercise: You spend your Downtime on physical activity, whether that be lifting weights in the gym, going for outdoor jogs, or playing a sport. When you successfully exercise, you increase your maximum ED by 1d8.

Worship: You spend your Downtime on religious devotion, whether that be independent prayer, attending an organized service, or volunteering for church charity work. When you successfully complete worship, you increase your maximum ST by 1d8.

Completing an Individual Activity also earns you at least 1 XP, regardless of success.

Whenever you roll to increase your maximum ED or ST as a Downtime Activity reward, ignore and reroll any dice that come up 1.

Play Method

Downtime Activities can be played in several different ways, each involving a different amount of focus and game time. Talk with your fellow players and GM to decide which method you prefer for your campaign, or for each individual Downtime Activity.

Full Gameplay: Under this method, Downtime is played similarly to any other segment of gameplay. You interact with characters in real time around the table, and make multiple rolls for each discrete Action you take during a Downtime Activity. The success of an activity is determined organically by how the situation pans out over time. This

method is most suited for Social Quests, which can involve complex interactions with NPCs or other characters.

Between-Session Correspondence: Under this method, Downtime is abbreviated to simpler interactions submitted to your GM remotely between gameplay sessions. Your GM tells you at the end of a session that you have time for a certain number of Downtime Activities, and then you contact your GM to tell them what you've chosen. They may respond with a simple problem that you need to devise a solution for and respond back. The success of an activity is determined by a few simple question/answers and several dice rolls.

Single Dice Roll: Under this method, Downtime is abbreviated to a single Action. You pick your activities and roll once for each. You GM may also ask for a brief description of what the activity entailed. To receive the reward for success, you must roll a Wash or Victory. This method is most suited for Individual Activities, which are simpler than Social Quests, and may not involve interaction with any other character. The suggested Natural Stat bonus for rolling each type of Downtime Activity is listed below. These can be altered as appropriate for the specific application of each activity.

Social Quest: SLICK

Work: ROWDY

Academics: WHIZ

Exercise: ROWDY

Worship: HARMONIC

Additional Downtime Activities

You can work with your GM to create Downtime Activities that do not fit into any of those detailed above. Decide what the standard for success in the activity is and what is a fitting gameplay benefit for achieving success. The gameplay benefits are usually slightly watered-down versions of promotional Boons. Think about whether you

want to use the benefit from an existing Downtime Activity or come up with your own. If you use the Single Dice Roll method, what Natural Stat befits this activity?

Other Scenes Between Adventures

In addition to letting players choose Downtime Activities in order to earn gameplay benefits, the GM can run non-optional scenes during the party's time on Earth. This could be a problem the party has to solve to progress the story, or a plot thread that leads into the next adventure. Maybe the party has to throw the Worldguard off their tail or help a lost or injured Vagabond.

The party should also be given the opportunity to hang out and make plans at The Spot and visit The Scrapyard or any other important locations in Polis.

Chapter 11: Killing and Befriending Revenants

Defeating a Revenant

Confronting a Revenant is a fitting capstone for an adventure across a microcosm. This confrontation doesn't have to lead to combat, but if it does, here's what can happen when a Revenant is killed.

A Revenant's life force is thoroughly connected to their planet. When a Revenant dies, their microcosm doesn't have long to live. A deceased Revenant's body dissolves into nothing, and a rift in space opens where they fell. This rift will pull the microcosm into itself, along with all of its inhabitants, in a manner similar to a black hole. This destruction takes place in matter of minutes, taking longer the larger the microcosm is. Allowing the planet to be destroyed in this manner is referred to as "sinking" a microcosm. A Vagabond who passes through this rift will be dropped back on Earth, along with all items they were wearing and carrying, near the location of the portal that took them to the Microcosmic Plane. Each Vagabond who passes through the rift in this manner learns a random Lyric from one the Revenant's two Arcana.

Sinking for Synthesis

It's unknown exactly what happens to the inhabitants, mass, and energy of a microcosm when it's sunk. Maybe they are utterly destroyed or unmade, or perhaps spread thin across the Plane. Maybe they are even pulled through the portal back to Earth in the form of a colorless vapor, unseen and unnoticed, ready to be harvested...

When a microcosm is sinking, some of its energy can be converted and used to practical effect. If a Vagabond immediately places an Inventory Box ready for Synthesis into the rift, the energy will be converted to creative power and can be used to synth any

single item, regardless of cost. This is sometimes the only practical way to synth Legendary items.

To avoid destroying a world to craft items, Vagabonds sometimes seek out microcosmoids, small planetoids created when a pair of "soulmates" die without sharing a significant emotional bond. Destroy the heart of one of these celestial bodies, and it'll sink like a microcosm. The portals to and from these microcosmoids can be erratic and unstable, making this a dangerous quest to undertake without a safe way home.

Assuming Dominion

A sufficiently powerful individual can prevent the sinking of a microcosm even if its Revenant has died by assuming Dominion over the planet in the Revenant's stead. Any Revenant has this ability, and a powerful Revenant will almost always succeed at this task. A Vagabond can attempt to assume Dominion as well, reaching into the rift and drawing upon their inner strength to take on the burden of a Revenant's domain. To do so, roll a HARMONIC Action at Disfavor 2. At 7th Office, you can roll this Action without Disfavor. At 60th Office, this Action becomes an automatic Victory (no roll required). On a Victory, the Vagabond closes the rift and assumes Dominion over the microcosm. On a Wash or Defeat, the Vagabond falls unconscious instead. If more than one individual tries to assume Dominion over the same microcosm, whoever has the highest total result (including HARMONIC bonus) assumes Dominion, and the others fall unconscious. They regain consciousness if they gain at least 1 ED or Call a Recess.

Benefits of Dominion

Assuming Dominion over a microcosm conveys a number of benefits. You can impart telepathic orders to the Monstrous inhabitants of your microcosm from anywhere on the planet. The orders are transmitted to the entire Monstrous population, and they are genetically programmed to compulsively follow these orders. Only exceptionally cerebrally developed individuals among these races could attempt to resist these commands. Your microcosm will grow in size as you are promoted to

higher Offices. If you're markedly more powerful than the former ruler of the microcosm, the planet will slowly grow to match your power level, even if it remains constant. The features of the microcosm will gradually and subtly change to reflect your soul. You learn one Lullaby and one Lyric at random, one from the Job of one of the Revenant's component souls, and the other from the Arcanum of the other soul. While you are on your microcosm, your eyes take on the appearance of those of the Revenant that originally created the microcosm. While you have Dominion over a microcosm, you can choose to to learn a Hum, Lullaby, or Lyric from the Jobs and Arcana of the original Revenant as a promotional Boon. Staying away from the microcosm for months at a time will lead to it withering and falling into disrepair. If you suffer a Tier IV Ordeal, the microcosm will sink, the rift opening where you fall.

Microcosmic Empires

If a Revenant or Vagabond who has Dominion over multiple microcosms falls, the rift that opens will begin to draw in every microcosm over which they ruled. Attempting to assume Dominion in their place is far more difficult than normal. If you are under 30th Office, subtract 2 from your roll for every microcosm beyond the first that is being sunk. If you still roll a Victory to assume Dominion, you have Dominion over all of the microcosms the fallen being ruled.

Transference Shards

The sinking of a microcosm can also be prevented through the use of a Transference Shard. Transference shards are small bits of green crystal, often emblazoned with the insignia of a Revenant's faction. When a Transference Shard is placed in a microcosmic rift, it is immediately stabilized, and Dominion of the microcosm is transferred to the Revenant who created the crystal. Transference Shards cannot be duplicated nor fused through Synthesis.

A Revenant cannot place a Transference Shard themselves, they must be placed by a Vagabond. This means weaker Revenants have a chance of failure when

attempting to assume Dominion over a microcosm unless they have mortal followers. A Revenant who fails to assume Dominion falls unconscious but is not pulled into the rift.

If two Vagabonds place different Transference Shards into the same rift, they each roll a HARMONIC Action. The one with the higher result wins, and the other Transference Shard is rejected.

A Vagabond or Revenant can also use a Transference Shard to willingly give up Dominion of a microcosm, transferring it to the Revenant who created the crystal.

Sinking Stones

Sinking Stones are perfectly round stones, split in color directly down the middle. One side is a pure, unmarked white; the other is a black that shimmers with the sparkles and swirls of celestial bodies. When a Sinking Stone is placed in a microcosmic rift, the microcosm still sinks, but its mass and energy seems directed into the stone rather than the rift itself. Revenants are sometimes seen carrying Sinking Stones, but no Vagabonds know their true purpose.

Peaceful Resolutions

Not all confrontations or even combat encounters with a Revenant lead to their death. If the Revenant lives, you can attempt to bargain with them. A Revenant can be a powerful ally, allowing you access to natural resources from their planet and the support of a Monstrous army. If your party allies with a Revenant in this way, you can attempt to call on their aid in tense situations. The Revenant may give you a signal or other method for calling on their assistance. If not, you can try to find another ally of the Revenant near enough to help.

Calling for Aid

When you **request the aid of an allied Revenant**, specify whose aid you seek and roll 1d4 three times to see what help you receive.

1) A friendly Monster...

2) An allied Vagabond...

3) A sympathetic local...

4) A Legendary item…

1) Causes a distraction...

2) Leaps into combat...

3) Opens a path...

4) Sacrifices something…

which...

1) ...reinvigorates you. You each gain 1d12 ED or ST.

2) ...gives you an opening. You may each deal 1d12 damage to an enemy.

3) ...gets you out of a tight spot. You all ignore Disfavor for the next 5 Beats.

4) ...teaches you something valuable. You each gain 2 XP.

The GM and players work together to decide the exact nature of the help based on the description you roll. If part of the description you roll doesn't make sense in your present situation, reroll that die or choose a different option. A party cannot request aid from an allied Revenant more than once between Calling it a Day, even from a different Revenant than the first use.

Some Revenants are not interested in gaining mortal allies unless you're willing to pledge allegiance to their faction.

Revenant Factions

As discussed in Chapter 5, under the header "The SWAY of Revenants," pg. 57, many Revenants gain eager followings of Vagabonds in the Microcosmic Plane. These factions can provide a sense of belonging and purpose to Vagabonds. Joining a faction confers certain benefits. Basic benefits include free roam of the Revenant's microcosm(s) and the ability to request aid in the same manner as if you merely allied with the Revenant. A party member who has joined a Faction can spend 5 XP to call on

aid a second time between Calling it a Day, but the benefits given by the final die roll only apply to that specific Vagabond. Factions can provide more unique and powerful benefits as well, especially to those who use their Transference Shards to expand the presiding Revenant's domain. Here are some example factions and some perks they provide. GMs are encouraged to expand upon this list themselves.

The Path: The Path is a faction that devote themselves to a melded-mind Revenant known simply as The Enlightened. They encourage non-violence and peace throughout the Microcosmic Plane but are not afraid to fight to protect themselves or other innocents. **Medics**, **Monks**, and **Witches** are most drawn to The Path. The Enlightened's primary microcosm is called Nirvana: a land of beautiful gardens and monasteries.

Benefits:

When one or more party members join The Path, some businesses in the Microcosmic Plane will not charge them to buy anything they would pay for with Jack, allowing the party to spend beyond their tier in Jack.

Members can receive a temporary blessing allowing them to hold up to 10 XP at a time.

Members can receive a temporary blessing that gives them a +3 on any SLICK rolls to negotiate a peaceful solution to a situation.

Members can learn a Lyric called Peace.

> Suitable Supply: Any creature whose mind is currently devoid of extreme emotion supplies the Peace Lyric.

> Generic Manifestation *(momentary)*: When the Peace Lyric is created, it takes the form of an abstract mental state. If it comes into contact with another creature, that creature cannot use its next Action to attempt an **ATK** or other directly aggressive Action.

> Lyrics Supplied: If it comes into contact with a creature, Peace generates the Patience and Love Lyrics.

The Einherjar: The Einherjar are a faction of warriors that devote themselves to a dominated-mind Revenant known as Od, the Hanged God. This Revenant takes his name from the Patron God of Berserkers. His legions believe in the virtues of conquest and war, and seek to take as many microcosms as they can for their military empire.

Berserkers, **Fighters**, and **Rangers** are most drawn to The Einherjar. Od's primary microcosm is called Valholl: a land of endless war. Vagabonds battle one another for sport, always risen from the cusp of death by an army of Wights with extremely potent healing capabilities.

Benefits:

Members can receive a temporary blessing allowing them to gain Eudaimonia exceeding their normal limit, equal to 25% of their maximum ED, whenever they Call it a Day. This extra ED cannot be regained once lost, and resets each time the Einherji Calls it a Day.

Members can receive a temporary blessing allowing them to perform an automatically successful Maneuver once between Calling a Recess.

Members can receive a temporary blessing that increases the **PUNISH** die of any weapon they use by one size.

Members can receive a Valkyrie Emblem: an amulet, belt, or other trinket that allows one to attempt to cheat death. When a Vagabond wearing a Valkyrie Emblem suffers a Tier IV Ordeal and does not refuse it, they can roll a ROWDY Action. On a Defeat, they suffer the Ordeal. On a Wash, they refuse the Ordeal without expending XP, and the Emblem breaks, and cannot be repaired through ordinary means. On a Victory, they refuse the Ordeal without expending XP.

The Church of the Faith of the Undying Flame: The Church of the Faith of the Undying Flame is a religious faction that work in service of a Revenant called the Holy Mother. They believe that all mortal races carry in their very blood a spark of divinity passed on by the dead gods, and that this Undying Flame must be protected from the sinful desires of the soul. None but the highest of the church hierarchy have ever seen the Holy Mother, and this faction garners a fair amount of suspicion from other Vagabonds. **Bards**, **Paladins**, and **Thieves** are most drawn to the Church. The Holy Mother's primary microcosm is simply called The Holy Land: a world of opulent gothic architecture and temples, including the primary cathedral of the Church, where the Holy Mother is said to reside.
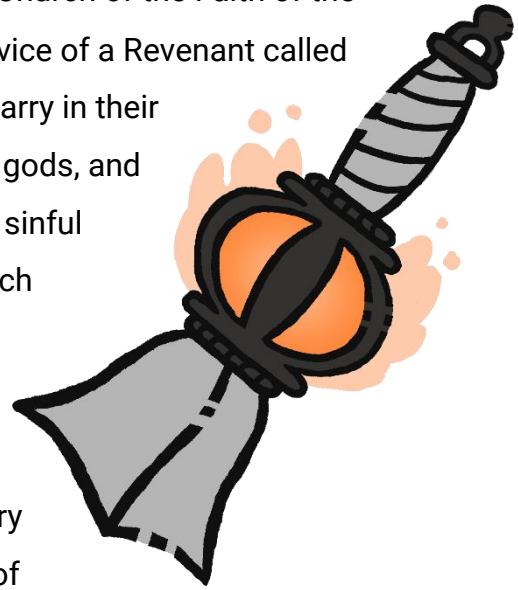
Benefits:

If one or more party members join the Church, the party goes up one tier in Jack.

Members can receive a temporary blessing that allows them to use Elbow Grease to increase the healing capabilities of any healing Lullaby on the same pattern as "Deal Extra Damage."

Members can receive a temporary blessing that multiplies any heat-based damage dealt by the player by 2.

Members can receive a Chime of the Undying Flame, and item which, when held, increases the wielder's HARMONIC by 1.

The duration of temporary blessings can be decided by the GM and can increase as the Vagabond does more for the faction. By default they last until the end of the next full day. In addition to coming up with new factions, the GM can also create additional rewards for existing factions.

Members of any faction can eventually have one of their Natural Stats increased by 1, if they do enough valuable work for their group. This bonus still cannot cause a Natural Stat to exceed +3.

Loyalty to a Faction

There's nothing preventing a Vagabond from pledging allegiance to more than one faction, but if any of them find out about the others, the Vagabond may face banishment or worse. Some factions may not even tolerate casual alliances with Revenants outside of the faction.

Chapter 12: For the Game Master

Shaping the World

Revenant World is a platform for telling a story, and a story needs a strong setting. As the GM, the world around the players' characters is one of the most important things under your control. It's your job to describe the world, and to tell the players how it reacts to their Actions. Even though the world is your responsibility, it's important to remember that it doesn't belong to you. It belongs to everyone at the table, and a GM shouldn't be afraid to let player action shape the world.

An easy way to help ease the notion that the world belongs to the GM, while simultaneously increasing player buy-in, is to let players describe some aspects of the world around them. When they walk into a store or restaurant, describe several patrons, and then ask *them* what other NPCs stand out to them. If they aren't used to this in TTRPGs, explain that they're helping shape the world, and that they can come up with any type of character they find interesting to be patronizing this establishment. Let your players tell you what part of Polis their characters are from, and what those neighborhoods are like. Let them tell you about the traditions of their characters' families. In addition to turning the world into a more collaborative canvas for the story, this also takes some pressure off you as the GM. You don't need to know every little thing about the world, because your players contribute some of it.

Shaping the Campaign

Besides shaping the world around the characters, your job as a GM is to present compelling situations within that world. You provide the characters with plot hooks. These are mysteries that need to be explored or problems that need to be solved. It can be a good idea to present multiple plot hooks to the players and flesh out the ones

they're most drawn to. Consider implementing a session zero, a play session before the story begins, where players make their characters together, and you get a feel for their characters' motivations and connections. This can also help you make sure that your players are making characters that fit into the kind of story you aim to tell, and that you aim to tell a kind of story that will interest the players.

As you plan out a story for the players to take part in, remember to leave them plenty of room to exercise their characters' agency. Don't plan every detail of a plot beforehand. Don't create scenarios with only one solution. A huge part of the appeal of role-playing games is the ability of the players to interact with a situation in any way they see fit. They aren't as limited as they are in a video game or other type of media.

As you go along, create new plot points that make the player characters' behavior matter. Give them real influence over the world. The GM should be a fan of the player characters. Part of your job is to provide them with obstacles and challenges, but the purpose of those things is to put them in the middle of a compelling story, not to knock them down.

Shaping the Themes

The juxtaposition of a relatively mundane Earth with the wildly exotic Microcosmic Plane is intentional. The young protagonists should be drawn to the exciting new frontier of the Plane, but also somewhat intimidated and overwhelmed by it. Revenant World tells coming-of-age stories. The powers Vagabonds gain in the Microcosmic Plane give them a huge level of influence over their surroundings, just as their imminent adulthood gives them more influence and responsibility over their whole lives. As a GM, use the Microcosmic Plane as a magnifying glass, exaggerating the struggles of growing up into scenarios of grand magical conflict, just as the Plane exaggerates the common properties of each race into magical Racial Traits.

The seriousness of the themes you explore is up to you and your group. You can adjust the tone of your game by confronting the party with deep moral quandaries, or simple puzzles and challenges. You can make the party face the danger of intense

emotional and physical scarring, or let them walk away from most scenarios not too worse for wear. Expectations for tone in a campaign can be set in session zero.

Shaping the Microcosms

Designing interesting microcosms as a GM is your chance to really go wild. Draw from any time period, culture, fiction, or style you want. You can have the players adventure through lands of lava and clockwork machinery, or of unicorns and gumdrops. You can drop them into a recreation of medieval Europe or prehistoric Pangaea. Any world you can imagine can fit into a campaign as a microcosm. You can also design your microcosms from more abstract ideas, shaping aspects of the world to metaphorically reflect the story of the Revenant who created it.

Other GM Actions

Chapter 2: Gameplay Basics briefly describes GM Actions, and throughout the manual many options for such Actions are detailed, though they mainly focus on having an NPC take Actions in combat. This is only one type of GM Action, and while it may require the most explaining, it's not necessarily the kind of Action you'll take during the bulk of your playtime. As player characters explore the world and interact with NPCs, you'll take many Actions that change based on the situation of your game. In the following chart are just a few examples of Actions you can take in certain scenarios, some general, and some in more specific sample settings. These kinds of Actions can even be used in the midst of combat; you aren't limited to simply using a Monster's abilities.

Remember that each of these Actions can be made as a Pitch or a Strike, depending on whether you allow players an attempt to subvert them. Many Actions seem adversarial in nature, as they're in made response to player failure and are intended to drive conflict, but remember that their true goal is to enhance a dynamic story, not to thwart your players as if they were your enemies. Remember also that you can change something "behind-the-scenes" about an environment as an Action. For

example, you didn't plan for this room to have a Monster in it, but a few doors back someone in the party rolled a Defeat, so now it does.

You can help to enrich a player's experience by taking Actions that are tailored to their character. Maybe an NPC that you introduce knows the player character from way back. Maybe a note that the players find in an old drawer provides a clue to a player character's family secret. Try to make use of the Actions suggested here-- and those you come up with yourself-- in the best way possible to enhance the campaign.

Example GM Actions

When Interacting with NPCs:

An NPC will no longer speak to the party.

An NPC requires the party to complete a quest before giving aid.

An NPC attacks the party.

An NPC spreads rumors about the party.

An NPC mistakes a member of the party for someone else they know.

An NPC calls in their friends.

An NPC dies.

In an Outdoor Setting:

The animals or Monsters in the vicinity notice the party.

The party stumbles into quicksand or other dangerous terrain.

The weather turns unpleasant.

An avalanche or rockslide sweeps the party off their feet.

In an Indoor Setting:

A door has been wedged in such a way that it can no longer be opened.

An unexpected individual is present in the building.

A trapdoor catches the party by surprise.

The building's structure is unstable.

In a Ruins Setting:

The treasure of the ruins has gone missing.

A section of the ruins collapses on the party.

The party becomes lost in the labyrinthine passageways of the ruins.

The party stumbles upon a Monster encampment in the ruins.

In a Respectable Establishment Setting:

Civilians begin to take notice of the party.

Security accosts the party.

The party's money is no longer accepted here.

The party is caught doing something suspicious on camera.

Mixing Pitches and Strikes

If a GM Action effects more than one player, it doesn't have to be applied unilaterally. For example, a party is fighting a cetacean. A player rolls a Defeat, proc'ing a Strike. The GM has the cetacean use its *Telekinetic Rubble* ability, which deals damage in an area of effect. For the player who rolled the Defeat, this is a Strike, and they take damage. For any other players caught in the blast, this is a Pitch, and they can roll DEF Actions to attempt to avoid the debris.

Non-Player Vagabonds

In their adventures through the Microcosmic Plane, player characters are bound to meet other Vagabonds from their world. These Vagabonds can be powerful allies or enemies, with access to similar sets of abilities to the players. When designing a Vagabond NPC, there are several things you should consider.

NPCs are not protagonists. The player characters should take the limelight. It's alright to have NPCs do cool things and assist the party, but, as a GM, never lose sight of the fact that you aren't a player, and the characters you insert in the world aren't there to overshadow the players and take all the cool moments for themselves, they're there to enhance the story for everyone.

NPC Vagabonds can be made using the same creation and progression system as the players, but you don't need to feel tied to that. Give them what you think is a suitable amount of HP, ST, gear, and abilities to be an interesting character and serve their purpose in the story. Players have access to such a wide variety of progression paths and ways to unlock upgrades that you don't need to reverse-engineer every aspect of an NPC's kit.

One simple but interesting way to set an NPC Vagabond apart in terms of ability is to have one of their Lyrics manifest in a unique way. For example, when an NPC with the Earth Arcanum generates the Rock Lyric, instead of taking the form of "large, jagged chunks of earth" as described by the Lyric, maybe they manifest as glimmering spears of polished obsidian. This makes their use of a Lullaby stand out as a technique unique to that character. You can offer this option to your players as well when they reach a sufficiently high Office. Note that this has the potential to alter the Lyrics supplied by a Lyric, or to provide opportunities to exploit the weaknesses of certain creature types. For example, a character with the Law Arcanum who

generates Chain as yellow caution tape causes it to no longer serve as a supply of the Metal Lyric. A character with the Earth Arcanum who generates the Rock Lyric as glimmering obsidian can now exploit the weakness to glass described in the empath Monster's *Mirror Fragility* trait.

One important factor to focus on for an NPC is their Drive. This core motivation can help you develop an interesting backstory or ambition for the NPC and keep them from turning into a simple cardboard cut-out with gear and abilities slapped on.

Remember that an NPC does not need Natural Stats or Maneuver Ratings, because you do not make any Action rolls. The important numbers to know for an NPC are their Hazard Level (explained under the "Hazard Level" header later in this chapter, pg. 184), their HP, their ST, their **PUNISH**, and their **PUNISH** die size.

Using Lullabies with NPCs

When an NPC uses a Lullaby as a Pitch against a player character, the player can roll a **DEF** Action to protect themselves from the effects, as with any other source of danger. The GM can choose when an NPC spends Stamina for Lullabies or use this guide: expend ST if at least one player's **DEF** roll total comes out to 6, 9, or 12. If you use a Lullaby as a Strike, do not spend ST.

If the Lullaby is not offensive, making a **BASH** or **BIND** roll against the NPC as they perform it has the following effect: on a Wash, the NPC spends the ST for the Lullaby; on a Victory, the NPC spends the ST for the Lullaby *and* the Lullaby fails. Only one player character can attempt a disruptive **ATK** on an NPC when they perform a Lullaby.

You can roll the ST loss yourself or have the player who disrupted the Lullaby roll it. Lyrics generated by an NPC's Lullabies can be harnessed in Combos. When a Lullaby that refers to ED applies to an NPC, use HP instead.

Using Weapons with NPCs

When an NPC makes a weapon attack against a player, have that player roll the 2d6 for damage that would represent R if the NPC was a player. You can choose when an NPC's weapon deals **PUNISH** on your own, or you can use this guide:

When an NPC makes a **BASH** with their weapon as a Pitch, deal **PUNISH** if a player's **DEF** roll total comes out to 10, 7, 3, 2, 1, or 0.

When an NPC makes a **BASH** with their weapon as a Strike, deal **PUNISH** if the Action that triggered the Strike totaled 4 or lower.

Player v. Player

Certain Monsters or other effects can cause a Vagabond to temporarily act against their own party members. When a player character makes an **ATK** Maneuver against another player character, they roll as normal and hold their result. Then, their target can roll their **DEF** Maneuver as if the player Action was a Pitch. Follow the rules for these Maneuvers based on these results. This also applies to damaging Lullabies.

If two players attempt to beat one another to a specific goal or task, you can have them make an Action contest. They each roll an Action with the appropriate Natural Stat, and the higher result wins, achieving the coveted goal.

Loot Restrictions

Unavoidably, there will come a time when you want to give an antagonist a dope weapon or other piece of gear, and even more unavoidably, there will come a time when one of your players steals that gear or loots it off a dead antagonist. This can cause a problem if the weapon's abilities were suitable for an enemy, but overpowered in the hands of a player character, or at least one of their Office.
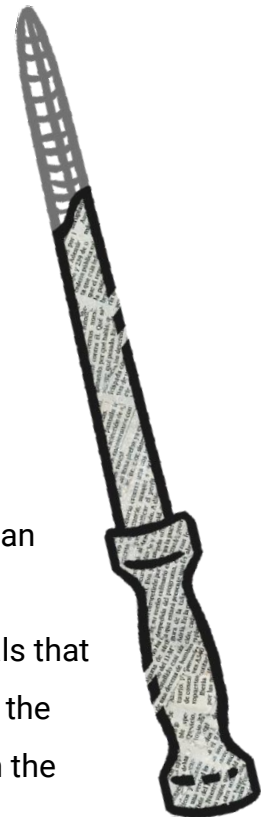
To help alleviate this problem, you can add Class and Office restrictions to pieces of gear. An item may only be able to be wielded by a Vagabond with a specific Job, specific Arcanum, or who has reached a sufficiently high Office. If a Vagabond wields a weapon they don't meet the qualifications for, it will act like a completely generic weapon, having the stats befitting its weapon traits, but not conferring any additional stat bonuses or special abilities. If a Vagabond wears a piece of armor they don't meet the qualifications for, it will convey its allotted Armor-Points, but will otherwise be unpowered.

If an item only works for someone of a specific Job or Arcanum, anyone who knows at least one Hum, Lullaby, or Lyric from that Job or Arcanum can wield it.

A Vagabond can identify the restrictions of an item while Calling a Recess.

Players can use items they don't meet the requirements for in Synthesis. If they do so, it should produce an item with some of the desirable qualities of the original, but more suited to their current power level. This way an item they can't wield isn't worthless, and can add some interesting flavor to their existing gear.

Monsters

This section will provide templates for some of the Monstrous species native to the Microcosmic Plane. These basic stat blocks represent the most common Monstrous species across the Microcosmic Plane, but you can alter them to represent a unique Monstrous race, or even create your own stat block entirely. Also included further down is a list of additional attributes. These are abilities and properties added to the base Monsters to help them offer more challenge or better suit the context in which you use them. You can add any number of these attributes to a Monster as you see fit. Monsters can also be varied in non-mechanical ways. Different microcosms can house variations of these creatures that range from operating on bestial instinct, to ones with fully human intelligence. Their intelligence, their level of aggression, and the nature of their societies can all be crafted to fit their microcosm and their Revenant.

You should feel free to alter the HP and damage output of Monsters before an encounter. Monsters who have been around longer, or belong to a more powerful

microcosm may have beefier stats than default. If an encounter turns out to be far more difficult or far more easy than you anticipated, you can easily change a Monster's HP behind the scenes on the fly, but be careful not to send false signals by doing this after announcing that a Monster has become exhausted at 25% HP (if you choose to share this information).

Most additional attributes should be chosen before an encounter, rather than added on the fly. Many of these traits may visibly present themselves, causing a Monster to stand out from default. When the players encounter the Monster or witness its behavior, attempt to suggest its altered capabilities through your description of the beast. At your discretion, you can show your players how many additional attributes you've given the Monster as a vague indicator of how imposing the creature is, or you can leave this task wholly to your in-fiction description.

Monster Stats

Imp

Mischievous little creature of short stature, even shorter if you don't count its large, pointed ears.

Hazard Level: 0

15 HP (50% HP: 8; 25% HP: 4)

5 ST (50% ST: 3)

BASH (claw): 1d6 damage, Short Range

Nimble: When an imp uses a Surefire Action to end the prone or restrained status effect on itself, it can make a **BASH** as a part of that same Action.

Chelon
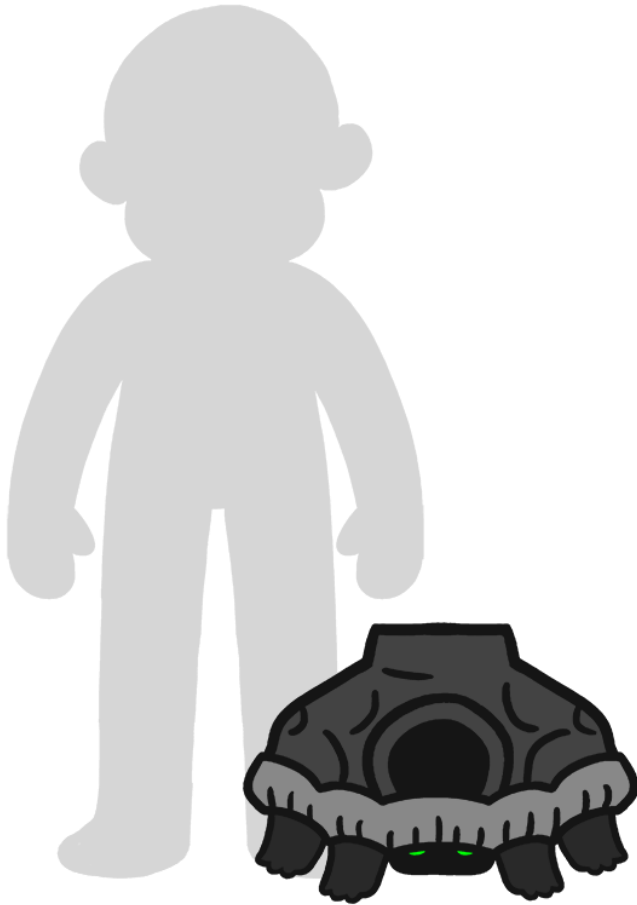
Turtle-like Monster with eight legs and stone-launching holes built into its shell.

Hazard Level: 0

20 HP (50% HP: 10; 25% HP: 5)

1 ST (50% ST: 1)

BASH *(launch stone):* 1d6 damage, Medium Range

Impenetrable Shell: The chelon does not take damage from **PUNISH**, except from blunt, bludgeoning weapons.

Surf and Turf: The chelon can breathe in both air and water.

Night-bulb

Crab-like Monster with a bulbous sac on its back, bearing a decoy face and filled with corrosive spores.

Hazard Level: 0

22 HP (50% HP: 11; 25% HP: 6)

8 ST (50% ST: 4)

BASH (claw): 1d4 damage, Short Range

Spore Discharge: When the night-bulb drops to 0 HP, it releases its corrosive spores in a Short radius, obscuring the area for 3 Beats and reducing the Durability of any weapons in the area by 1.

Keen Sense: The night-bulb does not rely on sight to perceive its surroundings.

Empath
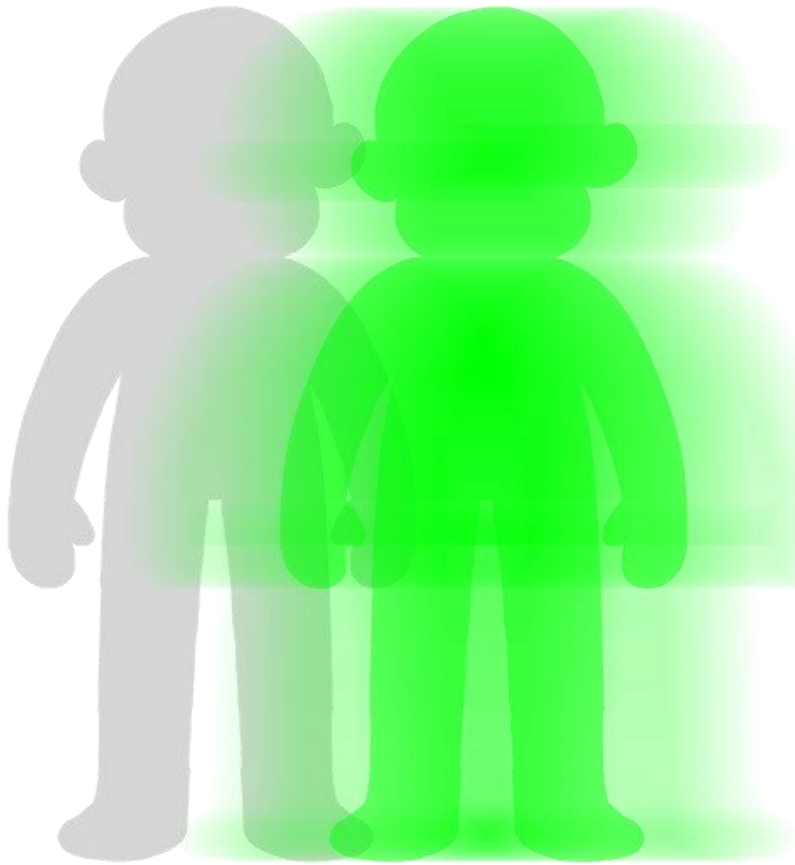
A deadly trickster without true form.

Hazard Level: 0

25 HP (50% HP: 13; 25% HP: 6)

10 ST (50% ST: 5)

Your Own Medicine: The empath can use an Action to perform a **BASH** that deals damage equal to 2d6 + the **PUNISH** of one weapon currently being wielded by the creature it targets. The range of this **BASH** is equal to that of the weapon it imitates.

Why Are You Hitting Yourself?: After taking damage from a creature within Long Range, the empath can use its next Action to magically induce equal and identical damage to that creature. Attempts to defend against this effect (if it is used as a Pitch) use the HARMONIC Natural Stat.

Reflective Visage: The empath has no true form of its own. Any intelligent creature that gazes upon the empath perceives it as a near-perfect copy of themselves. An exceptionally powerful empath could learn to hold the form of a single creature that has laid eyes on it and present that form to others. Doing so would allow it to target a different creature with *Your Own Medicine* than the one whose visage it is wearing (the latter being the creature from whom the empath copies the **BASH**). Additionally, *Why Are You Hitting Yourself* would target the creature the empath is mimicking rather than its assailant, regardless of proximity to the empath, as would *Taking You with Me.*

Taking You with Me: If the empath's HP falls to 0 as a direct result of an intelligent creature's actions, that creature must roll a SLICK **SHIELD**. On a Victory, nothing happens. On a Wash or Defeat, that creature's ED or HP falls to 0 as well.

Mirror Fragility: Damage dealt to the empath by glass or polished silver is doubled. Damage dealt in this manner cannot be reflected with *Why Are You Hitting Yourself?* If this damage causes the empath to fall unconscious, *Taking You with Me* does not proc.

Taskmaster
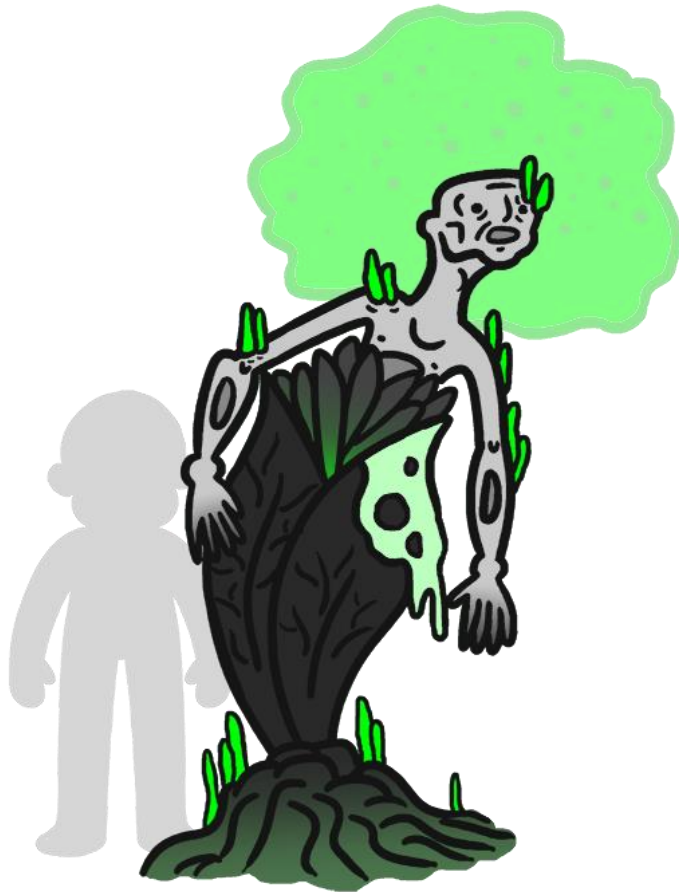
A hideous, undead thing, like a fusion of man, plant, and fungus.

Hazard Level: 0

25 HP (50% HP: 13; 25% HP: 6)

25 ST (50% ST: 13)

Zombify: The taskmaster can use an Action to attempt to magically enslave a creature within Medium Range. The target must attempt a WHIZ **STAVE**. On a Victory, nothing happens. On a Wash, the creature is crippled and cannot access their inventory. (They must roll a Victory on a WHIZ **SUTURE** to end this effect. This effect automatically ends if the creature becomes a tasked.) On a Defeat, the creature becomes a tasked. The taskmaster feeds on the life force of those it enslaves.

Deep Roots: The taskmaster fixes itself to a patch of earth upon maturity and cannot move from this spot.

Tasked

Hazard Level: Varied

Varied HP/ST

Zombify, Also: The tasked can use an Action to attempt to bite a creature and infect them (rolled as a ROWDY Action for turned player characters). If bitten, a creature takes 1d4 damage and must succeed on a WHIZ **SHIELD** or become a tasked. (Bite fails on a Wash or Defeat ROWDY Action by a turned player character).

It's Not them Anymore!: The tasked retains the stats of the creature it was before it was enslaved. However, while under the taskmaster's control, the tasked is a mindless machine with only one personal imperative: turn others. While within Long Range of its taskmaster, it is fully compelled to follow the taskmaster's telepathic commands.

Home Base: If a tasked falls to 0 ED or HP, it is teleported to the site of the taskmaster after 3 Beats, unless it is already within Medium Range of it.

I'm Cured!: A tasked turns back into an ordinary creature after 72 hours (or at the taskmaster's whim) if turned by *Zombify, Also.* If turned by the taskmaster's *Zombify*, however, a tasked can only be cured by killing the taskmaster.

Wight

A skeletal spectre cloaked in tattered robes.

Hazard Level: 1

40 HP (50% HP: 20; 25% HP: 10)

20 ST (50% ST: 10)

BASH (magic missile): 1d10 damage, Long Range

BASH (claw): 1d4 damage, Short Range

Frightening Gaze: The wight can use an Action to attempt to magically frighten a creature that can see it. One creature within Short Range of the wight must roll a Victory on a SLICK SHIELD or become frightened. When frightened, a creature must use its next Action to move a Medium Distance from the object of its fear (rolled as a ROWDY Surefire Action).

Slug
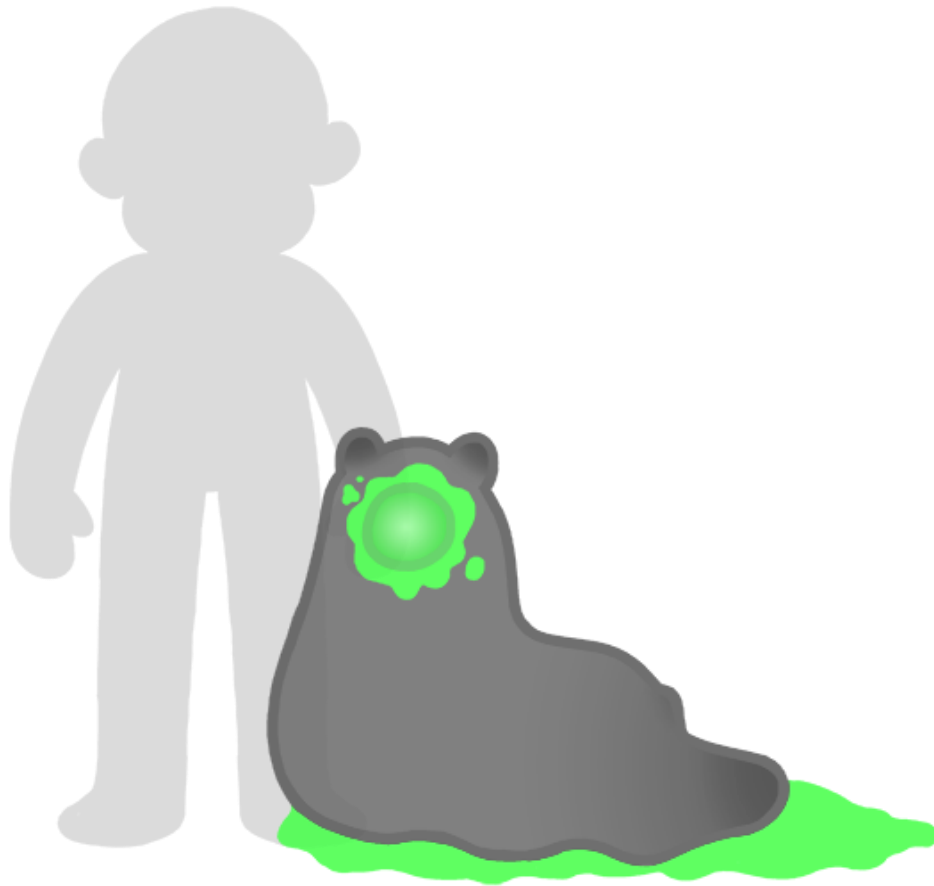
A large, gelatinous blob, controlled by a glowing nucleus in its "head" region.

Hazard Level: 0

55 HP (50% HP: 28; 25% HP: 14)

10 ST (50% ST: 5)

Spit Ammo: When the slug is struck with small ammunition from a **BASH**, it absorbs it into its body. It can use an Action to forcefully eject one piece of ammunition up to Medium Range. This ammunition deals damage equal to the 2d6 + the **PUNISH** of the weapon that initially ejected it. This includes any damage bonus that was currently active when the initial **BASH** was made. This ability is considered a **BASH**.

Acid Trail: Ground across which the slug moves becomes dangerous terrain for 5 Beats.

Gelatinous Resilience: The slug takes no damage from **PUNISH** unless the weapon or ammunition with which it is struck is coated in salt.

Electroreception: The slug does not rely on sight to perceive its surroundings. The slug's Hazard Level is -1 for any any angel or robot engaging it, as they do not generate the same electrical signals that other living creatures do.

Bugle
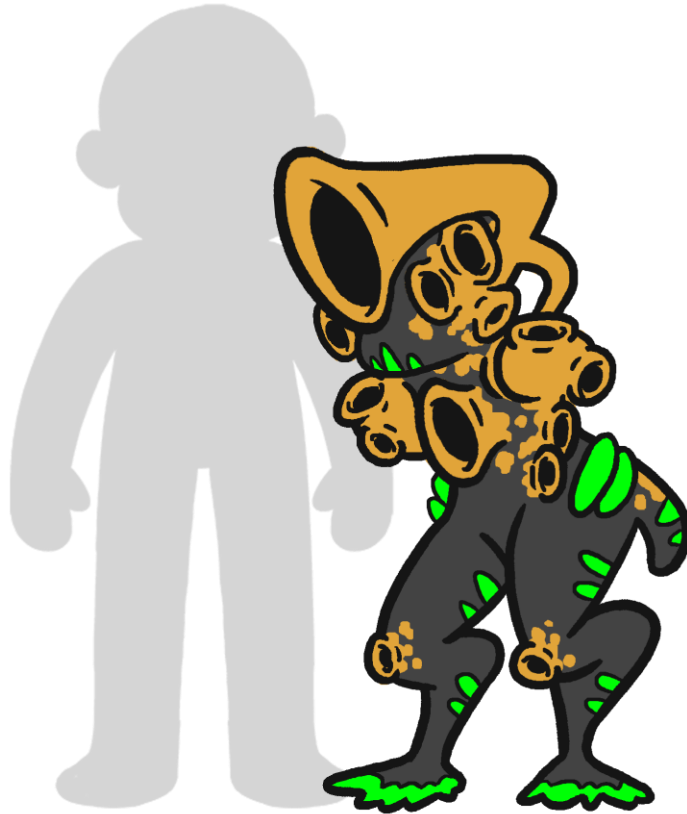
A malformed semi-humanoid whose body is covered in melted brass horns.

Hazard Level: 2

60 HP (50% HP: 30; 25% HP: 15)

50 ST (50% ST: 25)

BASH *(shrill note):* 1d20 damage, Medium Range

Discordant Melody: The bugle can use an Action to emit a sound that deals 1d12 damage to a single creature within Medium Range. This creature behaves as if blinded for 5 Beats.

Rallying Cry: The bugle can use an Action to emit a sound that bends creature's to its will. A single creature within Short Range must make a SLICK **SHIELD** roll. On a Wash or Defeat, the creature behaves as if allied with the bugle for 5 Beats.

Perfect Pitch: If a Lullaby is performed within Long Range of the bugle, it can use an Action to perform the same Lullaby at the same Intensity. Doing so always costs 1d20 ST.

Brass Ears: The bugle does not rely on sight to perceive its surroundings. Rather, it relies on its keen sense of hearing. A player character who quiets their movement by entering Target Stance gains an additional Favor 1 on **ATK** rolls against the bugle.

Ifrit

A fiery phantom of vaguely humanoid shape.

Hazard Level: 2

70 HP (50% HP: 35; 25% HP: 18)

90 ST (50% ST: 45)

BASH *(firebolt):* 1d8x2 damage, Long Range

Wish: The ifrit can take an Action to bestow a blessing or curse on a single creature.

Blessing: the creature gains Favor 3 on their next **ATK** or **DEF** roll, or the next **DEF** roll made against them is rolled at Disfavor 3.

Curse: the creature rolls their next **ATK** or **DEF** roll at Disfavor 3, or the next **DEF** roll made against them is rolled at Favor 3.

Wish can only be used 3 times between Calling it a Day.

Insubstantial Form: The ifrit takes no damage from **PUNISH**, except from weapons that deal cold-based damage.

Inferno: If the ifrit would normally take heat-based damage, it instead regains HP equal to the quantity of the intended damage. Damage dealt to the ifrit by cold-based damage sources is doubled.

Basilisk

An enormous snake-like creature. Its head resembles that of a crocodile, and six pairs of stunted legs line its scaly body all the way to its feathered tail.

Hazard Level: 2

90 HP (50% HP: 45; 25% HP: 23)

10 ST (50% ST: 5)

BASH (bite): 1d8 damage, Short Range

Grapple: The basilisk can use an Action to grab hold of a creature by wrapping its long body around its target. The creature must roll a Victory or Wash on a ROWDY **SKIRT** while grappled to escape. A creature cannot move or take any other Actions while grappled. Only one creature can be grappled at a time by the basilisk. The basilisk can release a grappled creature at will without taking an Action.

Swallow: Occurs on the same Action as a **BASH** against a grappled creature. A creature can only take two kinds of Actions while swallowed: a ROWDY **SKIRT** or a **BASH** roll with a cutting or explosive weapon. If either of these Actions is a Victory, the creature is

no longer swallowed. If they're a Wash, the creature remains swallowed. If they're a Defeat, the creature takes 1d6x6 damage and remains swallowed. Additionally, any weapon the swallowed creature is wielding has its Durability reduced by 1. The swallowed creature also takes 1d6x6 damage and has their weapons' Durability reduced by 1 if they attempt no Action for 5 consecutive Beats. If the basilisk becomes exhausted or crippled, it releases any creature it has grappled or swallowed and can no longer use these abilities. These conditions also end if the basilisk falls unconscious.

Vampire

A gaunt humanoid with bat-like ears, though its most unique feature is its arms, each comprised of a bundle of venomous pythons.

Hazard Level: 2

120 HP (50% HP: 60; 25% HP: 30)

45 ST (50% ST: 23)

Transmogrification: The vampire can use an Action to transform into a large wolf, a swarm of bats, or back to its true form.

BASH (snake bite; true form only): 3d4x2 damage, Short Range

Deft Grappler (true form only): A creature struck by the vampire's BASH is automatically grappled so long as the vampire is not already grappling a creature. The creature must roll a Victory or Wash on a ROWDY SKIRT while grappled to escape. A creature cannot

move or take any other Actions while grappled. Only one creature can be grappled at a time by the vampire. When the vampire is grappling a creature, it cannot perform a **BASH**. The vampire can release a grappled creature at will without taking an Action.

Drain Vitality (true form only): The vampire can use an Action to absorb the life force of a grappled creature. The creature must roll a Victory on a HARMONIC **SHIELD** or take 4d12 damage and lose the ability to expend ST through any means. The vampire regains HP equal to the damage taken by the creature. The creature can regain its ability to use ST with a Victory or Wash on a HARMONIC **SUTURE**.

Spew Mist (true form only): The vampire can use an Action to generate a magical fog from its snake mouths in a Short radius around itself, obscuring the area. The vampire is not considered blinded while within the area of its own mist.

BASH *(canine bite; wolf form only):* 2d8x2 damage, Short Range

Lunar Resilience (wolf form only): While in direct moonlight, the vampire cannot fall unconscious or become vulnerable. If it leaves direct moonlight while at 0 HP, the vampire then falls unconscious and becomes vulnerable.

Cur's Agility (wolf form only): The vampire ignores the effects of slippery and dangerous terrain, and cannot be slowed.

BASH *(sonorous shriek; swarm of bats form only):* 1d10 damage, Medium Range. Can target up to 3 creatures at once.

Strength in Numbers (swarm of bats form only): The vampire's Hazard Level is increased to 4 while in swarm of bats form.

Echolocation (swarm of bats form only): The vampire does not rely on sight to perceive its surroundings.

Preternatural Regeneration: Every 6 Beats, the vampire regains all lost HP, unless the vampire takes damage from silver or sunlight in the interim between this ability proc'ing.

Anatomical Stasis: The vampire cannot make use of *Transmogrification* while within Short Range of a holy symbol, consecrated ground, or natural running water.

Unearthly Existence: The vampire has no need of air, water, food, or other bodily sustenance.

Hydra

A huge, tangled mess of tendrils tipped with snakes heads. The eldritch appearance of its body's core cannot be committed to mortal memory.

Hazard Level: 3

150 HP (50% HP: 75; 25% HP: 38)

30 ST (50% ST: 15)

BASH *(bite):* 1d20x2 damage, Short Range

BASH *(spit fire or acid):* 1d20 damage, Long Range. If acid, reduces the Durability of any weapon wielded by a creature it hits by 1.

Myriad Heads: The hydra's body is surrounded by a squirming mass of snake-headed tentacles that lash out at any creature or object that comes close. Targeting these tentacles with any damaging effect deals no damage to the hydra. The hydra can only

be damaged by targeting its vulnerable body at the center of this writhing mass. To target the body, a creature must fight their way through the mass of heads by rolling a ROWDY Action. On a Defeat, the creature takes 4d20 damage and falls prone beside the hydra. On a Wash, the creature takes 4d20 damage and makes it through the heads. On a Victory, the creature makes it through the heads while avoiding damage. Once inside, the creature can target the body of the hydra. Any Defeat rolled inside the hydra's mass of heads procs *Discharge* against the creature that rolled the Defeat without the hydra taking an Action.

Discharge: The hydra can use an Action to reach a tentacle inward toward its body and pluck a creature from its vulnerable body within. The creature is thrown clear of the hydra, taking 1d6 damage and falling prone within Medium Range of the monster.

Shambling Form: The hydra is immune to the restrained and prone status effects, and cannot be targeted by a **BIND**.

Delicate Climate: The hydra takes double damage from all heat- and cold-based damage sources.

Deep Roots: The hydra fixes itself to the bed of a body of water upon maturity and cannot move from this spot.

Surf and Turf: The hydra can breathe both air and water.

Eldritch Awareness: The hydra does not rely on sight to perceive its surroundings.

Ogre

A towering, bulky humanoid with animal tusks and a single, hate-filled eye.

Hazard Level: 3

200 HP (50% HP: 100; 25% HP: 50)

10 ST (50% ST: 5)

BASH *(fist):* 1d20x3 damage, Medium Range

Eruption: The ogre can use an Action to fly into a state of rage, trading a sense of self-preservation for a primal fury that enhances its attacks. While in this state, the ogre takes double damage from all sources, and its **BASH**es deal double damage. This state lasts for 9 Beats.

Cetacean

An absolutely titanic Monster, like a whale on two legs.

Hazard Level: 4

450 HP (50% HP: 225; 25% HP: 113)

150 ST (50% ST: 75)

BASH (fist): 4d10 damage, Medium Range

Grapple: The cetacean can use an Action to grab hold of one creature with its large, meaty hands. The creature must roll a Victory or Wash on a ROWDY SKIRT while grappled to escape. A creature cannot move or take any other Actions while grappled. Two creatures can be grappled simultaneously by the cetacean. While the cetacean is grappling two creatures, it cannot perform a BASH. The cetacean can release a grappled creature at will without taking an Action.

Psionic Burst: The cetacean can use an Action to psychically cripple a grappled creature. A creature affected by this ability takes 2d10 damage, becomes crippled, and cannot access their inventory. Attempts to defend against this effect (if it is used as a Pitch) use the WHIZ Natural Stat. A creature under these effects must roll a Victory or Wash on a WHIZ SUTURE to end them. This effect also ends if the cetacean falls unconscious or dies.

Telekinetic Rubble: The cetacean can use an Action to psychically heave chunks of the ground beneath its feet into the air and send them plummeting back down. All creatures within a Medium radius centered on the cetacean (excluding itself) take 3d4x7 damage. This counts as 3 discrete instances of damage.

Surf and Turf: The cetacean can breathe in both air and water.

Sixth Sense: The cetacean does not rely on sight to perceive its surroundings.

DTORMTIGG

An unearthly spirit, the gargantuan floating head of an animal somewhere between a wolf and a moose. It seems to hold the depths of a universe within its glowing eyes and mouth.

Hazard Level: 0

1,200 HP (50% HP: 600; 25% HP: 300)

1,200 ST (50% ST: 600)

Mark: The DTORMTIGG can use an Action to psychically target a sapient creature within Medium Range. That creature must roll a Victory on a HARMONIC **SHIELD**, or they gain 1 Mark. A creature loses all Marks if they move further than Long Range from the DTORMTIGG.

Erase: The DTORMTIGG can use an Action to psychically deal damage to a creature bearing 3 Marks or more. The damage is equal to the creature's maximum ED or HP. A

creature loses 1 Mark each time it is targeted by this effect. Attempts to defend against this effect (if it is used as a Pitch) use the HARMONIC Natural Stat.

Indomitable Will: The DTORMTIGG can ignore the time and frequency limits of the *Soul-crushing* Attitude.

Monster BASH

The **BASH**es in a Monster's stat block are not made using a weapon by default, and do not have the properties of any weapon traits. They deal their specified damage, and do not include a **PUNISH** bonus. They are only similar to player **BASH**es only in that they are subject to effects which empower or restrict **BASH**es or **ATK** rolls in general.

Hazard Level

Hazard Level is a special Monster stat that represents the general difficulty of assailing the creature. A Monster's Hazard Level is subtracted from Maneuver rolls made against that Monster. This includes **ATK** rolls made to harm the Monster and **DEF** rolls made to avoid danger from the Monster. If targeted by a **BOMBARD**, the highest Hazard Level in the group takes precedence. Hazard level can be applied to non-Monster NPCs as well.

The GM can alter a creature's Hazard Level for a particularly strong or weak variant of the Monster. Hazard Level is applied to non-Monster NPCs as the GM sees fit.

The GM can also apply a Hazard Level to a non-living threat, such as a boulder crashing down a mountain.

Any time an NPC deals damage to a player character who is currently wielding a weapon, you can forgo the damage and instead reduce the Durability of the target's weapon by a quantity equal to the NPC's Hazard Level. This "Durability damage" can be lessened or negated in the same way as regular damage if a **DEF** Action is taken.
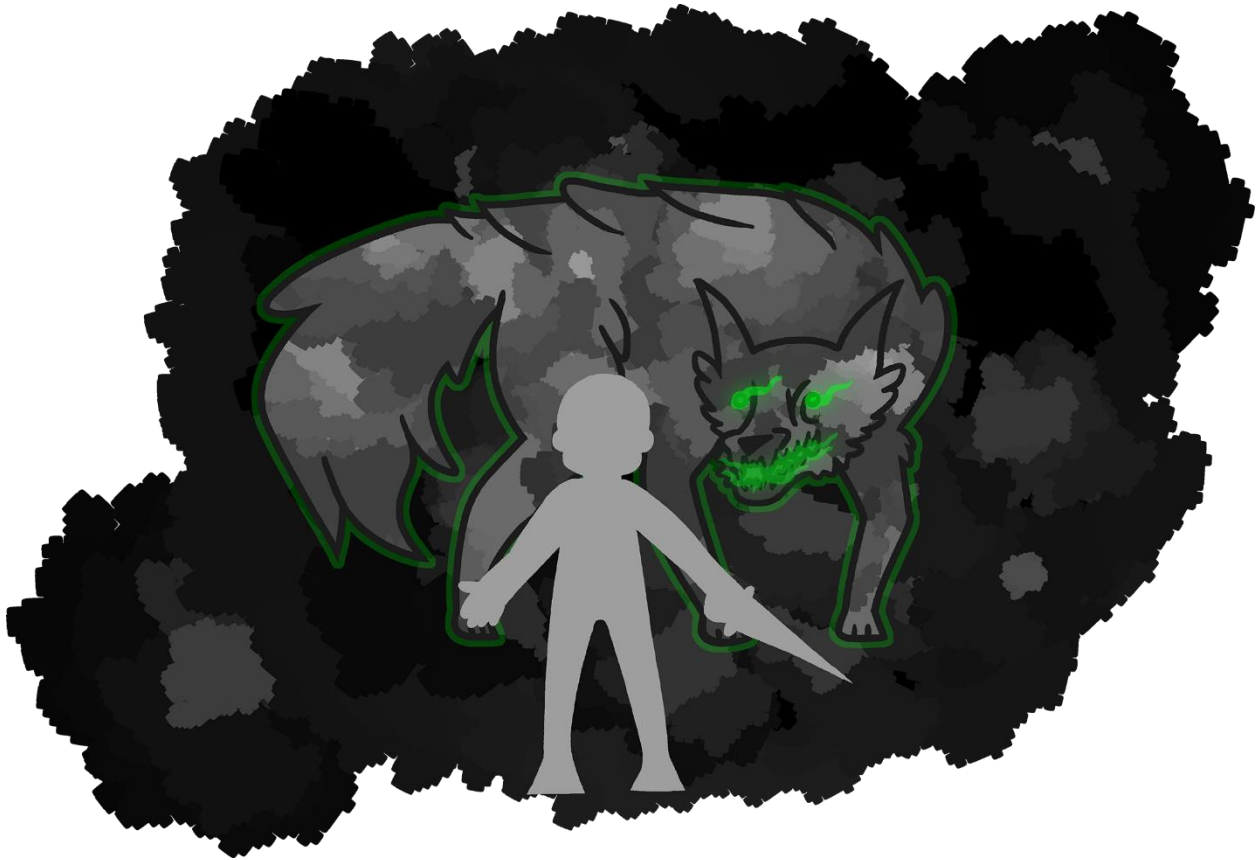
Additional Attributes

Not Your Typical Monster: The traits as listed in the Monster's stat block have been altered.

Airborne: The Monster can fly by biological or magical means. It loses its power of flight when exhausted or crippled.

Surf and Turf: The Monster can breathe in both air and water.

Blindsight: The Monster does not rely on sight to perceive its surroundings.

Infrasight: The Monster can see in pitch-black darkness and through thin walls.

Spider Climb: The Monster can walk on walls and ceilings.

Telepath: The Monster can read the thoughts of intelligent creatures.

Corrosive Hide: Victorious **BASH**es or **BOMBARD**s made against the Monster with a Melee weapon reduce the offending weapon's Durability by 1.

Bolstered by the Elemental: The monster takes half damage while within Short Range of a specific Lyric.

Tenacious: The Monster doesn't fall unconscious upon dropping to 0 HP, but still becomes vulnerable.

No Man...er...*Some* Men: The Monster can only be killed by a creature with a certain category of Personal Drive. Any instance of damage that would normally drop the Monster to 0 HP dealt by anything other than a suitable creature does 0 damage instead.

Phylactery: The Monster regenerates 24 hours after being killed if a magical object stored elsewhere is not destroyed.

Mythic Beast: The Monster can only be harmed or killed by a Legendary weapon.

Clairvoyance: The Monster can communicate telepathically as described by the pygmy's Racial Trait: *Esper*.

Cherubic Form: The Monster has an ectoplasmic form like that of an angel. It can utilize the angel's Racial Trait: *Through the Cracks*.

Bring a Sword to a Monster Fight: The Monster is wielding a weapon with varied effects and/or increased damage.

It's Super Effective!: The Monster's **ATK**s cause a status effect on hit.

Double Whammy: The damage dealt by the Monster's **ATK** is counted as two discrete instances of damage.

Lifesteal: The Monster heals for a quantity of HP equal to damage it inflicts on another creature with any **ATK**.

Necrosis: The Monster reduces the maximum HP of any creature to whom it deals damage by the same quantity as the damage inflicted. This effect is reversed the next time that creature Calls it a Day.

Quantum Leap: The Monster can teleport a Medium Distance in any direction as a WHIZ Surefire Action.

Elemental Beam: The Monster can generate a Lyric in a Short line, dealing 2d6 damage

(or 0 damage, GM's choice) to creatures and objects in the path. Costs 5 ST.

Elemental Rain: The Monster can generate roughly 10 ft tall pillars of a Lyric at up to 3 points within Medium Range, each dealing 1d10 damage (or 0 damage, GM's choice) to creatures and objects in the affected area. If multiple pillars are aimed at a single creature, they are defended against collectively, but each deals a discrete instance of damage. Costs 10 ST.

A Lesser Spark of the Divine: The Monster can equip one or more Hums.

A Greater Spark of the Divine: The Monster can perform one or more Lullabies.

Monster Attitudes

Attitudes are optional conditions applied to Monsters (or other NPCs) that give them some advantage in combat. A Monster can have any Attitude when encountered by the player characters, and the GM can change a Monster's Attitude as a Pitch, or "for free" alongside a Strike (this does not limit what the GM uses the rest of the Strike for). A powerful Monster or NPC may be able to bear two or more Attitudes at a time.

Neutral: The Monster bears no special condition.

Territorial: Players must take a ROWDY Surefire Action to enter within Short Range of the Monster.

Retaliatory: Players must take a ROWDY Surefire Action to leave Short Range of the Monster.

Loyal: The GM can make a Pitch to have the Monster act out of turn without using Elbow Grease when an ally of the Monster is struck by a Victorious **BASH**.

Vigilant: Players roll any **ATK** against the Monster at Disfavor 1.

Vicious: Players roll any **DEF** against the Monster at Disfavor 1.

Meditative: The Monster expends only half of the usual ST for any purpose.

Disorienting: If a player targets this Monster with an **ATK** that results in a Defeat, the player character falls prone.

Misdirecting: If a player targets this Monster with a **BASH** results in a Defeat, another player character within Medium Range takes R damage from the attack.

Lightningesque: The Monster cannot be targeted by the same type of **ATK** roll (**BASH**, **BOMBARD**, etc.) twice in a row.

Coordinated: The Monster cannot be targeted by a **BOMBARD**.

Soul-crushing: The Monster cannot be targeted by a Lullaby. *A Monster cannot keep this attitude for more than 9 Beats in a row, and not more than once between Calling a Recess.*

Pack Tactics

Sometimes a large group of Monsters is just a chaotic mosh, each trying to kill or survive on their own merits. Other times, however, a group of Monsters works together as a well-oiled machine, each using the others' attacks and defenses as openings for their own. When an NPC is part of a *coordinated group engaged in combat* and deals damage to a creature, each other NPC in the group can deal damage to a different creature or heal itself without using an Action. This amount of damage dealt or HP healed is equal to 3 times the NPC's Hazard Level, with a minimum of 3, even for Hazard Level 0 (or lower) creatures.

This only counts as one instance of damage, regardless of how many creatures deal damage. Additionally, if this triggers the use of an Armor-Point, it's *always* reduced to 0 without rolling 1d10. This damage does not take an Action from the GM and cannot be defended against.

Remember that dealing damage to a player character doesn't have to involve a physical attack, it could simply represent the pack slowly overwhelming the heroes, or any other negative situation imposed by the group.

Treating a Group as one NPC

As a GM, you may want your party to face a pack of Monsters or other creatures in combat that is too large to run without getting tedious or confusing. To simplify things, you can treat a group of NPCs as one collective entity. The player characters can

still **BASH** the group as if it were a single monster. As the conglomerate takes damage, treat it as individuals in the ranks falling. When the group attacks, treat it as if several individuals attack simultaneously. It still only takes one GM Action, but damage is increased. The Hazard Level of the group should be higher than its component NPCs, reflecting the benefits of fighting as a group. Apply all abilities and effects as if the group were a single creature. Here's a sample stat block for a group of imps.

Imp Pack

Hazard Level: 2

75 HP (50% HP: 38; 25% HP: 19)

15 MP (50% ST: 8)

BASH (claw): 1d6x5 damage

Nimble: When an imp uses a Surefire Action to end the prone or restrained status effect on itself, it can make a **BASH** as a part of that same Action.

Thinning Herd: When the imp pack is reduced to 50% HP, reduce the damage from its **BASH** to 1d6x3. When its HP is reduced to 25%, reduce the damage further to 1d6.

Revenant Abilities

A Revenant knows every Lullaby and Hum from both of its souls' Jobs, and every Lyric from both of its souls' Arcana. A Revenant can equip an unlimited number of Hums at once. Any Hum that unequips itself after use does not do so when used by a Revenant. You should assign HP and ST to a Revenant based on their level of power, which is designated by their age and the intensity of the bond its component souls shared at the time of their death. A more powerful Revenant with a larger microcosm should have more Hit Points and Stamina than a less powerful one with a smaller microcosm.

When a *dominated-mind Revenant* performs a damaging Lullaby, double the damage die multiplier for that Lullaby. Additionally, each time they perform a damaging

Lullaby, roll 1d4. On a 1, they take damage equal to the original (non-doubled) damage of that Lullaby.

A *melded-mind Revenant* has unlimited ST. Additionally, Lyrics created by its Lullabies cannot be used in Combos by others, and cannot even be used as Lyrical supplies. A Revenant can choose to negate this effect and allow for the harnessing of its Lyrics.

A Revenant can have any of the additional attributes used for Monstrous races, and often manifest similar attributes to the Monstrous inhabitants of their microcosm. They may even possess versions of traits directly from a Monster's stat block.

Mounted NPCs

The difference in player and GM Actions necessitates that the rules for vehicles and mounts described under "Vehicles and Mounts" in Chapter 4: Combat be adapted for use by NPCs. Mounted NPCs follow the same rules as player characters, except that their list of features while mounted is as follows:

Ignore slippery or dangerous terrain.

Airborne creatures they target make all **DEF** rolls at Disfavor 1.

Prone creatures they target make all **DEF** rolls at Favor 1.

Cannot be slowed.

A special **BASH** appropriate to their vehicle or mount. Its **PUNISH** die size is 1d20, and its **PUNISH** bonus is 1Pd.

Negative Modifiers

As a GM, it's your responsibility to assign the strength of any synthesized gear your group creates. The rules help out by capping Maneuver Rating bonuses to +4, and by controlling the feasibility of synthesizing powerful items using negative Maneuver Rating modifiers. If a player wants a +2 to **BASH**, they may need to also take a -1 to **SKIRT**. Look at some of the items included in the sample scenarios in Chapter 13, pg.

204 and 218 for some examples of this. Having player characters who are good at everything isn't just bad from a game balance perspective, it's also antithetical to a good story.

Players should only have the maximum +3 Stat and +4 Rating in the things their character is *really* good at. Once again, the rules help you out by only giving players 4 points for Stats and starting them out with a negative in two Ratings. Additionally, the limit of 4 synthesized pieces of gear helps stop players from maxing every Rating to +4.

Still, by the end of a campaign, the things a player character really excels at will be getting +7 every time they roll them. The harshest Monster in this book has a Hazard Level of 4, reducing this bonus to +3, and you can give Revenants and other especially nasty NPCs Hazard Levels of 5 or higher, reducing this further to +2. Still *very* competent, but not a guaranteed Victory.

Disfavor is another tool in your belt that you can use to craft an imposing situation, but keep in mind that, statistically, one level of Disfavor *more than* cancels out a +1. Don't go too crazy with making players feel like they can't achieve anything. Challenge them, but give them room to succeed. Remember, you should be a fan of the characters.

The Demiurge

The Microcosmic Plane has a third big player after Revenants and Vagabonds. You won't even hear rumors of them from most Vagabonds; they keep to themselves fairly well. Although, that isn't too hard when the entrance to your headquarters is a supermassive black hole.

The Demiurge reside in a pocket dimension that can be accessed at the core of the Microcosmic Plane. They are immortal, godlike beings of indeterminate origin. Time doesn't exist the same for them as it does for us, but they perceive themselves as coming after the dead gods of Earth. Before they discovered Earth, The Demiurge were a shapeless, timeless consciousness, alone in the void. They discovered the spark of

life on our tiny little planet and gave themselves physical forms so that they could observe us in a coherent manner.

The Demiurge admired mortal life in a way, and they wished the duplicate and improve upon it. They created the angelic race, made to mirror the most prevalent of the mortal races. They forged a plane of existence parallel to our own and devised a system whereby angels could merge with organic life, bringing them into this new plane for observation. The pinnacle of The Demiurge's creation was the Revenant.

Revenants in the Microcosmic Plane began to exhibit traits The Demiurge could never have predicted. They could weave powerful magic, communing with the spirits of the dead gods of old. The Demiurge observed as their new plane began to naturally overlap our own, and the phenomenon of microcosmic portals took shape.

Certain lifeforms not created by The Demiurge became the first Vagabonds, and The Demiurge shaped the Microcosmic Plane to assist them, setting in place the unique quirks of the plane, granting access to Inventory Boxes and Synthesis. They wanted Vagabonds and Revenants to flourish so that they could better observe the unique powers that awakened within them.

The benevolent curiosity of The Demiurge didn't last forever. As they meddled in the affairs of mortals, they became increasingly like us. Factions formed among The Demiurge, and their allegiances and powers became split. Divided, they lost the ability to directly manipulate the plane they had created. However, they devised a way to regain some of this lost power, if only temporarily. They created the Sinking Stones, which could harness the power of a sunken microcosm for their own gain. Now, The Demiurge whisper in the ears of Revenants and Vagabonds, hoping to regain their lost influence in order to help the Microcosmic Plane, or to destroy it.
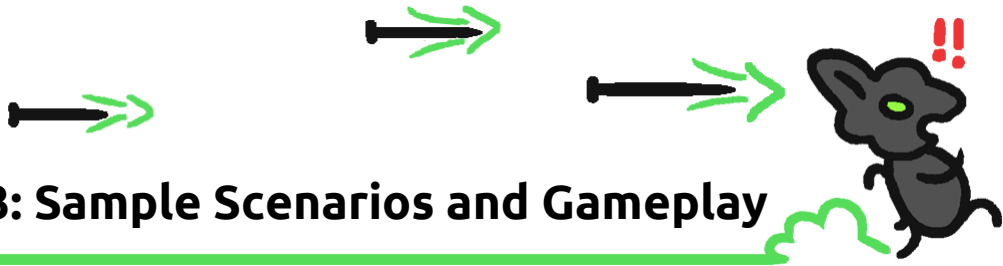
Chapter 13: Sample Scenarios and Gameplay

Sample Scenario I: The Resurrection Bomb

The following is a sample scenario that you can run with your party. Running a sample scenario can be a good way to get familiar with the game before you start creating your own. You should feel free to change any part of the scenario as you see fit, or simply use it at inspiration, taking any small parts you like and making them your own. The scenario is presented mostly in simple bullet-point form, giving the vital information about each person, place, and obstacle, but leaving the details to the GM running the game.

The example solutions to the main obstacle are only possibilities for the GM to reference; they shouldn't be presented as the only paths for your players. You can use NPCs to put options in front of the players, but don't be afraid to let them go "off-path."

Session Zero

As referenced earlier in this manual, session zero is a play session where you create your characters, choose your Drives, and discuss expectations for the campaign you're about to run. This session can warrant its own meet-up, separate from your first session of actual play, or it can happen immediately before you begin your first scenario.

When you run *The Resurrection Bomb*, there are a few potentially upsetting themes and motifs that you should make sure your group is okay with before starting. The scenario includes the possibility of the death of adolescents, and evokes the concepts of ritual/honor suicide and domestic terrorism. If these elements cross a line for your group, consider editing the content of this scenario to be more palatable, or creating your own scenario as mentioned above.

Ask a few questions of your player characters to tie them to the scenario they're about to play. Here are some sample questions for *The Resurrection Bomb*:

- One of you knows a human Vagabond named Jonathan Hollens, how?

- One of you has a relative who lives in low-income housing near the downtown "mudpit" (Worldguard HQ), who is it?

- One of you has a family friend who owns a small business on the same block, who is it, and what kind of business do they run?

Feel free to add your own questions to the mix, and to let multiple player characters answer each question, especially if you have a larger group.

Make sure to also introduce your players to the setting if they haven't already read Chapter 5: The World, or if your setting varies significantly from the standard one. Make sure they are also familiar with the Einherjar Revenant Faction, the description of which is repeated below:

The Einherjar: *The Einherjar are a faction of warriors that devote themselves to a dominated-mind Revenant known as* Od, the Hanged God. *This Revenant takes his name from the Patron God of Berserkers. His legions believe in the virtues of conquest and war, and seek to take as many microcosms as they can for their military empire.* Berserkers, Fighters, *and* Rangers *are most drawn to The Einherjar. Od's primary microcosm is called Valholl: a land of endless war. Vagabonds battle one another for sport, always risen from the cusp of death by an army of Wights with extremely potent healing capabilities.*

Scenario: The Resurrection Bomb

I: Summary

In four hours, a bomb will detonate in downtown Polis, taking with it a Worldguard HQ building, a low-income housing complex, a friendly local business, and Jonathan Hollens, a 15 year old human Einherji recently poisoned by a manticore. Can our party of scrappy young Vagabonds save Jonathan's life and the city block?

II: Introduction

The party hears a commotion on the streets and sees a crowd gathered around a device displaying a timer and crawling message. A laser grid projects out from the device in a 60 meter radius.

The message calls for evacuation of Worldguard employees and detainees, indicating that in 4 hours, everything within this radius (including the aforementioned structures) will be destroyed. In this process, an Einherji named Jonathan Hollens will give his life, with hopes to be Resurrected.

The Crowd: A miscellaneous mass of bystanders.
- Didn't see who placed the timer or where they went
- An unreliable source is claiming someone came up directly through the street
- This was all that was noticed of an Einherji Berserker using *Wrecking Ball Wreathed in ___* to cut in hole in the street from the sewer tunnels below

The Downtown Mudpit: One of nearly a dozen Worldguard Headquarters buildings dotted across the sprawling metropolis of the city.
- Will eventually fall into a frenzy as the threat is deemed credible

- Will try to move as much valuable gristo and important documents as possible out of the blast radius
- Vulnerable to burglary in the panic
- Currently holding a number of Vagabonds and related criminals in cells
- Among these inmates could be Einherjar, or other prisoners with valuable information

Esther Hollens: The distraught mother of Jon Hollens; middle-aged human woman
- Will ask any Vagabonds to find out what's happening and save her son.
- Knows Jon hangs out at Lucky's Diner after school
- Knows Jon stays the night at his friend Shane Owens's place, and can provide address

III: Investigation

Shane Owens: 16 year old arachnaea boy, non-Vagabond and friend of Jon.
- Found outside apartment shooting hoops
- Cagey, must be convinced to talk
- Not a Vagabond, but jealous of his Vagabond friends
- Knows about an Einherjar microcosm called Drasilgard
- Knows that the Drasilgard-based Einherjar use the storm drains to get around Polis

Lucky: Middle-aged bruin entrepreneur of Lucky's Diner.
- Doesn't recognize Hollens's image or description as a regular, despite what Jon's mom said

Lucky's Diner: A small business a few blocks from the site of the bomb threat.
- Nothing remarkable inside, but…
- The microcosmic portal to Drasilgard can be heard or otherwise detected near the storm drain out back
- The portal opens for 5 minutes every 30 minutes

IV: Einherjar Base

Drasilgard: Treacherous forest microcosm.

- The forest is such a tangle of roots, branches, and leaves that both the ground and sky are blocked out
- Lit only by mysterious drifting orbs of orange light
- Dominated by Od, but not his primary world
- The planet is run by Einherjar captains and serves as the base of operations for the Worldtree Regiment of the Einherjar

Path to Camp: A path marked by runes carved into trees leading away from the portal.

- May be laden with Einherjar traps
- Party may be attacked by imps and night-bulbs

Camp: Open-air clearing dotted with Einherjar tents and a single log cabin.

- Tents house small groups of Einherjar
- Log cabin houses the captains, and currently houses a sickly Jonathan Hollens
- Log cabin also houses a return gateway that leads to another location in the sewers of Polis

Captain Bridgette Varon: Gruff and boisterous 17 year old arachnaea girl.

- Berserker of Storm
- Devout follower of Od
- Will turn away or attack party if they don't show respect to the Einherjar
- Firmly believes in the bomb plan
- Has the Resurrection Bomb in her inventory

Captain Louise Kory: Quiet and sad 16 year old angel girl.

- Berserker of Life
- Knows Tinkerer Lullaby "___ EMP"
- Has feelings for Jonathan
- Will stay quiet as Captain Varon proudly explains Einherjar plan, only chiming in to vouch for Hollens's bravery
- Can be convinced the help party go against Einherjar

Jonathan Hollens: Poisoned and sickly 15 year old human martyr.
- Fighter of Soul
- Was poisoned by a *manticore* on a routine scouting mission
- Incurable even by the healing Wights of Valholl
- Hung from the Tree of Sacrifice for 9 minutes by a noose made from a Valkyrie Emblem and prayed to Od for life or honorable death
- Came down with the Resurrection Bomb in his inventory
- Now too weak to speak

Resurrection Bomb: Legendary artifact of the Einherjar.
- Only known in legend until now
- Bestowed by Od himself
- Can kill a single human or angel whose life is *already doomed by Fate*
- Supposedly binds the soul of the deceased to Earth until their "soulmate" dies too, at which point they are Resurrected as a Revenant, even though they didn't die together
- The process expels a tremendous amount of energy, allowing it to be used simultaneously as a destructive device
- Einherjar cannot move the blast location anywhere that doesn't cause some collateral damage if they want to take down a Worldguard HQ, and cannot change the blast radius
- Can possibly be manipulated by another Legendary item

Jonathan Hollens and the Resurrection Bomb will be moved into location when the countdown hits three hours remaining, which should occur soon after the party has their discussion on Drasilgard.

The bomb creates a forcefield once activated so it can't be tampered with, even by the Einherjar.

Captain Kory's ___ EMP can disable this forcefield for a few seconds, but no more.

If the party **steals Jonathan away before he can be strapped to the bomb:**

- Captain Varon will attempt to track them down

- Varon will sic a *tree golem* on them

- Varon with synth the Resurrection Bomb into a non-legendary, but still catastrophic, bomb and blow up the Worldguard HQ in spite, and won't wait till the countdown is over to do it

- Jonathan will still be poisoned, and the party's next scenario will have to involve rectifying that

This solution won't be available if the party spends too much time on Earth before coming to Drasilgard, as Jonathan will already be en route to the bomb site.

If the party **synths the Legendary item required to control the Resurrection Bomb:**

- Captain Kory knows of a Legendary item designed by the *The Way* Revenant Faction: a "battery" that can absorb the energy of a single destructive device, no matter the size

- The ingredients are incredibly simple: a rechargeable battery and a shield; however, as a Legendary item, it will take more creative power to create than any party member can muster

- Kory will put forth a plan to get enough energy to make it if the party doesn't have their own
- If the party fights her in a real, no-holds-barred, pull-no-punches fight, she might lose grip on an old, dead microcosm she Dominated before joining the Einherjar, causing it to sink and providing the energy needed to synth a Legendary item
- The item can be plugged into the Resurrection Bomb while the force field is down from the EMP
- Will stop outward explosion, but Jon will still be killed

If the party **engineers an antivenin for the manticore poisoning:**
- Captain Kory will explain that they were scouting a seemingly dead microcosm when the manticore attacked
- Jonathan got stung holding it back to save the rest of the party
- They barely escaped alive
- The only possible antivenin requires the manticore's blood
- The party will need a thorough plan to fight the manticore and get its blood without dying themselves
- Kory won't want to help the party directly fight the Monster, as she's seen how dangerous it is firsthand
- The antivenin can be administered while the force field is down from the EMP
- Jonathan will no longer be doomed, so the bomb will not kill him, but it will still expel its energy, destroying the city block

Use the information you have about the situation to improvise if the party formulates a different plan than those detailed here. If the party attempts to both synth the deactivator and engineer the antivenin, they will likely run out of time and the bomb will go off, killing Hollens and destroying the buildings. If they split up for these tasks to save time, they may be unable to accomplish either.

Manticore

Horrifying, mismatched beast with the body of a lion, face of a man, wings of a bat, and a tail covered base-to-tip in venomous, needle-like quills.

Hazard Level: 2

150 HP (50% HP: 75; 25% HP: 38)

50 ST (50% ST: 15)

BASH (claw): 1d8x2 damage, Short Range

BASH (quill throw): 1d20 damage, Medium Range, target is crippled for 5 Beats

Divebomber: The manticore can fly using its batlike wings. It loses its power of flight when crippled or exhausted. If the GM uses a Pitch to have the manticore swoop down toward a creature from the air, the creature has Disfavor 2 on their next **DEF** roll against the manticore.

Fatal Dose: When a creature takes damage from the manticore's quill throw, they must roll a ROWDY Action. On a Defeat, they are poisoned by the manticore's venom. At the end of each day while poisoned, they lose 5 from their maximum ED. When their maximum ED hits 0, they die. This death cannot be refused like an ordinary Ordeal.

Sanguinous Panacea: If the manticore is restrained or dead, a creature can take a ROWDY Action to use a sharp implement to drain some of the manticore's blood. If this blood is synthed together with *nightglow blossom*, a flower that can be found sprouting from the back of some night-bulbs (including those native to Drasilgard), it becomes a consumable elixir capable of healing a creature poisoned by the manticore's venom, restoring their maximum ED to normal.

Tree Golem

A huge, lumbering construct animated by magic. Its legs are like tree stumps, its arms branches, and its entire upper body is shrouded in the shadow of dense foliage, from which its furious, glowing eyes peer out.

Hazard Level: 1

50 HP (50% HP: 25; 25% HP: 13)

50 ST (50% ST: 25)

BASH (vine whip): 1d6x3 damage, Medium Range

Healing Blossom: The tree golem can use an Action to regain 1d10x3 HP.

Forest Fury: The tree golem can use an Action to fly into a state of rage, trading a sense of self-preservation for a primal fury that enhances its attacks. While in this state, the tree golem takes double damage from all sources, and its BASHes deal double damage. This state lasts for 5 Beats.

Natural Remedy: When the tree golem uses a Surefire Action to end a status effect on itself, it costs only 5 ST instead of 10.

In Tune With Nature: The tree golem takes half damage while within Short Range of Plant.

Captain Bridgette Varon of the Worldtree Regiment of the Einherjar, Berserker of Storm

Hazard Level: 1

75 HP (50% HP: 38; 25% HP: 19)

40 ST (50% ST: 20)

BASH (scythe): Heavy Quickfire Melee Weapon, 2d6 damage +15 (3d8) **PUNISH**, Short Range, takes 0 Beats, 8 Durability

Hums: Last Stand

Lullabies: Wrecking Ball Wreathed in ___ , ___ -Fueled Rage

Lyrics: Thunder, Lightning

Plasma Ball: Using her synthesized scythe, Cloudsplitter, Captain Varon can use an Action to send out arcing bolts of Lightning (can start Combo) toward up to 3 creatures within Medium Range. These creatures are crippled for 5 Beats. Captain Varon cannot use this ability more than once between Calling a Recess.

Captain Louise Kory of the Worldtree Regiment of the Einherjar, Berserker of Life

Hazard Level: 2

125 HP (50% HP: 63; 25% HP: 31)

75 ST (50% ST: 38)

BASH *(greathammer)*: Heavy Charge Melee Weapon, 2d6 damage +21 (3d12) **PUNISH**, Short Range, takes 2 Beats, 10 Durability

Hums: Last Stand

Lullabies: ___ Go Boom!, ___ -Fueled Rage, ___ -EMP, Shield of ___

Lyrics: Bandage, Blood, Disease, Plant

Collect and Recycle: Captain Kory's synthesized greathammer, Compactor, can completely absorb a Lyrical supply within Short Range (as a Pitch) and then launch it (as another Action) as a concentrated ball up to Long Range, exploding in a Short area of effect. This deals 2d6x2 damage to any creatures in the area, and applies any effects of the Lyric to them. Captain Kory cannot use this ability more than twice between Calling a Recess.

Items

Cloudsplitter

A sleek, quick-moving, synthesized scythe with an electric bite.

Duplication Cost: 5 XP

Office Restriction: 7th or higher

Arcanum Restriction: Storm or Gust

Heavy Quickfire Melee Weapon

3Pd (d8)

Durability: 8

+2 **BASH**

+1 **BAG**

+1 **SHIELD**

-2 **SUTURE**

Plasma Ball: You can use an HARMONIC Action to send out arcing bolts of Lightning (can start Combo) toward up to 3 creatures within Medium Range. On a Victory or Wash, these creatures are crippled for 5 Beats. You cannot use this ability more than once between Calling a Recess.

Compactor

A huge, unwieldy, synthesized greathammer with the power of elemental absorption.

Duplication Cost: 5 XP

Office Restriction: 10th or higher

Job Restriction: Fighter, Berserker, or Paladin

Heavy Charge Melee Weapon

3Pd (d12)

Durability: 10

+3 **BASH**

+2 **BOMBARD**

+1 **SHIELD**

-3 **SKIRT**

Collect and Recycle: You can use a HARMONIC Surefire Action and spend 10 ST to completely absorb a Lyrical Supply within Short Range. When you've done so, you can use a ROWDY Action to launch it in the form of a concentrated ball up to Long Range, exploding in a Short area of effect. On a Victory, you succeed without complication. On a Wash, you fail, *or* you succeed, but Compactor loses 5 Durability. On a Defeat, you fail and Compactor loses 5 Durability. The stored Lyric is always lost after an attempt. Any creature within range when the ball hits takes Rx2 Damage and has any effects of the Lyric applied to them.

Sample Scenario II: The Tiered City of Jubilee

The following is yet another sample scenario to run with your group or to take inspiration from to get the creative juices flowing. This scenario is going to be set up to continue on from the first sample scenario, *The Resurrection Bomb*, but you can make adjustments to run this scenario first, or to make it fit if *The Resurrection Bomb* didn't end in a way that allows for this set-up.

Tie-in Questions

Because we're treating this as the second scenario in your campaign, you don't need another session zero. However, as GM, you can still ask questions before you begin the scenario in order to attach the characters more closely to the story. As your campaign progresses, details about your characters will come out more and more, and you may eventually forsake these pre-game questions altogether once you have enough information to tie characters into the story on your own. Here are some sample questions for *The Tiered City of Jubilee*:

- One of you has a connection with Dr. Warwick, an Advanced Placement History teacher at the High School you attend, who is it and what is your connection?

- One of you is owed a favor by the janitor at the High School you attend, why?

- One of you has a relative or family friend named Blake Rowland, a human woman who tragically died several months ago, who is it and what was the exact nature of your relationship to Blake?

Because this scenario begins at school, you can also ask more general group questions like:

- What's the name and mascot of your High School?
- Do any of you attend class together?

And so on. If your characters aren't in school, perhaps they have to do a bit of posing to sneak into a school they don't attend. You can also simply adjust the scenario's introduction to take place elsewhere.

Scenario: The Tiered City of Jubilee

I: Summary

A microcosmic portal has opened on campus at our Vagabonds' High School. Law enforcement and school faculty are trying to keep it hush-hush and secure the area, but our party must investigate the other side at the behest of their new friend. Something smells off in the world beyond, and it isn't just the mushroom spores.

While in class, the party receives a group phone message from Louise Kory, former Captain of the Worldtree Regiment of the Einherjar, who (if they played their cards right) helped them attempt to save a boy named John Hollens and the city block a few weeks back from a domestic terrorist attack by her own faction.

Louise heard rumblings of a brand-new microcosmic portal somewhere on the school grounds and wants the party to check it out. She's heard that some mystery faction has been popping up all over new microcosms lately, and this might be a chance to figure out their deal.

The School: A public High School near the outdoor parks of uptown Polis.
- Comprised of a mismatched sprawl of old and new buildings, each named after some financial donor or another
- Employs a handful of unarmed security personnel equipped with personal radios who mostly keep kids from wandering away from campus outside of lunch block
- Staff will attempt to return any wandering students to a classroom
- Teachers may be heard murmuring about the portal when they think no one's listening

The Janitorial Wing: To anyone but a seasoned janitor: a winding labyrinth of concrete halls, shuddering machinery, and stray mops.
- Houses the microcosmic portal in a supply closet
- Hard to navigate: full of identical hallways and doors with unclear signage
- Sectioned off by locked doors
- Currently crawling with all available security staff, trying to act nonchalant while keeping kids away from the portal
- Connected via underground passage to what used to be the main building of the school, now locked up, dusty, and defunct

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Unnamed World: Welcoming grassland microcosm.

- The portal dumps out into the middle of a vast plain of lush, knee-high grass that stretches to the (fairly close) horizon
- The sky is filled with fluffy clouds dotted across a perpetual sunset
- Just on the horizon the party can see what appears to be a large, multilayered fortress of ivory stone
- Portal stays open for about an hour each day, and will close soon after the party enters

The Tiered City of Jubilee: Mesmerizingly beautiful home of the mushroomfolk and their presiding Revenant.

- There are several dead imps impaled on jagged obsidian growths just outside one of the archways that grants entry into the city
- Will be taken away by other seemingly peaceful Monsters, all monochromatic with ghostly white eyes, who speak of an impoverished city called Hellion's Shanty on the south pole of the microcosm
- Monsters will question party about who killed their friends
- City is comprised of three low, cylindrical rings, stacked like a wedding cake, connected by staired buttresses
- Each ring houses a wide alley street with buildings on either side
- In between each ring is a water reservoir, holding the crisp, clean water dropped by the white clouds that hover over the city
- Rain never stops in the city, but isn't uncomfortable, and gives everything a beautiful, ethereal shine, especially the brilliant white stone of the walls and streets
- City has running water and simple electrical appliances, but no telecommunications

Residential District: The largest and lowermost tier of Jubilee.

- Most mushroomfolk spend their time here
- Street dotted with umbrella'd tables and lawn chairs

- Townsfolk fascinated by Earthlings, will mention a human in a raven-feather cloak who came just a bit earlier

Commercial District: The middle tier of Jubilee in size and position.
- Full of stores with simple names describing their wares, i.e. "Coffee", "Bread", "Clothing"
- Cater to needs mushroomfolk wouldn't have, despite being a new microcosm without previous Vagabond contact
- Dr. Warwick is currently having a drink at "Coffee"

Governmental District: The smallest and topmost tier of Jubilee.
- Full of restricted government buildings
- Government comprised of equal representation from each of the three races of mushroomfolk, each with their own triarch
- Each of three sets of stairs up to the Revenant's quarters atop the city are flanked, respectively, by two guards of each race

Mushroomfolk: The denizens of Jubilee.
- Sapient creatures
- Generally friendly and curious
- Have memories, family trees, etc. that stretch back further than their actual creation alongside the microcosm
- Divided into three races

White mushroomfolk: The most numerous of Jubilee's inhabitants.
- Short, round stature
- Stubby arms and legs
- Soft spoken
- Most friendly of the mushroomfolk

Nightcap mushroomfolk: Moderately common inhabitants of Jubilee.

- Taller, lankier frame

- Most humanoid of the mushroomfolk

- Dark, barklike bodies

- Dull blue and purple caps of folded and irregular shape

- Prone to gossip

Luminant mushroomfolk: Rarest inhabitants of Jubilee.

- Tall, thin, stalk-like bodies

- Four or more tendril-like legs

- Light blue hue

- Numerous glowing, blue, balloon-esque bulbs on top, each with a pair of eyes

- Speak in strange, humming tones

- Least personable of the mushroomfolk

Dr. Jay Warwick: A.P professor, Vagabond, and edgy as hell mid-30s human.

- Fighter of Earth

- More experienced Vagabond than any of the party

- His Spot is a defunct teacher's lounge in the abandoned school building, from which he heard the janitors discussing the portal before anyone else knew about it

- Can use Elbow Grease to open a gateway back to The Spot

- Wears raven-feather cloak that can return him to any location he's been in the last 24 hours, as long as it's on the same planet

- Wields synthesized handgun

- Killed imps outside the city, says they attacked him

- Generous with his money, says a Fighter of Law hooked him up with a shitton of Jack after he did them a favor

- Will go track down the Monsters who were looking for the imps' killer if he hears about it

- Will go meet the Revenant if the party doesn't, but will go explore outside the city if they do (essentially, he doesn't want to partner up with the party)
- Promises not the snitch on the party of Vagabonds if they don't snitch on him
- Shoots first, asks questions later
- May kill more Monsters or even mushroomfolk while party isn't present; always has a convenient excuse for why he wasn't the aggressor

Blake & Eva: The split-mind Revenant who presides over this microcosm.
- Comprised of human woman Blake Rowland and angel woman Eva Oceanside
- Newlyweds
- Died in plane crash en route to honeymoon several months ago
- Bicker and fight over control of body and other aspects of ruling the microcosm
- Clearly had issues in relationship before sharing a body
- Generally let the mushroomfolk do as they please and govern themselves
- Don't know anything about Hellion's Shanty, but know the mushroomfolk keep the city safe from any wild Monsters from outside the city walls
- Eva is excited at the prospect of giving the party a quest
- Blake would rather continue to let things be as they are
- They will ask the party to learn more about the Monsters and keep Warwick in check while you're here

IV: To the Shanty

The Grass Sea: The vast plain that covers most of the microcosm.
- Hard to navigate
- Easy to lose direction once the city is out of view, as the horizon is so close because of the planet's small size
- Meager trickles of water not collected by Jubilee's reservoirs flow down to the south pole against gravity
- Gradually gives way to forest of black poplar trees, inundated with a heavy, ghostly fog

Hellion's Shanty: The cobbled-together home of the Monsters of this microcosm.

- Located at the heart of the black poplar forest

- Ugly and crude; the antithesis of Jubilee

- Made of ramshackle cabins and lean-tos, stacked precariously on one another and propped up by spare parts

- Starving and in need of fresh water, with only a meager trickle coming down from Jubilee on the north pole

- Lead by a Monster called The Pariah

The Pariah: Respected leader and teacher amongst the citizens Hellion's Shanty.

- Vampire

- Dressed in tattered robes

- Calm and gentle

- Preaches peace, generosity, and nonviolence

- Leads a town council where the Monsters write petitions to be delivered to Jubilee, asking for food, water, shelter, or entry into the city

- Petitions never seem to make it to the Revenant

- Will ask party to hand-deliver such petitions

The Taskmaster: Foul life-sucker dwelling in the depths of Hellion's Shanty.

- On path to Hellion's Shanty or in the city itself, party may encounter hostile Monsters with glowing blue eyes: tasked

- Taskmaster dwells, unbeknownst to the society of monsters, in the sewers below their city

- Covered in glowing blue fungal bulbs

- May be responsible for the Monsters Warwick attacked, if he was telling the truth about being accosted by them first

V: The Conspiracy

The Luminant mushroomfolk of Jubilee want to keep Monsters out of the city and exert as much political control as possible. They stop the petitions of the Monsters from reaching Blake & Eva or the triarchy, and they bred the taskmaster that was planted in Hellion's Shanty in order to make Monsters look hostile to maintain their ban from the city and give them an excuse to take more drastic action against the Monstrous population.

If the taskmaster is killed, the Luminant leadership will be telepathically notified, and a backup plan will go into effect: a military coup. The party will return to no mushroomfolk on the streets or in the shops except Luminants, and the now all-Luminant royal guard will bar them from speaking with the Revenant.

VI: The Exit

Once Warwick decides there's nothing left for him to gain from staying on the microcosm, he'll open a gateway home, and will take the party with him if they wish. If they don't catch this ride, there's a return gateway in Hellion's Shanty that lets out in the middle of one of Polis's outdoor parks.

Before Warwick leaves, he'll place a telephone call. Shortly thereafter, a spacefaring craft will touch down in the grass sea outside the city and open an artificial portal for a squadron of angels.

Faction: RevCo.
Presiding Revenant: Unknown

"Yeah, I know them. Call themselves a "corporation." If you'd paid attention in my class you'd know that's an old form of business. Imagine a company that makes its own laws. Yeah, that's them." -- Warwick

RevCo. is the faction that's become ubiquitous on newly formed microcosms, the one Louise was hoping the party would run into to gather intel. While some Revenant factions fashion themselves after armies or religions, RevCo. structures itself as a corporation, a type of legal entity that doesn't really exist on Earth anymore. As such, they're only loosely based on the concept.

They run a business: selling advanced weapons gristo to Revenants, Monsters, Vagabonds, whoever. They've also acquired a small empire of microcosms of their own, and the salesmen they employ are also skilled mercenaries.

The mercenaries of RevCo. are almost exclusively angels, as they use a proprietary piece of military gristo designed for their biology, which is nicknamed *Le Magnifique.* **Fighters**, **Thieves**, and **Tinkerers** are most drawn to RevCo.

The leader of the squadron that appears outside the gates of Jubilee is an angel Fighter of Law, the very same that Warwick said he did a favor for a while back. Warwick called him with info about the microcosm as he was leaving as a courtesy to his "friend." Despite this, Warwick seems to want to get well away from things very quickly when they show up.

The appearance of the RevCo. soldiers is designed as a hook for a campaign arc. Perhaps the party only catches a glimpse of them as they depart with Warwick, who will usher them through his gateway quickly when the squadron arrives. Perhaps they will actually interact with them and learn a bit about their faction. Either way, it establishes them as a mysterious player in the world and sets up future encounters with their crew.

You can use them simply as recurring NPCs, or even as primary antagonists. As both a large corporation and well-equipped army, there are ample inspirations in fiction to draw from to bring RevCo. to life.

Bringing the World to Life

This scenario is structured rather differently from the first. The primary conflict is less clear, as are the direct solutions. *The Tiered City of Jubilee* is more focused on painting the picture of an unusual society on a microcosm and how it functions in

relation to its Revenant. You may already have picked up on the symbolism, but as Blake & Eva's primary microcosm, it directly reflects aspects of their relationship.

A beautiful, shining city shaped like a wedding cake sits atop the planet, actively ignoring the struggles of the poor and starving souls of the city below. Meanwhile, discontent actively festers within the walls of the city, creating something even worse than what lay below. Blake & Eva had a troubled romantic relationship as mortals and thought that they could make their problems go away by getting married. Their ignorance to the plight of Hellion's Shanty and willingness to let the planet run itself without them is indicative of their unwillingness to confront their emotional problems.

The players stumble into the middle of the struggles of this world and have to choose if and how to confront them. As a GM, drop hints and subtle implications of the underlying subterfuge as you paint your picture of this world. Perhaps the Nightcaps have some gossip about the Luminants. Perhaps a White has been told Monsters are vicious, but saw a group of them calmly holding letters, trying to speak to a guard who angrily turned them away or attacked them, and now he doesn't know what to think.

Play up the naivete of the townsfolk who are unaware of the Luminants' schemes. Play up the suspicious nature of Warwick, as he continues to appear just after committing a violent act, always with a smooth excuse of how it was justified. Play up the otherworldly beauty of Jubilee and the haunting wretchedness of the Shanty. Try to paint a picture of a world engaged in its own struggles independent of the party, and it will make it easier for the party to engage with the world.

Custom Stat Blocks

Dr. Jay Warwick, Fighter of Earth

Hazard Level: 2

200 HP (50% HP: 100; 25% HP: 50)

50 ST (50% ST: 25)

BASH *(Black-Iron Falcon)*: Medium Charge Range Weapon, 2d6 damage +15 (3d8)

PUNISH, Medium Range, takes 2 Beats, 10 Durability

Hums: Take on an Army

Lullabies: Ray of ___ , Blast of ___ , ___ Grenade, ___ -Empowered Strike

Lyrics: Rock, Magnetism

As the Raven Flies: Warwick can use an Action to wrap his cloak around himself, teleporting back to any location he has been in the last 24 hours, so long as it's on the same planet.

It's About 12 O'Clock: Warwick can use a Pitch to perform a **BOMBARD** with his Black-Iron Falcon as if it were a Strike, without using Elbow Grease. When he does so, he adds his **PUNISH** to the damage of the **BOMBARD**. Warwick cannot use this ability more than once between Calling it a Day.

Luminant Mushroomfolk

Hazard Level: 1

20 HP (50% HP: 10; 25% HP: 5)

45 ST (50% ST: 23)

BASH *(tendril whip):* 1d12 damage, Short Range

Grapple: The Luminant can use an Action to grab hold of a creature by wrapping its long tendrils around its target. The creature must roll a Victory or Wash on a ROWDY **SKIRT** while grappled to escape. A creature cannot move or take any other Actions while

grappled. Only one creature can be grappled at a time by the Luminant. The Luminant can release a grappled creature at will without taking an Action.

Psychic Burst: The Luminant can use an Action to psychically cripple a grappled creature. A creature affected by this ability takes 1d10 damage, becomes crippled, and cannot access their inventory. A creature under these effects must roll a Victory or Wash on a WHIZ **STAVE** to end them. This effect also ends if the Luminant falls unconscious or dies.

Hive Mind: Luminants can communicate with one another across their planet telepathically. Whenever they fight as a group, they have access to Pack Tactics.

Sixth Sense: The Luminant does not rely on sight to perceive its surroundings.

RevCo. Sales Team H Member

Hazard Level: 1

75 HP (50% HP: 35; 25% HP: 18)

30 ST (50% ST: 15)

BASH *(Le Magnifique)*: 1d8x3 damage

Le Magnifique: Sales Team H fight with large, humanoid energy constructs generated by Le Magnifique. Any attempt at an **ATK** against a Sales Team Member is rolled at Disfavor 2. Otherwise, **ATK**s may target Le Magnifique's construct. The construct has 75 HP, and regenerates 10 HP every time it is used to make a **BASH**.

Mercenary Training: Whenever RevCo. Employees fight together, they have access to Pack Tactics.

Dean Sheppard, Executive Manager of RevCo. Sales Team H, Fighter of Law

Hazard Level: 3

200 HP (50% HP: 100; 25% HP: 50)

50 ST (50% ST: 25)

BASH *(Le Magnifique)*: 1d10x4 damage

Hums: Take on an Army

Lullabies: Blast of ___ , ___ Grenade

Lyrics: Currency, Oath

Le Magnifique Mk. II: Sheppard fights with a large, humanoid energy construct generated by Le Magnifique. Any attempt at an **ATK** against Sheppard is rolled at Disfavor 3. Otherwise, **ATK**s may target Le Magnifique's construct. The construct has 125 HP, and regenerates 25 HP every time it is used to make a **BASH**. Additionally, Sheppard can have Lullabies originate from and effect his construct as if it were the performer.

Items

Black-Iron Falcon

A large, unnecessarily edgy synthesized handgun.

Duplication Cost: 4 XP

Office Restriction: 10th or higher

Medium Charge Range Weapon

3Pd (d8)

Durability: 10

+1 **BASH**

+3 **BOMBARD**

-1 **BAG**

+2 **STAVE**

-3 **SHIELD**

It's About 12 O'Clock: You can use Action to perform one automatically Victorious **BOMBARD**. When you do so, add your **PUNISH** to the damage of the **BOMBARD**. You cannot use this ability more than once between Calling it a Day.

Cloak of Instant Return

A long synthesized cloak of raven's feathers.

Duplication Cost: 7 XP

Job Restriction: Thief or Fighter

Arcanum Restriction: Time, Space, or Earth

2 AP

+2 **SKIRT**

As the Raven Flies: You can use a HARMONIC **SKIRT** to wrap this cloak around yourself, teleporting back to any location you have been in the last 24 hours, so long as it's on the same planet. On a Victory, it works without complication. On a Wash, it fails *or* you spend 5 ST to have it succeed. On a Defeat, it fails and you lose 5 ST.

Le Magnifique

A gristomechanical weapon in the form of a heavy backpack and eyepatch. Requires the removal of an eye to interface directly with its user. Generates a large, humanoid energy construct under precise control of its user.

Duplication Cost: 14 XP

Office Restriction: 15th or higher

Race Restriction: Angel

10 AP

Legendary

Le Magnifique: While wielding *Le Magnifique,* you can take **ATK** Actions using its energy construct, which take on the same stats as your weapon, but double your **PUNISH**. Your Durability is effectively infinite when you do this. You roll all Maneuvers at Favor 1, and regain 2 AP every time you make an **ATK**. When you hit 0 AP, you lose the benefits of this feature for 10 Beats. When that time has passed, you regain 5 AP and the benefits of this feature.

Example of Play

The following is an example of Revenant World in action, expressed in script form. This is intended to give an idea of how the conversation between players and GM can go at the table.

The party has just become aware of the device described at the beginning of The Resurrection Bomb *and the threat it conveys.*

Player A: Have any muds crawled out from their HQ yet?

GM: Yes, at this point several Worldguard officers are attempting to usher the crowd away from the device while another nervously stands on the sidewalk near the door of the HQ.

Player A: This commotion seems like a good time to sneak inside and see what's up in there. The device said they've got prisoners, right? Maybe they know something. I'm gonna try to snag a key from the mud on the sidewalk.

GM: Alright, that sounds like a ROWDY **BAG** roll.

Player B: Wait, I wanna help her. You said the guard was nervous, so he's afraid of the crowd or the situation, right?

GM: Hm… yeah I'd say so, why?

Player B: Well I'm a Paladin of Soul, and I took the Fear Lyric. I wanna use "Borrowed Aura of Fear" at Intensity 1 to snuff out his fear so he's not on edge, making him an easier mark.

GM: Creative! Roll a HARMONIC Action, but you're on Earth so that's Disfavor 1.

Player B rolls 3d6, and sums the lowest two, which comes to 5. He then adds his HARMONIC Natural Stat.

Player B: Oof, 7 total, just barely scraping by.

GM: That's a Wash, so are you gonna spend the Stamina, doubled because you're on Earth, or let the Lullaby whiff?

Player B: I'm not gonna push my luck and try again, I'll spend the Stamina.

Player B subtracts 5 (his roll, or R) times 2 (the Stamina penalty for Earth) from his total Stamina.

GM: Alright, you can see the officer stand up a bit straighter and puff out his chest, a small smile spreading across his face. He thinks he's just been hit with a wave of courage. However, per the Lullaby you performed, you begin to radiate Fear out into the crowd around you, whipping it into even more of a frenzy. You've put yourself into a bad situation, you're gonna take 1d6 damage if you don't do something.

This is the GM taking a Pitch in response to the Wash rolled by the player. The GM is using damage to represent reduction in well-being, rather than being hurt, as the player character is now trapped in a panicking mob.

Player C: I gotchu, man. I can roll a **DEF** Action for him, right?

GM: Yes, you're within Short Range. What do you do?

Player C: I yell, "Hey! Is that another device over there!?" and jump and point a bit down the street.

GM: Okay, you're using your persuasion to deflect their attention, so that's gonna be a SLICK **STAVE**. Interesting roll.

*Player C rolls 2d6 and adds her SLICK Natural Stat and her **STAVE** Maneuver Rating.*

Player C: 11! Fuck yeah!

GM: Victory! It works, you draw the crowd away from Player B's character, who was causing their heightened fear, but it is a **STAVE**, so you're still taking half of 1d6 damage as the crowd jostles around you and you take a few elbows.

Player C rolls 1d6, divides the result by 2, and subtracts that from her Eudaimonia.

Player A: Alright, before that Lullaby wears off I'm pickpocketing this mud! ROWDY **BAG**, you said? And do I get Favor because of what Player B did?

GM: Yup, in fact, take Favor 2, I think the situation has shifted heavily in your favor.

*Player A rolls 4d6, and sums the highest two. She then adds her ROWDY Natural Stat and her **BAG** Maneuver Rating.*

Player A: 13 total! That Favor is a lifesaver!

GM: That is definitely a Victory. You swipe the keyring worn by the officer without his knowledge. Time to do some sneaking!

Much later, the party has angered Captain Varon to the point where she sics a tree golem on the party while they're on Drasilgard. They engage in combat with the arboreal Monster.

Player C: I'm going for a strong start, right off the bat I'm hitting this big guy with "Ray of Quicksilver" at Intensity 2.

GM: Go ahead and roll that HARMONIC Action.

Player C rolls 2d6 and adds her HARMONIC Natural Stat.

Player C: 11! Boom!

GM: Alright, that's a Victory, roll damage.

The tree golem has a Hazard Level of 1, which the GM subtracted from the player's roll, resulting in a total of 10, still a Victory. Player C then rolls 1d8 and multiplies the result by 6, per the damage of the Lullaby she performed.

Player C: 30 damage! And since it hit a creature, it supplies Fear and Disease, just fyi.

GM: This torrent of liquid mercury bursts forth in a straight line toward the living tree, crashing into its stump-like legs. It's a really solid hit, but as the Quicksilver seeps into the golem's roots, you see the vegetation of the forest floor seems drawn toward the golem, repairing some of the wounds you cause.

The GM is alluding to the tree golem's In Tune With Nature *feature, which allows it to take only half damage while within Short Range of Plant, as they are fighting the Monster in the forest of Drasilgard.*

GM: What do you do now?

Player B: I heard Fear. I'm gonna perform "Drain Fear and Smite" at Intensity 1 to buff up. It needs a supply of Fear, which Player C created with her Lullaby, so I get Favor 1.

GM: Absolutely, roll a HARMONIC Action at Favor 1 for that Combo.

Player B rolls 3d6, and sums the highest two, which only comes to 5. He then adds his HARMONIC Natural Stat.

Player B: Another 7! Even with Favor. I think I'm gonna have it whiff--

GM: Not so fast, that's a Defeat.

Player B: Wha-- oh, Hazard? Fuck. Okay, Rx2 ST drain then?

GM: Yessir, *and* it whiffs.

Player B subtracts 10 from his Stamina.

Player B: And that's my Stamina gone, no more Lullabies for me.

GM: The tree golem notices you beginning to concentrate, and feels as you probe into its mind, establishing a magical connection with its Fear. Unfortunately, it resists, and you feel your link to this Lyrical supply suddenly snap just as the golem brutally lashes you with its branch-like appendage. You stumble back and take 1d6x3 damage, blood dripping from lacerations on your torso.

The GM is taking a Strike in response to the Player's Defeat. Player B rolls 1d6 and multiples the result by 3, subtracting the product from his Eudaimonia.

Player B: It was nice knowing you guys! I'm under 25% ED already.

Player A: Yikes, lemme help you out. I'm an angel, and I've got Battlefield Medicine, so I'm gonna go over to Player B's character, put my arm around them, and then start to goop down, but stop part way, leaving a slimy residue to fill in their open wounds.

GM: Disgustingly creative aid. Roll a ROWDY SUTURE. And that's Favor 1 from your Battlefield Medicine.

Player A rolls 3d6, and sums the highest two, which comes out to 8. She then adds her ROWDY Natural Stat and her SUTURE Maneuver Rating.

Player A: That's a 12, and R was 8 so take 8 ED.

Player B: That puts me back up to under 50% ED.

GM: Now that Player B was grossly saved from a Tier III Ordeal, what do you do?

Player C: I'm just gonna wind up and smack the hell out of this tree with my baseball bat.

GM: That's a straight up ROWDY BASH, roll it.

Chapter 14: Homebrew

Homebrew Content

As a GM, you may allow your players to work with you to create options beyond those detailed in this manual. Perhaps they want to create a custom ability, a custom race, or a custom Job. If you and the other members of your group are comfortable with introducing homebrew content into your game, then any of these things are possible.

No matter the nature of a piece of homebrew content, you should always look to balance it against the official material available in this manual. Look at the strengths, weaknesses, benefits, and drawbacks of the existing options, and try to ensure that the content you create isn't wildly more or less powerful or useful than said options. This can be easier to feel out for a more experienced player or GM, and you may choose to wait to introduce any homebrew until you have more knowledge of the game.

Homebrew Races

The gameplay mechanics of a race generally boil down to their Natural Stat bonus and their Racial Trait. The Natural Stat bonus is simple; it can apply to SLICK, WHIZ, or ROWDY. The Racial Trait is, of course, a bit more complex. When designing a custom racial trait, keep in mind that it should be something that remains useful throughout the span of a campaign. For example, the bruin's *Hibernation* trait scales with their Office. Other traits like the telepathy conferred by the pygmy's *Esper*, or the damage immunities of the robot's *Mechanical Endurance* and the arachnaea's *Highs and Lows* retain an even level of utility as your character is promoted through the Offices without a numerically scaling element.

Think also about the non-gameplay elements of your race. What do they look like? Do they have any interesting cultural quirks? How prevalent are they on Earth? Where did their species come from?

If you're interested in hybridization, think about which races can mate with your custom race. How similar are they to other races? Do they reproduce in the same way? Can the other race physically bear children of this race?

Homebrew Arcana

There are a few ways to go about creating a custom Arcanum. The first is to simply create a unique combination of existing Lyrics with a common theme. This is easier and simpler than creating an Arcanum from scratch, but there are still some important things to keep in mind.

The goal of creating a homebrew Arcanum from existing Lyrics shouldn't be to simply accumulate all of your favorite Lyrics or the most powerful Lyrics without having to go outside your Class through quests and other means. The goal should be to fit a unique character concept or to build a strong theme. Lyric choice should have some thought put into it; they shouldn't be haphazardly thrown together.

You should strive to include Lyrics with a range of commonality when designing a custom Arcanum. For example, the Space Arcanum has the *Distance* and *Gravity* Lyrics, which are both incredibly common and can be drawn on as supplies in almost any circumstance. However, its other two Lyrics are *Moonlight* and *Subatomic Particles*, which are both markedly rarer. The Space Arcanum is perhaps the most drastic example of this principle, but an Arcanum should comprise either mostly moderately common Lyrics, or both quite rare and quite common ones.

Additionally, it's very rare for an Arcanum's Lyric to supply a different Lyric from the same Arcanum. This limits self-made Combos to a single Lyric being Comboed into more of itself, limiting their variety and utility. It's harder to maintain this principle when mixing and matching Lyrics, but an effort should be made to not produce an Arcanum with excessive self-contained Combos.

The other method for bu

ilding a homebrew Arcanum is to create new Lyrics from scratch. Some of the above principles of balance should still be considered when undertaking this challenge. When creating custom Lyrics, look at the gameplay effects of the ones in this manual. Try to match the power level and duration of these effects as best you can. Also consider the balance between gameplay effects and supplying other Lyrics. See how many Lyrics a common Lyric supplies, and consider whether supplying more Lyrics is worth a less potent gameplay effect (or none at all), or vice versa.

When you create a new Lyric, it's important to remember that no existing Lyric supplies it, limiting your Combo opportunities. Feel free to include a list of Lyrics which supply your new one, in addition to the list of Lyrics it supplies.

Lastly, think about the possible unexpected gameplay implications of your custom Lyrics. Can they be abused if used in conjunction with certain Lullabies?

Homebrew Job

Creating a custom Job is probably the most complex homebrew undertaking. Each Job has 8 unique abilities that are tied to the in-world significance and core function of said Jobs. There are several ways to go about creating these abilities. The first is to start with the fictional history of your Job. What role did they fill that is unique from the existing Jobs? What were they like when the gods were alive and magic flowed on Earth? Were they exclusive to a small region or specific culture? These questions can help inform the core gameplay elements of their Hums and Lullabies.

The second method is to start with the "one-word action" that describes the function of each Job (the

Thief *steals,* the Fighter *wields,* etc.). Think of ways this action can shape the world around a character and inform the gameplay elements of their abilities from this perspective.

When creating Hums for a homebrew Job, remember that they are standalone abilities not tied to any Arcanum or Lyric. These are basic functions that any member of this Job can learn. Look at the common themes of existing Hums. Is there a good way to incorporate a "Jobcraft" Hum for your Job? Or is there a specific type of Action they should take at Favor 2? Even if you mimic existing Hums, make sure the changes you make aren't markedly more or less useful than their premade variants. If a Hum is a particularly powerful Action, consider limiting its use by causing it to unequip itself after use, or have a chance for this to happen on a Defeat.

Creating Lullabies can be more complex. Think about how each Lullaby you design will interact with different Lyrics. If it deals damage, look at other damage-dealing Lullabies to choose an appropriate value. Keep in mind that a Lullaby with extra utility usually sacrifices damage in turn. When considering utility and damage, think about how many creatures or objects a Lullaby can target. If it can only damage one creature, it may make sense for it to deal extra damage. If it can damage multiple creatures, then it may deal less. Consider also that a higher range or serving as a Combo-Starter can be reasons to decrease damage. Note that Jobs tend to have a fairly even balance of Combo-Starters, Mid-Combos, and Combo-Enders.

Adjusting Homebrew Content

As you play with homebrew content, you may notice that something you designed has an unintended consequence that is either overly negative or overly positive for your character. Or perhaps your homebrew content is simply somewhat over- or under-powered in general. If this happens, be ready and willing to continue to work with your GM and change things as you go. You can do this on the fly as issues come up if you desire, or you can wait until game sessions are over and then talk things through. It can take time for the right balance to come out of actual play.

Appendix: Index