



skeleton tourist

weapon



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SEACAT

HERO BOOKS



VOLUME 1: SKELETON TOURIST WEAPON

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<https://patreon.com/wizardthieffighter>

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WELCOME TO SEACAT

This is the first in a series of playbooks for the Seacat system, presenting heroes, skills, abilities, pets, and spells for outlanders and vagabonds in the UVG and Red Sky Dead City settings. Or tourists in Longwinter. Of course, you can use them in pretty much any Seacat, OSR-ish (with tweaking) or 5E (with different tweaking) game.

I've organized the playbook as a step-by-step character generator.

When playing a Seacat hero, copy-paste your abilities into a reference document, print them out and cut them up, make a scrapbook, whatever makes it easiest for you to reference quickly at the table. You don't have to memorize every ability (thank goodness), but do keep them accessible somewhere, so that you won't have to flip back and forth through a book(let) every time you decide to do something.

You can generate your hero entirely randomly, or pick and choose. If you are rolling, don't feel that you need to stick with an ability or power you really dislike for your hero. Remember that part of the fun of a roleplaying game is customizing your hero and your game world.

SEACAT DESIGN GOALS

Seacat tries to be a bit silly and:

1. A melodramatic and cinematic roleplaying game that creates over-the-top and unexpected narratives through play.
2. A hero generator creates unusual heroes for players to use when they explore strange worlds.
3. An imagination stimulator for all the players, heroes and referees both, to co-create a world on the fly, through play.
4. A moderately crunchy system with scope for lots of items, sub-abilities, modifiers, and other fiddly player knobs and switches.

Seacat does not try to be self-serious or:

1. A balanced game. I think this is a futile task, since I do not view roleplaying as a single game, like chess, but as a series of interlinked games and game mechanics that all the players together use to have a fun social experience and discover the new.
2. A tactical combat engine. Combat is wild, swingy, and unpredictable on purpose.
3. A meatgrinder for heroes. Though heroes may easily be defeated, the alternate death rules promote heroes retirement and change over death.
4. A min-maxing game about character optimization. It puts the focus on randomization instead.

Seacat assumes dialogue and collaboration among the players. The referee (or cat) has a soft veto on the strangest of hero ideas and actions, since they have to stitch everything together into a coherentish play experience!

STEP 0: HERO SHEET

Grab a Seacat hero sheet, or just draw your own character sheet on a piece of paper.

You'll [eventually] need space for your hero's attributes. Their bonus, six stats, 10 skills, 10 abilities, about 20 items slots in your inventory, somewhere to track life and fatigue, locations for close and ranged combat, defence and magic, heroic dice and experience. Additionally, some space for pets, vehicles, henchmen, and the like will be useful.



Go to step 1 to get started, or go to 0.1 Core Mechanics and 0.2 Core Attributes for a very quick breakdown of the rules.

SEACAT HERO

NAME _____
Friends _____
Enemies _____
Title _____
Species _____
Looks _____
Debt _____
Likes _____

YOUR PET

Name _____
Defense _____ xp _____
Bonus _____ Lvl _____
Life _____
Ability _____

STATS

STRENGTH
 full current
ENDURANCE
AGILITY
CHARISMA
AURA
THOUGHT

SKILLS

Δ _____ 0
 Δ _____ 0
 Δ _____ 0
 Δ _____ 1
 Δ _____ 3
 Δ _____ 5
 Δ _____ 7
 Δ _____ 田
 Δ _____ 田
 Δ _____ 田

COMBAT

DEFENSE

CLOSE COMBAT

dmg: _____

RANGED COMBAT

dmg: _____

MAGIC

cost =

LIFE REMAINING

ABILITIES

_____ 1
 _____ 2
 _____ 3
 _____ 4
 _____ 5
 _____ 6
 _____ 7
 _____ 8
 _____ 9
 _____ 田

INVENTORY

FIRST SACK OF GEAR

2500 cash = 100 soaps = 10 stones = 1 sack

THE CUMBERSOME SECOND PACK

slow and at a disadvantage

HEROICS

d6

FATIGUE

grumpy
 ↓disadv.
 slow
 half life
 coma
 death?

XP

EXPERIENCE

LEVEL	BONUS	LIFE
0	0 xp	+1 5
1	300 xp	+2 8
2	750 xp	14
3	1500 xp	20
4	3000 xp	26
5	6000 xp	+3 32
6	12500 xp	38
7	25000 xp	40
8	50000 xp	42
9	99999 xp	+4 44

MODS

0.1: CORE MECHANICS

Seacat is a pretty classic role-playing game for multiple players, at least one of whom plays the role of the referee (the Cat), and the others play the protagonists (the Heroes). This section is a condensed breakdown of the core mechanics of UVG for heroes and assumes you have a passing familiarity with roleplaying games. If you're completely new to roleplaying games, you'll probably want to watch some YouTube videos of play examples. I'll write up an intro for new players at some point, but ... well, this isn't it.

1. The heroes and the referee are in it together. You are co-creating the world through play.
2. Everything on your hero sheet is a resource, which may be changed, depleted or increased, in some way.
3. Seacat uses polyhedral dice. High rolls are almost always better. You use a **d20** (20-sided die) for the core test mechanic.
4. Dice are not your masters. Only roll when outcomes are uncertain. This is a **test**. The referee suggests a **target** number for the test and lets you decide to roll for the hero or not.
5. Tests that benefit from your hero's skill succeed when you roll **d20 + stat + skill over Target**.
 1. If you lack a required skill you roll with disadvantage: $\downarrow d20 + \text{Stat over Target}$.
 2. If skill doesn't come into a test (e.g. dodging a liquefactor ray) roll with just your stat: $d20 + \text{Stat over Target}$.
6. Test targets range from 3 (very easy) to 19 (super hard). Referees may describe targets using natural language (trivial, easy, moderate, difficult, or extreme). Some tests are binary, some have multiple possible outcomes.
7. There are a few unusual dice situations to keep in mind.

1. The number a die rolls is its **natural roll**. When a d20 turns up 1 or 20 during a test, the test always fails or succeeds, regardless of your stat and skill. In combat, a natural 20 represents a critical hit, which multiplies the damage. A natural 13 often means that after this test you've run out of ammo or another resource. Other natural rolls may have different effects.
2. **Consecutive rolls** may be used for rare results. They are written with a slash (e.g. 20/20). This means that when you roll a natural 20 you roll again, and if the second result is also a 20, voilà—you have a rare result. Additional slashes can indicate additional, yet rarer possibilities. This mechanic is a silly way to recall the days of 18/00 Strength.
3. **Exploding dice** are written with a little asterisk (e.g. d6*). Every time you roll a natural 6 you roll an extra die and *add* the result. Repeat as long as you keep rolling sixes (or whatever dice you're using). Exploding dice may come into play with carousing and weird artifacts and weapons.
8. When you have the **advantage** (adv) in a situation you roll an extra die and pick the better result. When you are at a **disadvantage** (↓), you roll an extra die and pick the worse result. Advantages and disadvantages cancel out one for one. Some boons or banes let you stack multiple advantages or disadvantages.
9. Seacat has strict limits. The maximum level a hero can reach is **9**. Their maximum total bonus (stat + skill) to any d20 roll is **+13**. The highest target number a hero can ever possess or set is **19**—this includes defense.
10. Monsters and obstacles set by the referee may break all the the hero rules and limits.
11. Specific abilities and variants may supersede all these core rules.

0.2: CORE ATTRIBUTES

1. Your hero's **bonus** is a fixed number, tied to their level, ranging from 1 to 4.
2. Your hero's **life** is set by their level and abilities and equipment. When it runs out, your hero might be out of the game and you'll have to generate a new one.
3. The **six stats** are Strength, Endurance, Agility, Charisma, Aura, and Thought. Your hero's stats range from 0 to 5. They represent inherent aptitudes. A baseline human average for stats is 0. By default, your heroes won't have negative stats to keep the maths simpler.
 1. Strength is the active physical stat. How well you lift bars, bend gates, hit monsters. That kind of stuff. Add to all melee attacks and damage.
 2. Endurance is the passive physical stat. How much pain and strain you can take. Long-distance running, carrying heavy loads, holding alcohol, and such. Add to the size of your inventory.
 3. Agility is the dynamic physical stat. Applying yourself with precision and speed, dodging, aiming, dancing. Add to all ranged attacks and damage.
 4. Charisma is the active mental stat. It goes back to its classical Greek *khárisma*, representing divine fortune and favor. How lucky your hero is and how well they can batter down resistance to their arguments through force of personality. Further, nine times out of ten, random effects or mindless creatures attacking a party will target the least charismatic first. Some kinds of magic use Charisma.
 5. Aura is the passive mental stat. It indicates how much punishment the hero's soul, spirit, or psyche can take when faced by horror and stress. It correlates almost completely with Endurance. It is explicitly not Wisdom. It does not indicate good judgement or

shrewd insight. Those are character traits that you decide for your hero and roleplay or represent with a skill.

6. Thought is the dynamic mental stat, correlated with how quickly your hero can process and manipulate information. Its naming is also a silly reference to the Egyptian god Thoth. When you have to figure out a puzzle, decipher the control panel of a golden barge, or learn a new language, this is the stat for that. It also applies to some kinds of magic and science and fantascience.
4. **Skills** represent what you are *good* at. They equal to or double your hero bonus (ranging from 1 to 8), depending on whether you are skilled or an expert. You can always *try* to do something, but if you are skilled it means you are good enough to make a living at that profession, while as an expert you would be good enough to teach that profession. Some skills may unlock abilities or spells.
 1. There is no canonical list of skills—you may add new ones to better describe your hero. Listing “firefighter” (a profession) means your hero spent time doing that job and would be competent at associated tasks, while listing “swordfighter” implies competence with most kind of swords (short or long, sword and buckler, etc.).
 2. To become an expert in a skill, you can simply take the same skill twice. For example, if you chose “firefighter” twice, you would double your hero bonus while doing anything associated with your task.
 3. A very specific skill can be a *perfect match* for a situation. When a skill is a perfect match, you roll tests with advantage by default. For example, if you list the “duelling rapier” as a skill, you will always be at an advantage in one-on-one duels with a rapier. Your referee may require that you take a broader skill as an initial prerequisite. In this case that might be the “swordfighter.”
5. **Abilities** are things you can do that are beyond the scope of ordinary humans. They can get weird.
6. Monsters, environmental effects, spells and other things can damage stats. When damage would reduce a stat below zero, you instead take a

point of **fatigue**. Fatigue is a quick death (or knock-out) spiral for heroes and does not increase with level. Your hero will only ever have 5 or 6 fatigue steps.

7. Your **inventory** is a limited asset where you store all the things burdening your hero. Not just physical objects; woes, fears, illness, and magic spells all occupy inventory space. Your hero can carry one sack unencumbered and two sacks encumbered. Encumbrance disadvantages every physical activity.

1 sack = 10 stones = 100 soaps = 2,500 cash

1. Sack: basic inventory unit. As much as an average human can carry unencumbered
 2. Stone: a tenth of a sack, also a generic significant item, like a sabre or spear or shield or shovel. About 15lbs.
 3. Soap: a hundredth of a sack, also a generic small item, like a signal whistle or signet ring or spike. Or bar of soap.
 4. Cash (\$): one standard unit of currency.
8. Your **hero dice** are metagaming currency you gain for every session you attend and every couple of hours of play. You can store hero dice up to your level. These are d6s that do a couple of things:
 1. Roll one or more and adjust the face of any previously rolled die lying on the table by up to that amount. You can generate natural 20s this way or explode other dice. You cannot make a d6 roll 7 or more.
 2. Spend one or more hero dice to gain that many advantages on a roll. So, if you spent three, you could roll three additional dice on the next roll and choose the one you like best.
 9. **Experience** (XP) is an arbitrary currency that tracks your hero's power and goes to 99,999. As you gain levels your bonuses and your stock of life increase, and you gain additional attributes depending on the type of hero you're playing.

1. Level is an abstraction of power. Level 1 equals an average human, a Conan-esque hero might start at level 3. Level 0 is an optional starting point for funnels. Of the skeletons, only the Explorer has a level 0 setting, representing an ordinary human thrown into the gears of adventure. Go to section 1.2 for this kind of hero.
2. Depending on the kind of game you want to play, all the players should decide beforehand what in-game achievements they want to reward with experience. By default UVG awards XP for exploring new things, surviving conflicts, spending cash on wild parties, and completing travel quests. Your game can be different.
10. Your **defence** is a static target for monsters and antagonists controlled by the referee. It is **10 + Agility + armor** with a maximum of 19. Some armors also give temporary life, which you can spend to absorb damage.
11. **Magic and fantascience** rip reality, imposing otherworldly wrongness on the mundane. This means that spells *hurt* to cast and heroes have to pay the **spell price** in life. The total price they pay to cast their spell is their **magic cost** times the spell power. *In extremis*, a hero can also pay the spell price with stat points.

Spell Price (in Life) = Magic Cost x Spell Power

0.3: WHAT THE LEVELS MEAN

You and the other players should decide what level you want to start at. Different levels will give you different experiences. Roughly:

- Level 0: this is a 'funnel' start. You can create a few explorers quickly and see which one survives an initial adventure. You'll be a slightly above-average person for the setting.
- Level 1: this is a basic start. Your power level will be about par for the course for a starting character in the most popular fantasy game.
- Level 3: here you're in the territory of pulp heroes like Conan. With your array of strange abilities, magic, and spells, you are a force to be reckoned with.
- Level 6: by level six your power is beyond compare. Using your life force, spells, and abilities, you can perform legendary feats.
- Levels 7–9: progression slows down vastly here. You don't become much more powerful (since you're already at the top of your power curve), but you gain in abilities and versatility.
- Level 11: this is a secret level you unlock by using white out and a pen on the level slot on your hero sheet. It is actually the same as level 9, but it says 11, so it looks more powerful.

STEP 1: HERO SKELETON

Choose or roll what type of hero you are.

d3	Type	Summary
1	Wizard (creator)	Risk corruption and madness to bend cosmic forces to your whim. Spell costs are low, you carry more spells than other hero types, you have less life than other types. Go to step 1.1.
2	Explorer (adventurer)	Go out and see the world. Become anything you want. Use this general purpose skeleton for full customization. Go to step 1.4.
3	Fighter (destroyer)	Take on the world directly, steel versus steel. Spell costs are high, you carry more weapons than other hero types, you have more life than other types. Go to step 1.3.
4	Thief (trickster)	Use cunning and friends to beat the odds of the uncaring universe. You use surprise, skills and secondary characters to increase your versatility. Go to step 1.2.



The hero type is not a character class in the classic sense. It's more the skeleton or framework of a hero—it sets a baseline of how they usually approach challenges in the world. Wizards create new realities, thieves figure out how to bypass problems, fighters break down obstacles.

Hero skins then come on top of these chassis, creating unique, individual heroes.

1.1: WIZARD (CREATOR)

Note down your wizard hero's baseline attributes. Skills, abilities, experience and adventuring will modify them, but they're a start.

Your **magic cost** starts at \square (1).

Spell memories are a special inventory only wizards get, where they can store spells and rituals they have engraved into their bodies, souls, or personalities (ha, ka, ba). Draw a spell memory section on your hero sheet.

Go to step 2. You can probably skip steps 5 and 6 later.

L	XP	Hero Bonus	Hero Dice	Life	Spell Memories	Abilities	Stats	Skills
1	0	+2	1d6	7	1	1	-	start with 3
2	750	+2	2d6	11	2	1	-	learn 1
3	1500	+2	3d6	15	3	2	-	-
4	3000	+2	4d6	19	4	2	boost 1	-
5	6000	+3	5d6	23	5	3	-	-
6	12500	+3	6d6	27	6	3	-	learn 1
7	25000	+3	7d6	28	7	4	-	-
8	50000	+3	8d6	29	8	4	boost 1	-
9	99999	+4	9d6	30	9	5	-	-

1.2: EXPLORER (ADVENTURER)

Note down your hero's baseline attributes. Skills, abilities, experience and adventuring will modify them, but they're a start.

Your **magic cost** starts at \square (2). This means the spell price (in Life) you pay is double a spell's power (spell price = magic cost x spell power).

You have no specific rules, but gain a lot more abilities, skills, and stats.

You can use the explorer skeleton to create an everyman 0 level hero for use in funnels. When you reach level 1 you can then swap to a different skeleton (a wizard, thief, or fighter).

Go to step 2.

L	XP	Hero Bonus	Hero Dice	Life	Abilities	Stats	Skills
0	0	+1	0	5	0	-	start with 3
1	300	+2	1d6	8	1	-	learn 1
2	750	+2	2d6	14	2	boost 1	-
3	1500	+2	3d6	20	3	-	learn 1
4	3000	+2	4d6	26	4	boost 1	-
5	6000	+3	5d6	32	5	-	learn 1
6	12500	+3	6d6	38	6	boost 1	-
7	25000	+3	7d6	40	7	-	learn 1
8	50000	+3	8d6	42	8	boost 1	-
9	99999	+4	9d6	44	9	-	learn 1

1.3: FIGHTER (DESTROYER)

Note down your fighter hero's baseline attributes. Skills, abilities, experience and adventuring will modify them, but they're a start.

Your **magic cost** starts at ☐ (3). This means the spell price (in Life) you pay is triple a spell's power (spell price = magic cost x spell power).

Hero gear is a special inventory for items which grow more powerful with use. Think weapons and steeds as pets. Draw a section for them.

Hero hits and **crits** are fighter-only combat bonuses. Whatever the weapon, fighters do more damage with it, and after level 5 their crits (natural 20s) also become more powerful (x3, then x4).

Go to step 2. You can probably skip step 4 with a fighter.

L	XP	Hero Bonus	Hero Dice	Life	Hero Gear	Hero Hits	Hero Crits	Abilities	Stats	Skills
1	0	+2	1d6	12	1	+2	std	1	-	start with 3
2	750	+2	2d6	19	2	+2	std	1	-	learn 1
3	1500	+2	3d6	26	3	+2	std	2	-	-
4	3000	+2	4d6	43	4	+3	+x1	2	boost 1	-
5	6000	+3	5d6	50	4	+3	+x1	3	-	-
6	12500	+3	6d6	57	4	+3	+x1	3	-	learn 1
7	25000	+3	7d6	60	4	+3	+x1	4	-	-
8	50000	+3	8d6	63	4	+3	+x1	4	boost 1	-
9	99999	+4	9d6	66	4	+4	+x2	5	-	-

1.4: THIEF (TRICKSTER)

Note down your thief hero's baseline attributes. Skills, abilities, experience and adventuring will modify them, but they're a start.

Your **magic cost** starts at \square (2). This means the spell price (in Life) you pay is double a spell's power (spell price = magic cost x spell power).

The gang are secondary characters drawn to the thief by their plot magnetism. These experts and friends expand the thief's versatility. Draw a section for them on your sheet once you start to acquire them.

Unexpected bonus is a modifier the thief hero applies to action outcomes whenever their target does not expect them. Jumping out of the shadows and stabbing a guard, surprising everyone with a sudden Spanish inquisition, or riding to the rescue with a company of ghosts.

Go to step 2. You can probably skip steps 4 and 6 later.

L	XP	Hero Bonus	Hero Dice	Life	The Gang	Unexpected Bonus	Abilities	Stats	Skills
1	300	+2	1d6	8	0	x2 effect	2	-	start with 4
2	750	+2	2d6	14	1	x2	2	-	raise 1 to expert
3	1500	+2	3d6	20	1	x2	3	-	learn 1
4	3000	+2	4d6	26	2	x2	3	boost 1	-
5	6000	+3	5d6	32	2	x3	4	-	learn 1
6	12500	+3	6d6	38	3	x3	4	-	raise 1 to expert
7	25000	+3	7d6	40	3	x3	5	-	learn 1
8	50000	+3	8d6	42	4	x3	5	boost 1	-
9	99999	+4	9d6	44	4	x4	6	-	raise 1 to expert

STEP 2: HERO SKIN

The hero skin is a package of skills and abilities which layer on top of your hero type to create a unique starting character. After that, you can continue within the skin or mix-and-match abilities and skills as you like.

Choose your skin, or roll d6 to choose one randomly.

1. **Skeleton** — from the dust, from the ash, resurrected, fated to walk once more, to fulfill your grim, obscure, forgotten destiny.
Go to section 2.1.
2. **Tourist** — many-eyed like the gibbering horror from beyond the veil, you are the observer of the cosmos, the eyes of creation.
Go to section 2.2.
3. **Weapon** — who made you? Unclear. A god? A demon? A wizard? An accident? The why, though, is clear as bullets of glass and blades of light.
Go to section 2.3.
4. **Void Warrior** — you part veils and step through worlds, pursued by furies, driven by doom, bound to the endless dance of the cosmic champion.
Go to section 2.4. COMING LATER
5. **Fantascientist** — ancient wizard, traveler in time, bearer of forgotten lores and lores yet to be, how you came here, who will say? Yet here you are.
Go to section 2.5. COMING LATER
6. **Artiste** — pretentious? You? Nonsense! You truly are such a darling of the public. The performer and entertainer this world *needs*.
Go to section 2.6. COMING LATER

2.1: SKELETON

In a flash it all rushes by. Your life flickers past your eyes. There you were, a child. There your master. Your true love. Your child. Your farewell. The journey, that epic endless journey. And there, the nemesis. And then ... nothing.

Did .. you die? Was it ... no. Wait. You can *feel* yourself. You're here. You open your eyes. Dark. Calm down. Deep breaths.

You can't breathe.

You can't breathe because you have no lips. No throat. No lungs.

You scream.

Go to 2.1.1.



2.1.1: DEFINING ATTRIBUTES OF THE SKELETON

Note all of the following on your hero sheet where it makes sense. These are all additional to any initial attributes (skills, abilities, and other features) your hero type gives you.

1. **Bones Alone Remain (ability)** — you are an undead skeleton. You require neither food nor water nor air nor sleep, for some dread force has restored you to this world, to this unliving body of bones. Somehow you can speak, despite having no soft tissues. *However*, you are a skeleton and that frightens people who see you unprepared. You are disadvantaged in most social interactions.
2. **No Flesh Blocks These Blows (ability)** — you have no soft tissues. Arrows and sharp projectiles deal minimum damage to you. Slashing blows deal half damage. *However*, blunt impacts deal double damage to you.
3. **Necrologist (skill)** — you know how to make the dead whisper and speak to you. Dead trees, roadkill, hanged men, ghostly women, the ashes of the saints, all can be cajoled into replying to you.
Easy test (7): have a superficial conversation with these dead.
Moderate test (11): grab their attention and get at least one, if often evasive, answer.
Hard test (15): compel them to answer by the power of your dread.
Extreme test (19): bind a dead entity to you, to serve as your guide and helper. You create a reliquary (1 stone) which houses their relic, so you can carry them with you. Aside from answering questions, they can't do much else.
This skill unlocks necromantic spells and rituals.

Go to 2.1.2.

2.1.2: SKELETON STARTER: IN THESE RAGS YOU WRAPPED MYSELF

Roll a d6 or choose one of these backgrounds for your skeleton.

1. **A Mummy** — Wrapped in bandages like a mummy you awoke, a flail in one hand, a gnawing beetle in the other. A torc of jet and lapis upon your chest.
Start with: mummy bindings (+1 defense), dreadful flail (one-handed blunt weapon, 1d8), gnawing beetle pet, a torc.
Gain skill: Flails and Chains (close combat skill).
2. **Neoreaper** — In a black robe and a black cloak, both faded with the ash of the honored dead, you awakened, a scythe-like halberd stuck in your rib cage, a glinting gem of blue in one eye, of orange in the other.
Start with: reaper's robes (+2 defense), scythe halberd (two-handed slashing weapon, 1d12), eye-gems (you can remove one or both from your sockets and put them somewhere safe to keep a look out).
Gain skill: Polearms (close combat skill).
3. **Dead Spacetime Soldier** — Flailing, entangled, screaming, you came to. An old uniform from some forgotten empire, pierced by a dozen bullets, hangs limp on your frame. Ropes and strings reach up into the dark, you are suspended on some kind of parachute?
Start with: bullet-riddled uniform (+1 defense), heavy boots (protect your bony feet), combat knife (1d4), 6.66mm long-nosed pistol with bone grip (1d6*).
Gain skill: Modern Soldier (pistols, rifles, grenades, and knives).
4. **Glowing Skeleton** — Heavy boots of lead weigh you down. The clothes, heavy. Heavy, everything so heavy. You strip off a glove and there your hand glows.
Start with: hazmat suit (+2 defense, cumbersome), heavy boots, heavy wrench (1d6, as club).
Gain skill: Mechanic (fixing heavy machinery and combat with wrenches, hammers, and screwdrivers).
Gain Radioactive (ability) — your bones absorbed so much radiation that you have a healthy blue glow, bright enough to read by if you squint. You are immune to radiation damage. Living creatures near

you lose 1 life every hour while you glow. A hazmat suit damps your glow enough that you don't poison everyone in your vicinity.

5. **Dead [of] Knight** — Clang. Rattle. Clink. You rattle within your chain and plate like a loose tooth. A cascade of pops and pings resound as you move and grasp your gauntleted hands around the pommel of your skull sword.

Start with: chain and plate armor (+5 defense, loud), epic helmet (negates one critical hit per game session), skull sword (1d10).

Gain skill: Epic Knight (heavy armors, jousting, swords, shields).

6. **Sym Skeleton** — You awaken soft and cocooned, as though in the world's most comfortable water bed. Your sigh releases a burble. You open your eyes and look ... your bones are black with acidic transmutation and a gelatinous green ... ectoplasm surrounds you! As you scream, gibblies of gelatinous symbiont go flying.

Start with: gibbering tome of ur-human magic (contains one readable and one encrypted spell) and a red coral wand wrapped in titanium and gold wire (converts 1 life into 1d4 damage as a direct attack, does not require to hit roll).

Gain Gelatinous Symbiont (ability) — half of you is a symbiotic gelatinous organism. It might be sentient. It is certainly alien. It heals itself with shocking speed and sometimes, it can also heal you. In a way. At any time you can give the symbiont 1d6 life and the symbiont can restore 1d4 points to one of your stats. Alternatively, the symbiont can temporarily *increase* one of your stats by one point (to a maximum of 5) for the same price. The symbiont is also rather acidic, which provides you with resistance to acid (you take half damage from any acid effects). Once per game session you can use a gobbet of the symbiont as an acidic weapon, dealing 2d6* damage in small radius. *However*, you look quite disturbing, coated in a gelatinous symbiont, and you require specially treated clothing that will not be corroded your acidic ... uhh ... buddy.

If you die, the symbiont slithers away sadly, looking for a new friend. The symbiont itself cannot really die.

You can go directly to step 3, or read the additional abilities available to the skeleton skin at later levels in 2.1.3.

2.1.3: MORE SKELETON ABILITIES

As you level up as a skeleton, you can either roll randomly or choose among these additional abilities. Alternatively, pick any other ability you enjoy!

1. **Cannibal Skeleton (ability)** — there is a hunger within you, a dread hunger, a hunger for life that will not let you rest. You feel your jaws ache, your teeth grow sharp, to feel the sweet burst of life within you once again. Whether you repress this urge or not, draw a cannibal dice section on your hero sheet.

You can store one cannibal die (d6) per level. You can use your cannibal dice at any time to increase the result of any other roll. You can declare you're using your cannibal dice at any time, before or after the main roll, and you can use as many as you like at once. Each die is expended after a single use.

Gain cannibal dice from eating the [roll d6 or choose one]: (1) brain, (2) heart, (3) liver, (4) lungs, (5) intestines, or (6) unmentionables of a dead creature similar to yourself.

2. **Sinews Now Clothe My Bones (ability)** — as your power grows, so does flesh spring forth upon your bones again. It is a strange, abnormal flesh, sinewy and harsh, but flesh nonetheless. You now look like a ghoul.

You gain advantage on all smell tests and can rapidly restore lost life when you gorge yourself on the flesh of creatures with souls. After eating the [roll d6 or choose one]: (1) spleen, (2) pancreas, (3) stomach, (4) kidneys, (5) hands, or (6) face of a creature with a soul (it can be dead at the time), you regain 1d8 life over the next hour. Eating more creatures restores more life over more hours.

However, though you can eat now, you can only eat raw food. Cooked food makes your inhuman flesh convulse and retch and twist.

Also, you may overwrite the **No Flesh Blocks These Blows (ability)** with this ability, since you have flesh now.

3. **Cold New Skin (ability)** — your power grows further and smooth, cold, durable skin covers your sinews. Like polished semi-precious stone, your body is a sculpture of death.

This ability *requires* that you already have the **Sinews Now Clothe My Bones (ability)**.

You are no longer disadvantaged in social interactions. You can now eat cooked food. Your stone-like skin increases your natural defense against all attacks by +1, in addition to armor, Agility, or any other sources of defense. Finally, you can increase your Charisma or Strength or Endurance by 1.

4. **From Dust I Always Return (ability)** — your link to the mortal world is stronger than ever, for the dread doom drives you, you now see that you are its avatar. Even if shattered to pieces, even if crushed to dust, when some of your remains are sprinkled with [roll d6 or choose one]: (1) holy water, (2) blood, (3) wine, (4) tomato soup, (5) milk, or (6) nectar, your material form begins to reconstitute itself.
From broken, battered bones you are restored in a day.
From shattered pieces you are restored in a week.
From ground dust you are restored in a month.
From the last speck preserved in your reliquary in your bone castle you are restored in a year.
This ability requires a minion or henchperson or friend willing to revive you, of course.
5. **First Among Skeletons (ability)** — you were never meant to be alone, the dread force whispers, you need allies and fellows to help you on your way. You can keep one fellow skeleton per level animate indefinitely. You need a relatively intact skeleton or corpse and it takes you a few hours to animate a fellow skeleton.
Additionally, you can spend 1 Charisma and a few hours to animate an additional skeleton for a night and a day.
Fellow Skeleton (L1, loyal) — Defense 11, Life 8, Bonus +3/+1, Damage 1d6 (or weapon).
6. **Duke of the Dead (ability)** — the dread force created you to lead the hordes of doom in battle. Each of your bones is mineralized, forged, hardened, and enhanced.
You are now resistant to all physical damage. Reduce all damage you take by half, rounding down. Combined with the skeleton immunities, this means you take no damage from most sharp, piercing attacks (like arrows), one quarter damage from slashing weapons, and normal damage from crushing blows.
However, you now barely recover without magic or other abilities, regaining only 1 life per long rest.

7. **My Bones I Engrave (ability)** — you have spoken to the scribe, the keeper of thoughts, and the scribe has spoken to you, has given you a magic chisel, with which you can engrave spells upon your bones. This ability *requires* that your bones are exposed. You gain up to five additional inventory slots just for spells, on your arm bones, leg bones, and your skull. Engraving a spell takes about a day.
Replacing an engraved spell permanently reduces your Endurance by 1 unless you find a compatible bone and ritually replace your bone with the new bone (a 2d4 week off-screen solo quest).
8. **Teeth Like Knives (ability)** — your teeth are sharp and monstrous, a true weapon. They grow longer and deadlier, the more powerful you become.
 Level 1: 1d4 damage
 Level 2: 1d6 damage
 Level 3: 1d8 damage
 Level 4: 1d10 damage
 Level 5: 1d12 damage
 Level 6–9: roll d6 or choose: (1) teeth can now pierce wood, (2) teeth regrow and can be broken off and used as actual knives, (3) teeth turn into tusks, (4) teeth inject poison, so long as you fill their venom vesicles, (5) teeth suck blood or memories, restoring 1 life per bite, (6) teeth can retract back into themselves.
However, this is horrific and you look like, well, a monster.
9. **My Boney Horse (ability)** — from the dust of doom springs forth an undying companion for you, a horse of bone, all polished ivory and sterling silver barding.
 Like you, your steed feels neither thirst nor hunger. It never tires and is proof against sharp missiles and blades. It counts as a pet and you can invest XP to increase its power (its life increases by 5 per level).
Boney Horse (L3, devoted) — Defense 13, Life 16, Bonus +5/+2, Damage 1d10 (trample), Carry 4.
Bone Horse's Special Ability: the silver barding grows naturally upon the boney horse, and you can harvest it sustainably, providing 1d10 cash per day. If you remove the entire barding, it is worth 100 cash, but takes a month to regrow.

10. **Horrible Skeleton (ability)** — truly, you were made to bring fear and pain to the world. Your bones twist and gnarl, growing sharp hooks and blades. It's almost like you have an aura of bone blades. Any creature that attacks you in close combat takes 1d6 damage from the hooks and blades. When you grapple or fight hand-to-hand your target takes 1d6 damage every time you attack, regardless of whether your attack hits or not.
However, not only are you an actual, factual monster. You cannot wear armor, since your blades and hooks grow to tear, shred, and cut it.

2.1.4: OPTIONAL SKELETON REMEMBRANT MECHANIC

Fill a skill, ability, or inventory slot with **rembrant**.

There are hollows in your mind, dark places, missing things. As you waken more, as you grow in power, more things begin to make sense to you. Your returning memories let you frame (or reframe) the world around you.

You can choose one of the following abilities every time you level up (but at most one per session). Each occupies a skill, ability, or inventory slot.

1. **Bond of Duty (remembrance)** — this person you have just met is connected to you, somehow. Perhaps they are [roll d6 or choose]: (1) your descendant, (2) your killer, (3) your old friend or lover, (4) your [inadvertent] summoner, (5) the one you have returned to protect or kill, or (6) a copy of you.

Narrate your connection, as memories return. Let each other player narrate a duty you feel, then choose one of them. If you like none of them, you realize the memory was false and roll again for another person during another session.

You also gain a permanent contact who you can turn into a secondary character (or pet). You also gain a number of boons (advantages) equal to your Aura plus your level to use as you see fit in pursuit of your duty. If you do not complete your duty in one session, these boons replenish at a rate of 1 per session.

When you complete your duty, you gain 100 x your level XP and your sense of peace and connection to the world grows, permanently increasing your life by 1.

2. **Bond of History (remembrance)** — this place (town, valley, mountain, island, bay, or other area encompassing about a half-day's gentle stroll) is something important to you. Perhaps it is where [roll d6 or choose]: (1) you were born, (2) you died, (3) you lived, (4) you were betrayed, (5) you were cursed to immortality upon this dusty orb, or (6) you were fated to perform a great ritual.

Narrate your connection, as memories return. Let each other player add a detail about other people who lived here and connect those details to the current situation.

You are now very familiar with the history and geography of this place.

You have advantage when such familiarity would be useful, for example when evading enemies, searching for a hidden tomb, or aligning your rituals with local geomantic landmarks. Additionally, you now recover lost resources (life and stats) twice as quickly in this place.

3. **Bond of Possession (remembrance)** — this item (weapon, tool, or vehicle) is connected to you somehow. Perhaps it is something [roll d6 or choose]: (1) you made, (2) you owned, (3) you received, (4) that killed you, (5) that was prophesied for you, or (6) that the dread force has left for your use.

Narrate your connection and how the item looks. Let each other player describe how it is to be used and choose one of them. If you like none of the ideas, your memory was false and you can reawaken it next session.

In your hands the item is simply *better*. Not necessarily magical, but it was made for you. A weapon either increases its damage die or deals damage with advantage. A tool or vehicle gives you advantage to tests when used. A suit of armor or a shield lets you ignore one blow per session (or every couple of hours).

If your item is damaged or destroyed, you can always restore it, or at least its spiritual successor, given 2d4 weeks and a suitable workspace. When you achieve the item's goal, you gain 100 x your level xp and your sense of peace and connection to the world grows, permanently increasing your life by 1.

4. **Bond of Home (remembrance)** — this building (ruin, house, or castle) was your home, or perhaps will be, the dread force is unclear. Perhaps it is where [roll d6 or choose]: (1) you experienced peace, (2) you found joy, (3) you dwelt in bitterness, (4) you grew in power, (5) you were imprisoned, or (6) you were chosen to make your own.

Narrate your connection to the house and describe how it was (or will be) at the peak of its opulence. Let each other player describe how it looks now. If you strike down all their suggestions, this was a false memory and this is not your home. You can reawaken your memory next session.

When home, in this place that is to be your castle, you are more powerful. You roll all tests with advantage and you may spend 1 life to appear as though you were alive for a couple of hours.

2.2: TOURIST

Bright-eyed and excited you step through the door, through the cosmic veil, your daimon guide whispering in your ear, “Oh, wonders shall you see! Strange places like none have imagined! Voyage will you through places of dream and fancy, and bring back tales aplenty.”

Between one breath and the next, you find yourself elsewhere, otherwise, otherworld.

This will be exciting

Go to 2.2.1.



2.2.1: DEFINING ATTRIBUTES OF THE TOURIST

Note all of the following on your hero sheet where it makes sense. These are additional to any initial attributes (skills, abilities, and other features) your hero type gives you.

1. **My Own Personal Daimon (ability)** — you have a daimon. No, not a demon. You're no thrice-cursed summoner. A daimon. A personal provider and divider of fortunes and destinies. The *nimble essence* of one from the golden ages, from the farthest times, where future and past meet, become your personal spirit guide.
Draw a daimon box on your hero sheet and give it a name. It is your personal guardian. Once each game session you may choose to receive one of the following:
 - (1) *good luck*: you take a rolled die and set it to the face you prefer.
 - (2) *health*: the daimon restores of your attributes (life or stats).
 - (3) *wisdom*: you receive the answer to one riddle, conundrum, or problem facing you. You can also narrate a surprise twist or discovery (for example, "the butler was three goblins in a trench coat all along!"), but clear this use of wisdom with your referee beforehand so you don't derail the session's fun.
2. **My Favorite Traveling Bag (item)** — you have a favorite traveling bag, which might as well be magic. Draw a favorite traveling bag box on your character sheet. Any and all items within are exempt from normal inventory rules. The traveling bag holds 3 stones or 99 soaps (yes, it can hold a ridiculous number of small things — lots of tiny pouches and pockets for souvenirs and tchotchkes).
However, if you are carrying *any* soap-sized items, only the top three objects can be retrieved quickly. All other items require a few minutes of comical rummaging. You can withdraw a random item by rolling d100 (each stone-sized item occupies 33 percent). If you roll 100 you somehow pull out a small magic item from another dimension.
3. **Like A Soap Bubble Bursts (ability)** — if you are killed you wink out of existence and reawaken in your own bed in your own home. It was all a dream. Perhaps there is some way to return to that dream realm again?

Go to 2.2.2.

2.2.2: TOURIST STARTER: EAT, TRAVEL, LOVE

Roll a d6 or choose one of these backgrounds for your tourist.

1. **Practical Tourist** — First you align your traveling socks, their heights must be just right, or they'll look mismatched in your sandals. Then you hitch up and tighten your cargo pants, so the souvenir-filled pockets won't bang at your knees. Finally you put your knuckles to your side and stretch your back with a satisfying rattle of pops. You're ready.
Start with: all-terrain sandals (advantage to all walking and balancing tests), broad-brimmed hat (advantage to all tests against light and gaze attacks), multi-purpose pocket tool (1d4).
Gain skill: Travel Survival (finding refreshments and rest in unknown locations, soothing angry locals, bartering for souvenirs, fighting [dirty] with handy memorabilia).
2. **Forgettable Fellow** — With your shapeless hat, bland coat, stained trousers, and surprisingly fine leather shoes you're eminently forgettable, except to other travelers. These immediately recognize you as a professional.
Start with: shoes made for walking (advantage to all walking and travel endurance tests), walking stick with hidden blade (1d8), recording telescope (stores a score of high-definition holograms), universal ticket (magic paper in a plastic sleeve that can get you into any venue, onto any train, once per session).
Gain skills: Commoner Combat (pistols, clubs, knives, and one-handed swords) and Oldtech (somehow you understand Long Long Ago technomagic and the mysterious pictographic language of emoji).
3. **Gentle Traveler** — You look sharp. Tailored travel suit with ballistic linen weave. Armored safari hat. Sharp waxed moustache. Monocle. Heck, you are sharp.
Start with: ballistic linen suit (+2 defense), magic monocle (renders you immune to being surprised by inferiors, ragamuffins, lumpenproles, and others who just don't get it), small pistol (1d6, silver bullets).
Gain skill: Proper Gentlefolkery (etiquette, public pontification, hosting social events, dueling pistols and swords, rods, hunting rifles, hunting mildly drugged animals, speaking loudly and slowly at inferiors).
Gain Gentleperson (ability) — you are obviously a better class of

human than most other specimens of humanity. In most populated locales, given a day or two to make social calls, you can call upon a distant relative or acquaintance or debtor or enemy to extend you a line of credit and lubricate your schemes ... er ... upstanding projects, giving you advantage on 1 test per level until you leave the locale. *However*, though you will never actually be expected to repay your debt in coin, you will be asked to attend your patron's interminable tea parties, flatter their homely sons and praise their clumsy daughters. Publicly. At length. Write down a contact each time you receive help, why they are utterly useless, and how you nonetheless praise them. Example: old uncle Pope Frippertine, degenerate gambler, raises wonderful racing pigeons.

4. **Secret Sleuth** — You flash an uncertain, innocuous smile as you stow your knitting. Why, yes, certainly, you'd love some tea and scones. As your host turns away, your eyes rapidly scan your surroundings for clues.

Start with: cozy cover kit [roll d6 or choose one]: (1) knitting kit, (2) cookies and cook book, (3) personal grooming kit, (4) small violin, (5) watercolor case and block, or (6) small portable typewriter, hidden stiletto (1d4), lock picks, magnifying glass.

Gain skills: one Relevant Cozy Skill ((1) knitting, (2) baking, (3) grooming, (4) violin, (5) watercolor painting, or (6) pulp fiction writing) and Innocuous Investigating (quiet questioning, gentle problem solving, discreet lock-picking, gleeful clue-finding).

This background unlocks [super] sleuthing abilities and spells.

5. **Thankful Traveler** — Your eyes open with grace and thankfulness after your prayers. It is another wonderful day to be alive and embodied in this glorious and perfect world. You limber through a few ecstatic poses, take a sip of your revitalizing astral tea, and send a dream of love to the universe.

Start with: stretchy athleisure outfit, hitch-hiking towel (advantage to tests against area effects), thermos of revitalizing tea (all liquid in the thermos acquires a foul, medicinal taste. Once per session the revitalizing tea lets you re-roll a failed disease, poison, or healing test with advantage), very magical crystal (see below), sleeping mat woven from hemp fox fur and saffron jute fibres by a blind nun in the Clock Temple of the Twice Arisen God (actually made in a factory in —).

Gain skill: Trans-Yogic Contortions (you are incredibly flexible and can

stay very still for very long periods).

Gain Faith in the Magic Crystal (ability) — so long as you believe (and clutch the very magic crystal in a death grip), you have advantage to tests with one of your skills. If you lose the crystal, it takes you 2d4 weeks to miraculously ‘rediscover’ it under your sleeping mat.

6. **Hippie Hiker** — You’re a leaf on the stream of the cosmos, the eyes of the world, floating along like a butterfly, blending into the scenery with your tie-die shirt and the sandals you nicked from an old monk.

Start with: rainbow shirt (defense +1 ... somehow), straw hat, monk’s sandals (+1 Aura while worn ... somehow), walking stick (d6).

Gain Beggar of the Worlds (ability) — whenever you sit down on a crowded street, passers by feel compelled to help you. If you spend a few hours resting in the shade of a convenient holy tree, altar, or street sign, you earn enough coin to eat and sleep comfortably that day. If you spend a few hours and actually make an effort to beg for something specific (information, equipment, a patron) make a Charisma test (do):
1: local authorities kick you out of the settlement.

2–7: all you get is a stupid t-shirt and a tasteless sandwich.

9–12: you find out where you can get what you’re looking for.

13: you get what you wanted, but now somebody is chasing you [roll d6: it’s (1) an avatar of the iron law, (2) elite agents, (3) bumbling local officials, (4) pesky neighborhood watchers, (5) angry merchants, (6) very fluffy dogs or other pets, possibly geese].

14–19: you get what you wanted, more-or-less. It’ll do for a while, but it’s a bit of a hand-me down, or maybe the patron’s sofa is only available for a short while.

20+: jackpot. You discover the exact information you needed, very good (possibly even magical) equipment, or a patron who believes you are a holy person (it must be the sandals ...).

You can go directly to step 3, or read the additional abilities available to the tourist skin at later levels in 2.2.3 and check out the tourist’s optional souvenirs for xp mechanic in 2.2.4.

2.2.3: MORE TOURIST ABILITIES

As you level up as a tourist, you can either roll randomly or choose among these additional abilities. Alternatively, pick any other ability you enjoy!

1. **My Friend, Mimic (ability)** — somehow you befriended an *objét* mimic. You can store one sack's worth of items in its cheek pouches. It usually camouflages itself as a [roll d6 or choose one]: (1) hefty travel trunk, (2) crocodile leather valise, (3) bespoke clamshell suitcase, (4) wheeled garment bag, (5) kevlar duffle bag, (6) exotic carpet bag. If left to its own devices, it can follow you on [roll d6 or choose one]: (1) metal spider legs, (2) myriad millipede legs, (3) rubbery tentacles, (4) elegant bird legs, (5) dozens of gnome feet, (6) biomechanical bony wheels. If lost, the mimic will *eventually* find its way back to you by tunneling through the dullways between narratively interesting moments. Once per session the mimic can be roused to action. It leaps into the fray, swallowing one of your enemies.
Friendly Mimic (L13, fond), Defense 15, Life 200, Bonus +15/+7, Damage (ram for 1d6 or swallow whole).
Friendly Mimic's Special Ability: any creature swallowed by the mimic disappears *somewhere else*, never to reappear. Anything stored in the mimic when it swallows a target has a 50% chance of being lost forever. If the mimic is slain, you can choose to regrow it from a seed (in 2d4 weeks) or take a new ability (in 2d4 weeks).
2. **Vaccinated (ability)** — the magic of a full-spectrum vaccination! Whenever you encounter a new disease, make a moderate Charisma test to see if you are immune to it. Even if you are not, you have advantage to all tests against diseases.
Rank 2: if you take this ability twice, the initial test is very easy instead.
3. **Pocket-stuffer (ability)** — whenever you (or your companions) discover a nice pile of treasure, you can pocket an extra 1d6 x level coins without anyone noticing. These coins are quantum coins that appear in meta-game fashion, without affecting the main horde. The coins are of a common-sense-appropriate metal. You can also always nick an unmemorable souvenir or memento from any location, machine or creature without anybody noticing until it is too late.
Rank 2: if you take this ability twice, you pocket 2d6 x level coins.

4. **Fortunate One (ability)** — everybody thinks you're doomed ... but you're not. Once per session (or once every couple of hours of game time) you turn a failed roll into a success, or a successful roll into a maximum result (also called a natural 20).
5. **Button-Pusher (ability)** — nobody knows how to activate the alien machine. It has lain here, inert in the middle of the village, for these four and fifty years. Then you touched it and it sprang to life. You ignore all restrictions (level, class, stat, species, time, etc.) on the use of all magic and ancient and alien devices. Those things somehow just work for you. Now, do you actually understand what they do? No.
6. **Stupid Tourist Card (ability)** — no, you don't understand why you shouldn't be here, you couldn't read the sign, and you're sure the guard said you should be here in the treasure room, and you certainly didn't know that was the empresses' pearl-pear inkwell in your pocket, and this must all just be a terrible misunderstanding. You have advantage to all tests when explaining your way out of a pickle. Somehow you just look really innocuous and befuddled. No, you can't actually use that to *keep* the pearl-pear inkwell. Once per session you can turn a potential criminal sentence for trespassing or theft against your character into a symbolic fine and a humorous public dressing-down or imprisonment in a ridiculously easy-to-escape facility. It's like they just want you out of their hair.
7. **Photographic Memory (ability)** — no, of course you don't really have a photographic memory. Nobody does. It's just that your own personal daimon embedded this magical glass-and-iridium sphere in your hand, right here, that lets you record infinite scenes, so long as at least a part of you is visible in all of them. It replays the scenes in flickering lights, all of them featuring your beautiful face prominently displayed. Someone might call it a magic permanent selfie recorder.
8. **Amazing Infiltrator (ability)** - given a week of time, a wig or fake moustache, local clothes, and basic stationery, you can always create a false identity for yourself. Write down your alternative identity and its key feature on your hero sheet. You can now adopt this new identity any time and all creatures will believe you, unless you *really* give yourself away (don't worry, you're a hero, you *will* give yourself away).

9. **Grand Tourist (ability)** — you've just come into a wonderful *allowance* bestowed by your dear uncle ... ehh ... *whatsisname?* Anyway, they died, and the solicitor presented you with an allowance. Now, you can't spend it quite however you like ... but these traveler's cheques will make your journeys that little bit easier. Every month, your allowance amounts to 60 cash in pocket money (about two average salaries). Additionally, wherever you are, your allowance covers comfortably middle-class accommodations, one comfortably middle-class breakfast (provide you spend at least a couple of hours on it, since finding suitable *service* may be rather slow), and comfortably slow and middle-class travel arrangements for one (perhaps a reliable taxi or sedan chair or howdah or rickshaw). The allowance is never quite enough to, you know, actually *buy* something large outright. At any time, you can make a hard Charisma test to misappropriate a sum of $2d6 \times 100$ cash from your allowance for instant spending. If you fail your test, your allowance is suspended for $2d6$ weeks.
10. **Daimonic Intelligence Service (ability)** — your own personal small voice from out of time and space helps you, whispering in your ear. Only small children and cats can hear this voice, otherwise it's yours alone. You gain a number of *advice dice* (d6) equal to your Thought (minimum 1). You can spend one advice die to roll a d6 and add it to any test whenever a small voice whispering suggestions could conceivably help. You cannot spend multiple advice dice on the same roll. You regain all your advice dice after a short rest or once every couple of session hours, whichever comes first.
Rank 2: Advice dice are now d8s.

2.2.4: OPTIONAL TOURIST TCHOTCHKE MECHANIC

Fill a skill, ability, or inventory slot with **tchotchke collector**.

As the tourist, one of your overarching goals in life is collecting experiences. And you know that experiences are not some intangible, impermanent thing. No, experiences are fragments of truth and reality and history made permanent and *yours* in the things you possess.

Sure, sure, some folks would say this is mere contagious magic, but you know in your traveling heart, in your wandering feet, that the law of contagion is real. And so long as you possess a part of a thing, you somehow possess *all* of it.

Whenever you

- visit a new place
- try something new (food, entertainment, drink, activity)
- meet a new creature (and possibly fight it)

You can take a small, soap-sized piece of it, or something it left behind, some mark, a ticket stub, a bit of fur, a bloody imprint on a handkerchief, and treasure it. For this little treasure, though worthless to others, is the essence of being to you.

Note this souvenir down on your hero sheet.

Once you safely preserve it in your personal travel shrine — this might be a lockbox in a bank, a big chest under your bed, or a proper shrine in your home — you gain 10 additional experience points from it, over and above any xp you gained in the adventure. Particularly valuable souvenirs may be worth more.

You can now erase the preserved souvenirs off your hero sheet. You will forget where they came from soon enough, anyway, but the magic of experience will remain.

2.3: WEAPON

You were made. You know that. You did not awake to consciousness. You are not even sure if you are conscious. Before there was nothing. No you. No world. Now you see the world. You respond to stimuli. You effect your will upon the cosmos.

Who made you? God? Demon? Wizard? Accident? You simply feel their mark upon you. Maker.

But one thing is crystal clear. Your purpose. Certainly, it may take forever to accomplish, but ... you don't fret. You have forever.

Is this feeling you feel ... joy? Perhaps. Perhaps something like joy.

You have an eternal purpose. What could be better than that?

Go to 2.3.1.



2.3.1: TWO CHARACTERS: ETERNAL WEAPON AND MORTAL BEARER

You will fulfill your purpose. Ah, such purity, such clarity. It gives you comfort as strange aeons rise and fall. Perhaps ... your memories fail sometimes? It is long, this time. There are silences, darkness. Ages you rested in crypts, aeons you floated beneath seas. But your purpose remains. And again and yet again a bearer will come, in the fullness of time, to wield you and fulfill your purpose.

By playing the weapon, **you are playing two characters:**

1. A magical, telepathic, perhaps mind-controlling *thing* created by an unknown maker. The weapon character has Charisma, Aura, and Thought stats, but no physical stats; for those it depends on the bearer. As its abilities increase and the culmination of its purpose draws nearer, it may become capable of turning even a green squire into a destiny-chosen king simply by letting itself be pulled from a stone.
2. A *bearer*; a human or animal the weapon chooses by fate or happenstance to help achieve its purpose. The bearer has Strength, Endurance, and Agility stats, so write those down in the appropriate spots. For the most part their mental stats are irrelevant, since the weapon is in the driving seat. For the rest, treat them like a pet or henchman with limited stats (Defence, Life, Bonuse and possibly one special ability).

The weapon is the hero, the bearer is the sidekick.

If the bearer leaves (Screeching, “But they cannot leave! Never! They are bound to you! Why would they leave? Do they not feel the purpose?!”) or dies (“They tried to leave! They were not worthy! I had no choice!”), the weapon will find a new one soon enough (and you will roll new physical stats and make up a new name).

Go to 2.3.2.

2.3.2: WEAPON'S ETERNAL PURPOSE

Write your eternal purpose down in either a skill or ability slot. That slot is now permanently occupied with your *purpose*. Once you complete your purpose, memories unfold and unlock in your mind — now you know who made you and why. Then ... you end. Do you become mortal? Do you become myth? Do you slumber? The choice is yours [or roll d4].

1. **Hammer of Doom (purpose)** — you will kill the evil one. Implacably, time and fortune will conspire to bring you to the defouler of the world, and in the end, it shall be your infernal metal that will end that misbegotten one. The only problem is ... you do not know who it is yet. But you will.

When you reach level 7 (or any suitable level you choose with the other players) you find out that [roll d6] (1) it was your bearer all along, (2) it is your closest friend, (3) it is a babe that was born under a thrice-red star tonight, (4) it is a nameless beggar, (5) it is a powerful and benevolent prince, (6) it is the most high deity of the local pantheon. From this moment onwards, a single touch from you is sufficient to destroy the evil one utterly.

2. **Creator of Life (purpose)** — you will bring the new world, the dreamt of place, the paradise. You shall anoint the chosen one, the giving one, the bringer of justice. With you as their symbol, the chosen one shall create a utopia upon this world.

At the appointed time (say level 7 or so) you find out that the chosen one is [roll d6] (1) your bearer's sibling, (2) your worst enemy, (3) an old man on his deathbed, (4) the wisest whale in the sea, (5) the decadent scion of a despicable tyrant, (6) a vicious and pig-headed zealot of the most powerful local cult.

From this moment onwards, every noon, when you are driven into the ground, the sun above you turns viridian and in the glow of the Green Sun *new* and *different* life erupts from the ground. Quilted plants, dreaming trees, mammalian insects, avian arachnids, fungoid gastropods, improved 'humans' that subsist on light and water. You are now the harbinger of a new era, the era of the Green Son, the death of and decay of the old world and all it knew.

3. **Protector of the Cosmic Order (purpose)** — you are the balance, the scale, the judgement of the one who is and was and will always be. You are the fulcrum around which the world turns. You are the eye in the storm of madness. All around are the gods and the demons, the ashen ones and the knowing ones, who would spin creation faster and faster, until the centre could no longer hold.

Not while you are around.

There is always somebody growing too powerful, becoming a doorway for the gods and demons, and your purpose is to close those doors, to protect the infant mortals from that which they should not know.

Even now you can feel that pull, there is [roll d6]: (1) a dreamer, dreaming night after night, opening a doorway to a bleak city, an astral city, a city that will eat the world, (2) a scientist, working hard and misunderstood, locked away in their old pile, their mystic laboratory, unravelling the seams of creation, (3) a preacher, rousing the peoples, taking their spirits, forging their *faith* into a key to undo creation, (4) an adolescent, the son of a monarch, who will inherit the throne and unveil the power to unite the worlds, to mentally travel back and forth in time, to lock creation in stasis and subservience to their will forever, (5) an old one, a wizard, whose bitterness and tragedy has touched the gods and the demons and they have given them life everlasting, but their bitterness will bloom and in time, like acid, eat the sky, (6) a mother who will love a traveler from another space, from another time, and give birth to an innocent who will break the barriers between being and non-being.

You are the seal of the one. At your touch, the mortal doorway will turn to stone. At the maul of your bearer, they will turn to rubble, then sand. Then you shall visit a gentle shore and by the moonlight scatter that sand to the sea and the plankton shall play and glimmer, and the cosmos shall be safe again, for the door will be no more.

4. **Devastator (purpose)** — you were forged to do something great and awesome, but the time is not yet ... you must keep your true purpose secret for now.

When you reach level 9, you have come into your power and your purpose is made clear. You shall [roll d6 or choose]: (1) purify this world in fire, when you are driven into the olmen-stone at the foot of Mount —, (2) cleanse this world in flood, when you strike the root of the undying-glacier beyond the Grand Valley of —, (3) open the gates of the underworld by breaking the seven-and-seven seals in the Pits of — and

release the dead, (4) peel open the sky, by scoring a gash across the face of the — Moon, and welcome the sky wanderers back home, (5) unleash famine and pestilence upon the world, when you crack open the egg of all-gold in the Temple of —, (6) announce the final war, when you sunder into a thousand thousand fragments the gong of the thousand false names of God on the Sky Island —.

Then the end for all this world shall come, oh yes. Then all shall see, and a new age will be written upon those ashes. A final age. An eternal age.

Go to 2.3.3.

2.3.3: WEAPON'S ESSENCE AND FORM

Every weapon has the following abilities, note them down on your hero sheet.

Made In Magic (ability) — you are a magic item and any form of magic detection will show as much. You are incredibly, unusually durable for an object. Indeed, destroying you requires a solid quest: a special ritual, a special place, and a special time. Write this quest down, if you like. *If you are physically destroyed* (by running out of Life, for example) or *thrown away* (e.g. into a lake, a deep ocean, a void portal) you will reappear somewhere, close to your bearer or close to a potential new bearer, at a narratively opportune time (or 2d4 weeks later).

Cursed? Blessed! (ability) — any thinking creature (animal or person) that holds you, cannot drop you or throw you away, without your permission. They *own* you now, and that means you *belong* to them. Forever and ever. Until you let them go. Or unless someone removes your curse ... er ... blessing ... somehow. It's best to keep your bearer happy, so they don't try to have you removed. Maybe a few lies about their destiny? *Additionally* you can communicate with any creature that is touching you telepathically and exude a mild mental sedative, which keeps them pliant and helpful in ordinary circumstances.

Now roll or choose what kind of weapon you are. Write down your form in either a skill or ability slot.

1. **Tooth of the Root Worm (form)** — you are a small knife or spike of primordial bone (1d3 damage, you occupy 1 soap). Within your honeycomb structure you can store any poison (1 dose). Servant cells or machines within you whisper, hint and nudge. Your bearer can implant you in their own jaw or finger or hand, and you will merge with them. Now they can never lose you! Additionally, nobody needs to know you exist. This can be useful.
2. **The Hard Ring (form)** — you are a ring of [roll d6 or choose, you occupy no inventory]: (1) petrified tears, (2) graven ivory, (3) glittering gold, (4) black ice, (5) bleeding silver, or (6) captured light.

You can do no damage yourself, but you can **convert your bearer's life and stats into magic** or directly into damage. You also know a spell (and your bearer thinks they know it, too).

Suspended In The Light (spell) — you glow, your bearer's hand glows, the air glows, on nearby target is suddenly lifted about a handsbreadth off the ground and the light throttles them. No test required.

Power 1: they take 1d4 damage and lose their next action.

Power 2: 1d8 damage and lose their next action.

Power 3: 1d12 damage and lose their next action.

Continue dealing damage: pay the spell cost again each round.

3. **Great Weapon (form)** — you are a massive, epic [roll d6 or choose, you always occupy 3 stone]: (1) red iron axe (2d6), (2) blue steel sword (2d6), (3) glistening yellow rod (2d10), (4) roaring silver chainsaw (2d6), (5) hooked black flail (2d6), or (6) flaming white lance (1d12*). Wielding you always takes two hands. When you score a critical hit, you always do x3 damage (or more at higher levels, if you chose the fighter skeleton).

Once per session (or every few hours of game time) you can break open a door, smash apart a treasure chest, destroy an engine block, rip down a tree, or other similar feat of destruction.

4. **Weapon of Nobility (form)** — you represent majesty, shimmering and cruel. You are a [roll d6 or choose, you always occupy 1 stone]: (1) golden sword (1d8), (2) shining bow (1d8), (3) lapis sceptre (1d8), (4) barbed flail (1d8), (5) great jade spear (1d10), or (6) bronze dagger-axe (1d8).

Your bearer is resistant to everything low and ignoble, taking only half-damage from peasant rabble or brigands. That said, nobility is very much in the eye of the beholder, so beware — your bearer takes double damage from anyone they believe is rightfully their superior.

Additionally any base or vile creature that touches you immediately takes 1d4 damage and horrible blisters spread across their skin.

5. **The Humblest of Tools (form)** — you don't look like a weapon. You usually look like a simple farm tool or implement, perhaps a [roll d6 or choose, you always occupy 1 stone]: (1) a sickle (1d4), (2) hammer (1d4), (3) cast-iron pot (1d4), (4) heavy samovar (1d3), (5) hoe (1d4), or (6) shovel (1d6). But given a day and a night, your cold iron can flow like soft wax and become a different tool of similar size and efficacy (e.g. a wrench, a pipe, a clothes iron, etc.).

Additionally your bearer has advantage to relevant tests when they use you as a tool, letting them harvest incredible amounts of wheat in a short time, or cook incredibly good soup to impress a local master chef.

6. **Ur Gun (form)** — you are the platonic ideal of the gun (3d6*, range far, 1 stone). Your precision is beyond compare. You fit any hand like you were made for it because *you were*. The bullets you fire condense from the insubstantial karmic realm between being and non-being. You are the *judgement* of gods. Do you care that your bearer will perish by your providential bullet? Can you? What is one mortal compared to the great purpose?
Any attack rolled with you is a critical hit on a natural 13 or a natural 20. If a natural 13 would miss your intended target, the critical hit strikes the nearest reasonable target (including allies) instead.

Go to 2.3.5. to determine your Bearer, or read the additional abilities available to the weapon skin at higher levels in section 2.3.4.

2.3.4: MORE WEAPON ABILITIES

As you level up as a weapon, you can either roll randomly or choose among these additional abilities. Alternatively, pick any other ability you enjoy!

1. **Cold Iron (ability)** — you partake of the essential nature of the winter metal, the cold iron that is the bane of the corrupted creatures of the fae and the wizards that worship them.
You deal double damage to all magical and fae creatures.
2. **Void Aura (ability)** — you and nearby creatures are all resistant to spells, taking only half damage. Healing and beneficial magics are also only half as effective near you.
3. **Cleanser (ability)** — with a simple touch you end one spell on yourself or another creature. Poof, it's gone. This action costs 1 Charisma.
Also once per session or long rest you can cleanse a small area, for example a stagnant pool of bacteria, a kitchen of dirty dishes, a bedroom of smelly socks, or a car of road dust.
4. **Drainer (ability)** — you can pay your spell prices with your bearer's life. *However*, any time you use your bearer's life this way, they also lose one physical stat point. Yep, you're a real parasite.
5. **Magnetic (ability)** — you always know which way is north, and exactly what time it is.
You *also* have advantage to any checks involving memorization and disrupting electronics.
6. **Iron Butterfly Soul (ability)** — you just can't be charmed or dominated. Your mind always flutters free, like a butterfly in the meadow.
Also you have advantage to seeing through illusions, enchanted forgeries, and similar lies.
7. **Dominator (ability)** — when you touch a creature, even in battle, you can suddenly grip their mind like a vise, dominating them utterly so long as they are near you. This free action costs 1 Aura.
You control them telepathically. The domination lasts until you decide to recover your Aura point. You can have only one creature dominated

at a time.

Make a moderate relevant Aura test to force your dominated victim to put their own life at risk. If the test fails, you lose an action, but your victim remains dominated.

Rank 2: you can dominate three creatures at a time. Each costs 1 Aura.

8. **Better Weapon (ability)** — you always deal double damage. Because you are, frankly, a *better* weapon.
Rank 2: you always roll attacks with advantage.
9. **Snicker Snacker (ability)** — you are a vorpal weapon. Whenever you score a critical hit, you behead your target (if it has a head).
Additionally you can probably cut through trees, small stone pillars, or slender iron poles without much effort.
10. **Demolisher (ability)** — your critical hits are stronger, certainly (+x1, so x2 becomes x3), but that's not all.
When you strike an about the size of a compact car, spend 1 Strength or Endurance to simply demolish it. Doors burst open, brick walls explode, wooden walls shatter into kindling, straw huts go flying, small golems crumple. You can *also* use this ability to turn a regular hit into a critical hit.
If you are a weapon (and have no Strength or Endurance), simply use your bearer's stats as fuel for your fury.
11. **Cleaver (ability)** — whenever you drop an enemy, you and your bearer gain a bonus action.
12. **I Am Legion (ability)** — track the enemies you kill in a battle. Every enemy you kill gives you a cumulative bonus of +1 damage until the end of the battle. After the first enemy killed, blood continually gushes from you, until the killing stops.
Rank 2: +2 damage per enemy killed.
13. **Death Hunger (ability)** — track the enemies you kill in a battle. Every enemy you kill gives you a cumulative +1 to attacks until the end of the battle. After the first enemy killed, growls and roars continually vibrate from you, until the killing stops.
Rank 2: +2 to attacks.

2.3.5: THE BEARER

Who is this clod that bears you now? What can they do? If you are replacing a fallen bearer, test Charisma for this roll. Roll once for each column.

Remember that though the bearers are cursed ... er ... blessed to bear the weapon, they are not slaves, and mistreated bearers may try to sabotage the weapon or its purpose.

Distribute their stats for Strength, Agility, and Endurance as you see fit.

A 0-level bearer starts with 2 skills, a 1st or 2nd-level bearer starts with 3 skills and 1 ability, a 3rd-level bearer starts with 3 skills and 1 ability. You can choose any skills or abilities from this booklet, or make up some that fit.

When you level up your bearer, use section 2.3.6., otherwise go to step 3 to determine skills for your bearer and your weapon.

dzo	Stats (S,E,A)	Level/ Bonus	Start Life	They Are ...	But Also
1	1, 0, 0	0 / +1	3	Lowborn and malnourished	Proud and boastful
2	2, 0, 0	0 / +1	4	Sickly and thin	Silent and sly
3	1, 1, 0	0 / +1	5	Noble and stocky	Malevolent and cunning
4	1, 1, 1	0 / +1	6	Lanky and unkempt	Arrogant and capable
5	2, 1, 0	0 / +1	7	Portly and nimble	Kind and helpful
6	2, 1, 1	1 / +2	8	Muscular and scarred	Humble and incompetent
7	2, 2, 0	1 / +2	9	Slender and sinewy	Eager and innocent
8	3, 1, 0	1 / +2	10	Voluptuous and elegant	Melancholic and sad

dzo	Stats (S,E,A)	Level/ Bonus	Start Life	They Are ...	But Also
9	2, 2, 1	1/+2	11	Hollow and gaunt	Desperate and grim
10	3, 2, 0	1/+2	12	Gruesome and malformed	Determined and happy
11	3, 1, 1	1/+2	13	Wildeyed and mad	Loud and boisterous
12	3, 2, 1	2/+2	14	Clawed and clutching	Vicious and petty
13	5, 1, 0	2/+2	15	Handsome and disfigured	Somber and wise
14	2, 2, 2	2/+2	16	Bland and forgettable	Ominous and macabre
15	3, 3, 0	2/+2	17	Heavyset and ominous	Vivacious and bubbly
16	3, 3, 2	2/+2	18	Tough and pockmarked	Scared and cowardly
17	4, 2, 2	2/+2	19	Pretty and insubstantial	Hungry and greedy
18	4, 3, 2	3/+2	20	Cute and inoffensive	Angry and bereft
19	4, 3, 3	3/+2	21	Vigorous and unusual	Faithful and generous
20+	4, 4, 4	3/+2	22	Shining and beautiful	Envious and insecure

2.3.6: BEARER LEVELS

You can level up your bearer by giving them some of the xp you earn, using the bearer leveling chart. Bearers only gain life when you level them up.

0 level bearers may be particularly unsuited for your grand purpose. Perhaps it would be best to simply ... use them up and throw them away?

Level	XP	Bonus	Life Gain	Skills	Abilities
0	-300	+1	na	2	0
1	0	+2	3	3	1
2	750	+2	5	3	1
3	1500	+2	5	3	2
4	3000	+2	5	4	2
5	6500	+3	5	4	3

2.3.7: BEARER BETRAYALS

Curses! You've finally pushed that mortal too far, and now they're trying to ... [make a Charisma test]:

d20 **Betrayal**

1-2	Drown themselves with you strapped to them! You will be lost!
3-4	They've decided to go down fighting against ... a great swallowing beast. Oh, this is bad. You'll be digested. Again.
5-6	Chop off the hand that wields you! No! This might just work!
7	They're trying to give you away to some fool ... oh ... wait ... this looks like a better candidate actually. Yes! Fortune and purpose serve you still! (roll new bearer with advantage)
8-9	What's that? They're writing something blindfolded. You can't see what they wrote. What did they write? Now they're visiting an exorcist?!
10-11	Oh, come on. You know that hammer won't work. Hey! Stop it! They might actually break you into pieces!
12-13	They've set up a deal with a shady wizard to sell you for your magical essence. This could be bad.
14-15	They've decided to drink themselves into a stupor. Every day. Make themselves useless for your purpose. Gah! They've found your weak spot. You'll have to tell the next bearer that the gods forbid drink.
16-17	They've signed up for some useless war! All that wasted time, dang it. Now ... is it better to let them sacrifice themselves or just ... slip away?
18-19	They're planning to get thrown in prison and counting on the guards to lock you up as evidence! It won't work, but such a waste of time.
20+	They've found some fairies to whisper them into a fairy mound! This is terrible! They'll travel through time ... quick, slip from their fingers. (your next bearer may be a woodland creature or animal)

STEP 3: HERO SKILLS

Learned skills are descriptive and vary from setting to setting and over time within a campaign. There is no mechanical or terminological difference between what other games call proficiencies, tools, and saves. They're all just skills. A hero's sheet has limited space for skills.

When they would **reasonably apply**, add their bonus (if skilled) or double their bonus (if an expert) to their test roll. Skills are not necessarily associated with individual stats.

Skills can range from 'Sleight of Hand,' 'Melee Combat,' 'History,' or 'Carpentry,' to 'Project Management,' 'Bricklaying,' 'Neurosurgery,' or 'Golem Whispering.' Players and referees are encouraged to make up their own and use them following common sense and dialogue. Any skill or profession that sounds fun, and the rest of the players also find at least mildly amusing, is fair game. Skills are one of the simpler ways to distinguish one game table and campaign from another.

To **gain new skills** heroes must visit different locations and mentors. At the end of a week of study they make a moderate Thought test (that's a roll over 11). Each location or mentor can only provide one success. After achieving four successes the hero gains their new skill.

Simpler or more difficult skills are possible. Something like "the Dark Arts of Irshe Dalgba" might require six locations and tests. On the other hand, something like learning to "drive an automatic [cargo wagon]" might require as little as two.

You can modify the phrasing of skills over time. If a skill is profoundly overpowered or underused, the players should discuss this and adjust as they see fit.

After determining your skills, go to step 4 if you want to use magic with your hero (wizard) or proceed to step 5 if you want a pet or will have a gang (as the thief). If you are a fighter, proceed to step 6 to learn about your special gear. Finally, if you need none of these, go straight to step 7 and generate your stats.

3.1: POSSIBLE LIST OF BASIC SKILLS

This is not an exhaustive list of skills, but it will do for now. I've tagged the skills with hero types for easier reading, but these tags don't imply that a certain hero can or can't take a skill. They are all open.

I've also listed some examples of *very specific skills*, along with their possible prerequisites.

1. **Athlete (explorer, thief)** — you're good at going the extra distance, running the extra mile. You know how to stretch your reserves further, or focus your efforts harder, than most people. Climbing walls, jumping ditches, doing a triathlon. All of that.
 1. *Free Climber (explorer)* — you are an *excellent* climber. Let you loose on a wall, and you're a regular spider. Not so good at all-round sports, necessarily, but a good climber.
2. **Archaeologist (explorer, wizard)** — you're good at discovering lost artifacts, climbing and jumping, dodging boulders, cracking a whip and using some other handy small weapon. Crucially, in a dungeon-crawling setting, you also make skilled tests to detect traps and hidden doors.
3. **Burglar (thief)** — you're good at breaking into and out of places, disarming locks and traps, and moving very very quietly.
4. **Chemist (wizard)** — you know your chemical processes and equipment, but in the game setting, you can make explosives, cook drugs, and — if you're super amazing — transmute worthless garbage (like urine) into valuable commodities (like gunpowder). That is, sort of, turning dirt into gold.
5. **Doctor (wizard)** — you're skilled at fixing damaged humans, diagnosing poisons and diseases, and using medical equipment. You know your doses, so you don't roll dice when healing with potions and meds, instead treat the maximum result as the number of charges. So a potion that normally restores 1d8 life always restores 8 life in your capable hands.

1. *Surgeon (wizard)* — you're really good at removing bits and reattaching bits and scalpels, too.
6. **Driver (explorer, thief)** — you're great with vehicles, keeping them going, manoeuvring at speed and over obstacles, packing them properly, and fixing them up when needed.
 1. *Charioteer (explorer, thief)* — you're *really* great at racing chariots, or even war chariots.
7. **Engineer (wizard)** — you know how to build, maintain, and fix complex things. You understand how to apply technology, construction and physics to the world. In a dungeon, this ranges from pulleys to mechanical traps. Outside ... well, you make things. Golems included, right?
 1. *Golem Mechanics (wizard)* — you really, really get golems. *Also, this skill unlocks golemfabric abilities.*
8. **Fantascience or Magitech (wizard)** — you're good at the theory of magic, discerning what is going on and how it's working. Not so good at the practice, necessarily. But if someone needs theory and diagnostics and history, you're the bomb. In a pinch, you know how to activate (or deactivate) nearly anything.
 1. *Oldtech (wizard)* — you know how to use Long Long Ago technomagic really well. *You gain access to oldtech abilities.*
9. **Fisher (explorer)** — you know your rivers and your fish, boats and hooks, lines and poles, nets and yarns. You're pretty handy with a harpoon, and probably know at least some basic navigation.
10. **Forager (explorer)** — you know where to find your berries and nuts and mushrooms and grubs, plus the kind of wilderness skills that keep you dry and warm in the wilds.
11. **Gunner (fighter)** — you know how to use and maintain really big ranged weapons, like cannons, catapults, and the like. You're good at ballistics and more.

12. **Heavy Infantry (fighter)** — you know how to fight *well* with heavy weapons, armors, and shields. You are trained at fighting in formation, resisting charges, enduring long periods in armor, storming fortifications, and more.
 1. *Storm Trooper (fighter)* — you are truly excellent with a heavy weapon for breaking enemy lines.
13. **Hunter (explorer, thief)** — you know how to hunt animals, track them, set traps, hide yourself, skin them, prepare furs, and the like. You're also pretty good at hunting weapons.
 1. *Bounty Hunter (thief)* — you are really good at tracking humans and figuring out where they went. Also, you probably have a favorite human-hunting weapon to use from ambush.
14. **Investigator (thief)** — you know how to gather evidence and clues, piecing together events from scraps available to you. You know how to interrogate people and draw information from them without them catching on. You probably also know how to use one or two small, easily concealed weapons.
15. **Navigator (explorer)** — you really know your maps and telescopes and cartography. This skill is often *very specific* and rarely needs any prerequisites. With your tools on hand, you will hardly ever get lost.
16. **Negotiator (explorer, thief)** — you're good at reading people and listening to them, figuring out what they want, and how to get it for them. If you manage to get your way in the process, so much the better. You probably also know a bit of espionage and discretion ... and a lot about dealing with organizations and bureaucracies. You might be a diplomat or a business person.
17. **Performer (thief, explorer)** — you know how to play to large audiences, whether your talent is music or politics, you can sway the masses. Given a bit of time and the right tools, you can shift the way opinion stands, or at the very least fast talk your way out of a bad situation.

18. **Priest (thief)** — you know how to read the omens of wind and sky and water and grass. You understand the desires of the gods and the immutable laws, and how to adjust them to help others (and yourself). At any time you can spend an hour or so to make a ritual sacrifice and decide if the gods approve or disapprove of a course of action. After the sacrifice make a Charisma test to see how many dice of boons or banes you can dispense among your faithful.

1 — you are certain you shouldn't have bothered. *You* receive one bane.

2–7 — the gods are silent at this time.

8–15 — one favor you have to give.

16–19 — two favors you shall give.

20+ — three favors!

20/20 — nine favors!

20/20/20 — twenty-seven!

This skill unlocks daimonology abilities and spells.

19. **Rider (fighter, explorer)** — you know how to ride animals and riding machines. You're familiar with light ranged weapons and lances, which can be used on horse- or bike-back.
1. *Heavy Cavalry (fighter)* — you have trained long and hard with lances and heavy cavalry weapons. You and your mount fight as one to deliver devastating charges and ignore distractions.
 2. *Mounted Archer (fighter)* — you are really good at riding and shooting from horseback. Like, scary good.
20. **Skirmisher (fighter)** — you're good at irregular combat, sniping, shooting on the run, light weapons and armors, guerrilla tactics, deception, hiding, and running away for long periods.
1. *Sniper (fighter)* — you're incredible at shooting targets from far away with your murderous rifle.

STEP 4: HERO MAGIC

All heroes except wizards start without spells, but any hero can cast spells (or at least try). Maybe casting a spell means reading it out loud from a magic book, maybe it's an interpretative dance routine that summons a demon, maybe it's dribbly candles.

Magic rips reality, imposing otherworldly wrongness on the mundane, so spells hurt and you have to pay the spell price in life or stat points. The total price you pay to cast a spell is your magic cost times the spell power.

Wizards have a magic cost of 1, thieves and explorers a magic cost of 2, while fighters have a magic cost of 3.

Spell Price (in Life) = Magic Cost x Spell Power

Thus an explorer summoning a 3rd power *Thornstone Obelisk* would pay 6 Life or any mix of Life and stat points. A wizard, with their magic cost of 1, would pay only 3 Life.

If your hero lacks a relevant magic skill, their spell price is doubled.

Spells are not just abilities or skills your hero acquires, they are **a burden** that weighs them down. Write down each spell your hero can cast in their inventory. Maybe it's the creepy skulls and the newt juice. Maybe it's just the weight of malign knowledge. Spells don't disappear after casting, but you can't use them if they're not available in the inventory. If your hero stored them in their library to save space, for example.

Spell books are valuable and cool because they let a hero carry a bunch of spells in a single inventory slot.

4.0.1: WIZARDLY PALACE OF THE MIND: MEMORIES

Wizards are special because they can squirrel away extra spells in their minds as magic memories. This means those creepy casters can carry and cast more spells. A wizard adds one magic memory room (or slot) to their

memory palace every level. The spell power of the memorized spell must be equal to or lower than the level of the wizard.

Memorized spells are also special because they don't incur a spell price when cast. After casting, a memorized spell disappears. A wizard can memorize new spells every long rest (or once a game session).

4.0.2: MAGIC CAN BE HARD: SPELL POWER

Spells and rituals can of different powers. Higher power spells have a higher spell price and are more dangerous to cast. Your hero can cast any spell of any power. Spell power does not affect how much space a spell takes in the inventory or a wizard's memory.

4.0.3: FOCUSED SPELLS, IMBUED MAGIC & MAGIC ITEMS

Some spells require **focus** or concentration to stay active. This means that your hero must spend an action every turn, or the spell ends. The hero can always pay double the spell price to *imbue* the spell with their vital essence, keeping it active without focus. However, this can be dangerous and requires a test against magical corruption.

If you **imbue** a spell, your hero's vital essence is *reserved* for the duration. It does not matter whether you hero reserve 8 life or 2 Agility or one memory. You can only begin to recover those attributes after the spell ends.

When you create a **magic item** with a spell, your life force is *locked* within that item. You only recover your attributes when you disenchant or destroy the magic item. A simple example of magic items might be a magic sword or a ring or even a basic wicker fetish.

4.0.4: MAGIC IS DANGEROUS: CORRUPTION

When your hero casts a *dangerous* spell, or a spell that is of a higher power than their level, you test the hero's relevant magic skill to see if everything works out fine. The spell price is the target number. If you fail the test, the

magic **corrupts** your hero, twisting their body, abrading their soul, and changing their personality.

If your hero *lacks* a relevant magic skill, you roll this test with disadvantage.

When the hero's level is higher than that of the dangerous spell they're casting, they make the test with advantage. Dangerous spells are tagged in their entries.

There's a whole table for this in the UVG, but I didn't adapt it here yet.

4.0.5: HACKING SPELLS

If your hero has a skill, which could potentially (by some dint of explanation and hand-waving) be used to cast a spell tagged with other skills, you can **hack the spell**. This means you spend 2d4 weeks of game time tinkering with the spell, then roll a Thought test to successfully hack the spell. A relevant ability, like fool's luck, may apply.

1 — you failed. You will never succeed. Immediately gain one corruption.

2–3 — you failed and cannot try again. Make a moderate test against corruption.

4–7 — you failed. Make a moderate test against corruption.

8–11 — you failed. Make an easy test against corruption.

12–15 — partial failure. Roll your next spell hacking test with advantage. Make a trivial test against corruption.

16+ — success! You have hacked your spell and can adapt it work with your existing fantascientific skills!

When you succeed in hacking a spell, narrate to the other players how it works and how you modified it. Each other player then suggests a quirk or drawback of the hacked spell. Choose the best quirk (use popular acclaim as a guide) and write down your new, modified spell. Name it after your hero.

4.6: HERO SPELLS

This is a very incomplete list of spells, built around the magic skills presented in this booklet. The spells are tagged with their related skills. Any hero can acquire and cast any spell, though if they lack an appropriate skill, the spell casting will be harder.

4.6.1: NECROMANCY FROM THE BOOK OF PSEUDO-IRSHÉ SPELLS

(SKELETON, NECROLOGIST, NECROMANCER LAWYER)

1. **Akaula's Destruction of the Dead (necromancy, spell)** — the wizard releases their holy blood and uses it to anoint an undead abomination with it. This takes a couple of minutes and a lot of passionate imprecation. It's helpful if the abomination is held down during this ritual.
Power 1: a 1st level abomination is utterly destroyed.
Power 2: a 2nd level abomination is utterly destroyed.
Power 3: a 3rd level abomination.
Power 4: etc.
2. **Akaula's Eating of the Blood of the Dead (necromancy, dangerous spell)** — the wizard takes the crystalized blood of the undead, mixes it with holy water and *imbues* it in an hour long ritual. Drinking the (un)holy mixture hurts, but conveys the powers of the undead.
Power 1: using powdered skeleton, the drinker loses 1d3 Endurance, then becomes resistant to slashing and piercing attacks (taking half damage) for about a day.
Power 2: with dried and powdered zombie blood as the key ingredient, the drinker loses 1d3 Agility, then gains 10 temporary life points (or unlife points) and takes half damage from bludgeoning attacks for about a day.
Power 3: using crystalized and powdered ghoul, the drinker loses 1d3 Aura, then gains a paralyzing touch and can regain 1d4 life points every hour from eating living flesh.
Power 5: with the ash of a shadow, the drinker loses 1d3 Str, then takes half damage from all physical attacks for about a day.
Power 7: using powdered mummy, the drinker loses 1d4 Cha, then

gains a rotting touch for about a day. With each touch (or strike), the drinker deals 1 point of Charisma damage.

Power 11: using preserved vampire blood, the drinker loses 1d4 Thought, then gains a natural attack that deals 1d6 damage and restores life points 1 for 1.

This spell is proscribed by all reasonable scholars and commissars.

3. **Akaula's Fear of the Dark One (necromancy, spell)** — the wizard takes a few minutes to anoint their forehead with holy blood (or their own blood), terrifying the dead.
Power 1: Several undead creatures, with a combined level equal to or lower than the wizard's Charisma + 1d6, are terrified and flee as long as the wizard *focuses*.
Power 2: Charisma + 2d6 levels of undead creatures are terrified (*focus*).
Power 3: An undead creature of the wizard's level or lower prostrates itself in abject terror and follows their instruction (*focus*).
Power 4: Charisma + 4d6 levels are terrified (*focus*).
4. **Esbeen's Animation of the Mummified Dead (necromancy, spell)** — (UVG) — the wizard exhales their soul into a mummified corpse, *imbuing* it with a semblance of vital force.
Power 1: after a few hours the corpse awakens into a slow, shambling parody of life and follows the wizard's instruction. The slow corpse takes only a single action each round.
Power 3: after a few minutes the corpse lurches into jerky life.
Power 5: after mere seconds the mummy swells with life, growing supple and strong again. The mummy takes two actions per round.
Power 7: in a flash of soul fire the swift and ravenous ghoul springs up, faster and stronger than in life. The takes three actions per round.
5. **Esbeen's Recalling of the Lost Soul (necromancy, spell)** — (UVG) — the wizard uses a corpse to summon its soul back from the All-Fire. After an hour-long ritual a coiling serpent of ectoplasmic fire erupts from the corpse's orifices, easy to capture for animating a golem or even just recharging a golem battery. This kind of soul abuse is possibly reprehensible.
Power 2: the wizard summons back a level 1 soul.
Power 4: the wizard recalls level 2 soul.

Power 6: a level 3 soul. And so on. You get the idea.

6. **Esbeen's Recalling of the Lost Soul and Reanimation of the Corpse (necromancy, spell)** — (UVG) — the wizard uses a corpse as a focus to summon its soul back from the All-Fire, reconstituting it as a power source for its *own* corpse— essentially creating a corpse golem. The reanimated abomination is not imbued, its soul once more bound tightly to the prison of its body, an animating, inhuman force. If it has been dead for a while it is very probable that none of its personality remains. This kind of soul abuse is *certainly* reprehensible.
Power 3: the wizard summons back a level 1 soul.
Power 6: a level 2 soul. And so on.

7. **Esbeen's Turning of the Mill Wheel of Essential Existence (necromancy, chronomancy, dangerous spell)** — (UVG) — the half-mythic *Turning* spell replaces one creature that survived an event (accident, battle, or other incident) with another creature that did not; swapping who lived and who died. The wizard spends *a week* painting a grand four-dimensional design of soul lines, world memories, possibility matrices, and erotic essentialisms. The design is large enough to cover a significant courtyard or an immense patio. When the target creature enters the central area of the design it is instantly dispersed into a probability cloud, to be replaced by the previously-dead in a shower of sparks.
Power 5: the incident must be no more than a month ago.
Power 10: no more than a year ago.
Power 15: a decade ago.

8. **Esbeen's Words With the Dead (necromancy, spell)** — (UVG) — the wizard touches their forehead to the forehead of a dead creature, summoning memory, dream, and desire back into this world. So long as the wizard maintains the touch they can hold a conversation, lending their own mouth and features to the dead and speaking in turn, first in their own voice, then the voice of the dead.
Power 1: after an hour the spirit's personality-memory is channeled for some seconds, enough to answer one question.
Power 2: after a few minutes the channel allows five questions.
Power 3: instantly allows a conversation of an hour or more.

4.6.2: DAIMONOLOGIA FROM THE BRAZEN TABLETS OF NU ZEDAI

(DAIMONOLOGY, SUMMONING, PRIEST)

Let's clear up one thing first. These are not demon summoning spells. No self-respecting wizard calls themselves a demon summoner, because only fools and zealots refer to creatures and essences of the other-bodied or disembodied worlds as demons. So, as a first step, decide what your wizard calls these things they use to aid them [roll d10 or choose]: (1) daimons, (2) guides, (3) spirits, (4) ghosts, (5) ka-ba, (6) essential vapors, (7) fortunes, (8) messengers, (9) medicine, (10) vir.

Unfortunately, as every daimonologist knows, the best way for another daimonologist to take your business is to paint themselves as representing the *good* spirits, while you represent the malicious and misbegotten spawn of some thrice-forgotten heresy.

Commanding daimons and spirits is not about merely performing a spell. The spell draws the attention of a daimon, whereupon the wizard *enters into a conversation* with them. During this conversation, both creatures, wizard and daimon, partake of the numinous aura of the boundaries between the worlds. They may [roll d6 or choose]: (1) glow with unnatural light, (2) be beset by chattering voices, (3) bring an arctic chill to their surroundings, (4) fade and become translucent, (5) exude strange odors, (6) give off a localized anti-gravity, repelling other objects and levitating slightly off the ground.

Any creature interfering with (or attacking) the wizard *or* the daimon during the conversation is at a disadvantage, and any attack that actually succeeds reflects half of the damage back on the attacker.

To **impose their will** on the daimon the wizard makes a relevant Charisma test. If the daimon is lower level than the wizard, they make the test with advantage. If the daimon is higher level, the test is made with disadvantage.

1 — the daimon possesses the wizard for some minutes, riding them like a puppet or a horse.

2-3 — the daimon convinces the wizard to help them.

4-7 — the daimon convinces the wizard to let them on their way.

- 8–11 — the daimon is willing to continue the conversation.
- 12–14 — the daimon agrees to do what the wizard wants in exchange for a life price equal to their level.
- 15–19 — the wizard convinces the daimon to heed their will.
- 20+ — the wizard temporarily possesses the daimon for some minutes, gaining full control of them and bending them to their will.

Sometimes the daimonologist will need a random daimon.

d20	Level	Name	Ability	Quirk
1	1d20	Child of Flies	A disastrous incompetence	Fears garlic
2–3	1d6*	Petty Needs, Dirty Deeds	An annoying distraction, a painful stupidity	Loves yellow flowers
4–7	1d4*	A Tree, A Brook, A Stone	A small change in the world, a quickening or a slowing	Despairs in running water
8–12	1d6-1	A Basic Need, A Fundamental Desire	An unusual event becomes common, the common rare	Dances under falling leaves
13	1d12*	A Humorous Quip	A stroke of odd fortune	Dreams in song
14–15	1d6+1	A Platonic Essence, A Forgotten Thing	The rules of the world cease to apply for a while	Obsessively solves puzzles
15–19	2d6	A Fine Sentiment, An Essential Truth	A large change is introduced to the world	Entranced by beauty
20	3d6	A Great Emotion	Something out of nothing	Mocks mortals
20/ 20	3d6*	A Higher Purpose, An Essential Avatar	The ratchet of history clatters across another peg	Cannot see the sun or moon
20/ 20/ 20	6d6*	Lightbringer, Lord of Truths, Devourer of Falsehoods, Creator of the Material World, Urgent Wisdom, The Forbidden	As far as mortals are concerned, this might as well be a deity. Powerful beyond compare, they uplift or raze kingdoms and cities and mountains.	Capricious, one moment kind, then cruel, one night a creator, another day a destroyer.

1. **Appeasement of the Afflicting Daimon (daimonology, spell)** — many afflictions, such as diseases, poisons, and curses, are bound to their victim with a small daimon. Even many wizards are not aware of this fact. By appeasing (bribing) this small daimon a skilled wizard can essentially *dispel* an affliction, bypassing even some more powerful spells.
Power 1: the wizard chants for an hour or two and attracts the attention of a mild poison or disease.
Power 2: the wizard attracts a moderate poison or disease.
Power 3: a deadly poison or disease daimon, or a curse daimon, listens to the wizard.
Power 5: a terminal affliction daimon stops to talk with the wizard.
Note that a daimonologist with ill intent could convince an afflicting daimon to afflict somebody else, instead of simply returning home.

2. **Beseech the Earth and Sky (daimonology, spell)** — the wizard spends a few minutes to create a makeshift shrine and with a small offering attracts the attention of a local daimon.
Power 1: the wizard receives instruction on the local area, asking three questions of the daimon.
Power 2: the wizard receives assistance, gaining three boons they can in the local area over the next day and night.
Power 3: the wizard receives gifts, an unusual rock, stick, and flower, gaining three boons they can use over the next week and a day.

3. **Dispossession (daimonology, spell)** — the wizard cloaks themselves in the blue and green pigments that daimons fear and daubs their fingers with the fat of the catfish. They then approach a daimon's victim, waving four magic incense sticks, one for earth, one for sky, one for wind, one for green.
Power 2: the wizard draws the attention of a possessing daimon.
Power 4: the wizard adds one more of their mental stats (Aura or Thought) to their test to impose their will on the daimon and force them to leave their victim's body.
Power 6: the wizard also adds their third mental stat to their test.
Power 8: the wizard now also adds a physical stat to their test.
Wrestling with daimons, baby.

4. **Nu Zedai's Embodied Assistant (daimonology, spell)** — the wizard spends a few hours painting *imbued* diagrams on a creature with the six celestial tints, then invites a daimon to take partial possession of the creature. While possessed, the target appears to be afflicted by magical corruption. It must make a test when the possession ends or the magical corruption may become permanent.
 Power 1: daimon increases one of the target's stats or skills by 2 points.
 Power 2: increases up to two stats or skills by a total of 4 points.
 Power 3: up to three stats by a total of 6 points.
 Power 5: daimon grants a supernatural ability (any ability of choice).
5. **Nu Zedai's Helpful Imp (daimonology, spell)** — the wizard spends a few hours creating a homely, inviting diagram, then sacrifices a small animal or potted plant to permanently incarnate a 'helpful' daimon in this world. The daimon is the size of a middling dog, with six-fingered human hands on each paw and a prehensile tail. It follows instructions faithfully as long as the wizard is focused. As soon as the wizard's attention wanders, the daimon is consumed with [roll d6 or choose]: (1) sloth, (2) greed, (3) curiosity, (4) perversity, (5) sorrow, or (6) a higher calling.
 Power 1: the helpful daimon (LO, incompetent) is suitable for basic, unskilled labor.
 Power 2: a helpful daimon (LO, skilled) that can actually help with tasks.
 Power 3: a helpful daimon (L1, precocious) with one supernatural ability, such as [roll 6 or choose]: (1) levitation, (2) understanding many languages, (3) seeing in the dark, (4) breathing water, (5) speaking to animals, (6) mimicking the voices of living creatures.
 Power 5: a helpful daimon (L2, bulky) that can carry burdens like an ox or batter down gates like a bull.
Please note that this spell does not actually allow a wizard to retain control of a daimon.
6. **Nu Zedai's Invitation Rider (daimonology, dangerous spell)** — the wizard spends a few hours painting runes in the four black inks upon their own body, *imbuing* the swirling diagram with their own lifeforce. When the wizard decides to activate the diagram, a daimon rushes in to possess them.
 Power 1: for a few minutes the wizard's eyes flare, and they gain advantage to their skill tests (including attack rolls).
 Power 2: for several minutes a halo surrounds their head, and they gain

advantage to skill tests and all effects (attack rolls and damage rolls).
Power 3: for about an hour cilia of light ripple across the wizard's body, and they gain advantage to skill tests and all effects, as well as resistance to all physical damage.

Power 5: for about half a day the wizard is bathed a shifting aura of many colors, they gain all the previous effects, also increase one or more physical stats by a total of 3 points, and any weapon they hold is wreathed in incendiary energy (increasing damage dice one step) or, alternatively, they can shoot bolts of energy from their hands (1d12, incendiary).

However, when the wizard decides to end the spell, they still have to convince the daimon to leave.

7. **Sun King's Bound Laborer (daimonology, spell)** — the wizard creates a binding seal from the three holy clays and inscribes it with the hidden names of a daimon and their enciphered commandments. When the wizard touches it to the daimon in question, the seal is *imbued* with the wizard's life essence and the wizard tries to convince the demon to accede to their demands.

Power 3: the wizard spends a week creating the seal and the bond lasts for a day and a night.

Power 5: the wizard instead crafts the seal in a day *or* the bond instead lasts for a week and a day.

Power 7: the wizard instead crafts the seal in an hour *or* the bond instead lasts for a month and a day.

8. **Ur Viryé's Rescinding of the Invitation (daimonology, banishing, dangerous spell)** — the wizard marks themselves with the three holy clays, dons the anointed key around their neck, holds the candle of night in one hand, and lifts up the Scripture of the Named and the Unnamed in the other hand. Thus armed, they can revoke any daimon's permission to dwell in the physical world of embodied souls and personalities.

Power 3: the wizard admonishes a 1st level daimon and tries to cajole them into departing.

Power 6: the wizard admonishes a 2nd level daimon.

Power 9: a 3rd level daimon.

Power 12: etc.

This spell directly banishes a daimon, bypassing all discussion.

4.6.3: SOME RANDOM WIZARD SPELLS

Hidden in My Palace of Memories (void, wizard, spell) — the wizard spends a few seconds swirling their arms and hands and feet in strange gestures, suddenly tracing glowing after images in the air, then steps through into their own memory palace, hiding themselves from harm.

This spell requires a memory palace and sufficient memorized spells.

Power 1: the wizard disappears for about a minute and erases one spell from their memory palace. The wizard does not age while in the memory palace.

Power 2: the wizard disappears for about an hour and erases two spells.

Power 3: for about a day and erases three spells.

Power 4: for about a week and erases four spells.

Power 5: for about a month and erases five spells.

Power 6: for about a year and erases six spells.

Power 7: for about a decade and erases seven spells.

Power 8: for about a lifetime and erases eight spells.

Power 9: for about seven lifetimes and erases nine spells.

Additionally the wizard can pull guests with them into their memory palace.

Multiply the spell price by the number of people entering the memory palace (so if the wizard brings 5 guests, multiply by the price by 6).

STEP 5: PETS & SECONDARY CHARACTERS

The pet is a secondary character that the player controls and can level up. It can be a literal pet (say a cat), something more magical (say a butterfly-winged color-changing laser-farting rainbow-cat), or simply a human companion (perhaps John the Undertaker's Apprentice).

Any hero can have such a pet! These are for the most part mundane creatures or people or vehicles. One player controls both pet and hero, but the two characters do not communicate telepathically and animal pets do not magically have human levels of intelligence — unless such abilities are chosen by the player.

Pets come in the following flavors:

1. Animal Pet — behaves like a smart, trained animal. Maybe more TV-smart than actual nature-smart, but still.
2. Human Pet ... err ... Lackey — a devoted human companion with the abilities of an ordinary human.
3. Special Pet — acquired through play or abilities, this could be any kind of secondary character, from a bone horse to an iron golem, from a whale to a starship. In this playbook, these are:
 1. Skeleton's Boney Horse — a magic horse that exudes silver.
 2. Weapon's Bearer — a telepathically commanded (suggested?) bearer of the weapon.

Pets Are XP Parasites.

Though pets gain levels, they do not gain their own experience points. Instead, the hero (or group of heroes) can give all or part of their own xp earned to the pet(s). SEACAT limits pets to level five simply because they're pets, not heroes—yeah, it prefers heroes that way.

Those Who Don't Like Pets

If a player (or whole group) does not want pets in their game, they should take a pen and blot out the word pet, writing in lackey, henchman, squire, accomplice, companion, friend, slave, butler, or whatever word they prefer.

They can now play with a weaker companion who is a human (or other sentient creature).

Those Who Don't Like Any Companions At All

Those should just not use them. They might doodle in the hero's family home, crest, car, or whatever they like instead. The stat boxes can be filled with geometric doodles and little flowers, or perhaps maps.

Fans will likely make alternative companion-and-pet-free sheets sooner or later.

Non-Pet [Secondary] Characters

Some abilities give heroes secondary characters they can use, such as the Tourist's *Friendly Mimic* or the Skeleton's *Fellow Skeleton*. These follow almost exactly like pets, except they cannot level up. This is either because they are already too high level (friend mimic is level 13) or cannot learn (mere brainless animated skeletons).

5.1: PET ATTRIBUTES (& SECONDARIES)

The pet character is simplified, much like SEACAT monsters, its stats, skills, and abilities abstracted to a single bonus and limited additional abilities.

If the pet is actually a human companion, what some games call a henchperson, they can replace the main hero in a pinch. The player can take a new hero sheet, pick a hero type, fill up the stats (in Quantum fashion, if need be), and go forth. This can be useful if the main hero dies or retires (even temporarily), or even if the player just really wants to play the secondary character for a while.

Have the player generate specific stats for a pet if they ever become relevant in play (for example, because the Weapon uses its Bearer's stats in play, the Bearer usually has Strength, Endurance, and Agility generated from the get go).

Note: you can do this kind of quantum stat generation with heroes, too.

Every pet starts with the following simplified attributes:

1. **Level** — is an abstract measure of a pet's power. A level 1 (L1) creature is about equivalent to an average human and an L9 creature is as powerful as the most legendary of human heroes ever. Some other games also refer to this as Hit Dice or HD.
2. **Target (Defense & Abilities)** — pets have a single default target number against attacks (defense) and the potency of their abilities (e.g. the strength of their venom). A score of 7 is poor, 11 is average, and 15 is good. Feel free to adjust the numbers for specific pets.
3. **Life** — is the key resource of every pet, which keeps them narratively viable. In practice this is exactly like hit points in most games, but the name change emphasizes that combat does not necessarily entail spurting wounds, and that words can, indeed, also kill. Further, artifacts and spells are often powered by life.

4. **Major Bonus** — pets don't have individual stats, skills, and abilities. Instead, they simply use their major bonus when they attempt tasks they are good at. This follows the rule of common sense. A cat is good at doing cat things, a cobbler is good at cobbling. As required, you can detail additional skills for the pet (for example, for the Weapon's Bearer).
The **minor bonus** is usually half, rounded down, of the pet's major bonus, and is used for every other test. This number also represents a pet's stats if they become relevant and have not yet been generated (for example in the case of stat damage).
5. **Attack** — describes the pet's usual form of attack, if any, and how much life the victim loses. This does not have to be a single massive attack, you can break it into several different attacks or effects.

As a pet levels up their target, life, and bonus numbers increase. At level four they usually gain a new attack.

5.2: 50 PETS

You can start with or find all sorts of pets. I recommend rolling randomly ... or using the pets on the list as a start for your imagination. If you decide to skip a pet, take an extra 200 starting cash instead. That pet food is expensive. All pets start at level 1 by default.

d50	Animal	Tar get	Life	Life Gain	Start Bonus	Car ry	Attack	Ability	Likes
1	Sneaky Cat	14	5	+2	+3	0	Scratchy claws (1d4).	Jump on head, scratching and confusing target.	Pie.
2	Fluffy Dog	12	5	+2	+3	0	Nippy teeth (1d4).	Nip at the heels, slowing down the target.	Shoes.
3	Big Dog	12	9	+3	+2	1	Crunching jaws (1d8).	Bowl over target in a spray of drool and enthusiastic paws.	Trousers.
4	Jumping Crab	15	5	+2	+1	0	Painful pinch (1d4).	Leap onto humorously inappropriate location and pinch embarrassingly.	Flowers.
5	Loping Crocodile	13	11	+4	+3	1	Big bitey mouth (1d10+2).	Bite and twist to pull off a chunk of flesh, leaving a gushing wound.	Water.
6	Boa Constrictor	12	11	+4	+2	0	Constricting coils (1d6+2).	Constrict a target and keep squeezing until it suffocates.	Wheels.
7	Tusky Boar	12	11	+5	+2	1	Goring tusks (1d6+2).	Knocks over target like a bowling pin when it charges.	Cake.
8	Cunning Sheep	11	7	+3	+3	1	Big horns (1d8+2).	Likes to sneak up and knock targets off cliffs and ledges (advantage on ledges).	Rations.
9	Bunny of Chaos	11	3	+1	+4	0	Big bitey teeth (1d4).	Big vorpal bitey teeth that can take a head clean off.	Running away.
10	Glamorous Goat	12	7	+3	+2	1	Pointy horns (1d6+1).	Rock-hopping hooves for climbing sheer cliffs and trees.	Sleeping.
11	Grand Stag	13	9	+4	+2	2	Magnificent antlers (1d10).	Dramatic, awe-inspiring pose. Also, weapons get caught in antlers.	Scratching.
12	Cute Spider	11	3	+1	+3	0	Venomous bite (1, dizziness).	Soft fur and gentle feet calm down scared creatures and children.	Trees.

d50	Animal	Tar get	Life	Life Gain	Start Bonus	Car ry	Attack	Ability	Likes
13	Veteran Horse	11	13	+3	+2	2	Trampling hooves (2d6+2).	Has mastered the parting kick. Good when retreating.	Leather.
14	Remembering Raven	12	3	+1	+3	0	Hurtful peck (1).	Can memorize a single spell. It's like a flying mini-wizard!	Snow.
15	Ominous Owl	12	3	+1	+4	0	Mouse-hunting talons (1).	Silent avenger, it flies without provoking counterattacks.	Stepping on feet.
16	Sand Octopus	12	3	+2	+2	0	Face-hugging tentacles (1d4).	Camouflage skin lets it hide in plain sight.	Curling up in front of the fire.
17	Baby Dragon	13	1	+7	+4	0	Sharp teeth (1d4).	Breathes fire, dealing damage equal to its health. Also grows quickly and flies.	Boxes.
18	Blithe Badger	12	9	+3	+1	0	Relentless bite (1d6).	Is completely immune to magic. Often also to commands.	Holes.
19	Mischievous Monkey	12	5	+3	+3	1	Surprisingly big teeth (1d4).	An expert pick-pocket.	Mud.
20	Devilish Donkey	11	8	+4	+2	2	Kicky feet (1d6+1).	Has a secret pact with a devil. Rerolls all 1s. Smells of brimstone.	Poop.
21	Punctilious Parrot	13	3	+1	+3	0	Nut-cracking beak (1d2).	Expert in a surprising number of diplomatic and plantation protocols. Also, talks. A lot.	Seeds.
22	Magic Magpie	14	2	+1	+3	0	Scratchy talons (1).	Has an extra-dimensional pouch where it can hide a few small, shiny objects.	Bad jokes.
23	Unlucky Duck	12	3	+2	+2	0	Ear-piercing quack (1).	Everyone around the pet critically fails on 1s and 2s. The pet cannot critically fail.	Eating books.
24	Terrifying Ostrich	12	8	+3	+2	1	Vicious kick (1d6+1).	Long-distance runner, has advantage on all travel checks.	Bones.
25	Cute Kangaroo	12	9	+3	+2	1	Punch (1d6).	Advantage when jumping. Useful for crossing crevasses.	Digging.
26	Rage Wombat	13	7	+4	+2	0	Murderous headbutt (1d6).	Resistant to all damage when angry, which is most of the time.	Making noise.

d50	Animal	Tar get	Life	Life Gain	Start Bonus	Car ry	Attack	Ability	Likes
27	Mongoose	14	4	+2	+3	0	Sharp teeth (1d4).	Snake-killer. Advantage to all rolls against snakes.	Running in circles.
28	Friendly Otter	13	5	+2	+3	0	Smiling teeth (1d4).	Can use tools. Also, brings oysters and crayfish to its master.	Ambushing.
29	Venomous Viper	13	3	+1	+4	0	Cytotoxic venomous bite (1).	Venom breaks down blood cells, causes severe swelling, and possibly death.	Spitting.
30	Battle Panda	11	13	+5	+2	1	Paw swipe (1d6+2).	Grabs target in a bear hug, carrying and crushing it.	Hissing.
31	Leopard	13	8	+4	+4	0	Disabling bite (1d8+2).	Jumps from above, knocking a creature down and backstabbing it for double damage.	Licking.
32	Cheeky Cheetah	13	7	+3	+3	0	Neck bite (1d8).	Incredibly fast, the pet has advantage to initiative and chases.	Slobbering.
33	Sturdy Tortoise	15	5	+3	+2	1	Doleful glare (0).	Slow and steady, the pet can teleport once per day to slightly overtake its master.	Eggs.
34	Lab Rat	12	3	+1	+3	0	Nibbly bite (1d3).	Can test potions and poisons with startling accuracy and good chances of survival.	Strangers.
35	Dire Hamster	12	11	+4	+2	1	Vicious bite (1d8+2).	Can carry an extra sack's worth of gear in cheek pouches. Sure, it'll be drool-covered.	Standing very still.
36	Love Leech	7	3	+3	+1	0	Leeching bite (1d4).	Its bite can cure some diseases or draw poison out of the blood.	Splashing water.
37	Big Bear	12	17	+5	+3	2	Thunder paw (1d8+2).	Each pot of honey restores 1d8+1 health to the pet. Honey power!	Eating grass and weeds.
38	Elegant Llama	11	7	+3	+2	2	Kicky feet (1d6).	It sheds incredible amounts of soft, warm wool. Also, can keep a person warm in winter.	Alcohol.
39	Camel	12	12	+4	+2	3	Trampling feet (1d8+1).	Incredible spitting ability, it can put out a torch at thirty paces with a single spit.	Cream.

d50	Animal	Target	Life	Life Gain	Start Bonus	Carry	Attack	Ability	Likes
40	Suspicious Coyote	13	6	+3	+3	0	Sharp bite (1d6).	It can smell a trick or a ruse.	Blood.
41	Laughing Jackal	12	5	+2			Sneaky bite (1d4+1).	It's very good at provoking targets into doing something foolish. Also, it talks.	Crawling into small spaces.
42	Scavenger Raccoon	12	6	+3	+2	1	Beetle-crunching teeth (1d4+1).	Always finds something halfway useful and mostly worthless in any pile of trash.	Tearing clothes.
43	Possum	13	4	+1	+3	0	Snuffling bite (1d3).	Insect destroyer, it can keep a small area clear of vermin.	Fishing.
44	Amphibious Goldfish	11	3	+1	+2	0	Bubbles (1).	Grants one very small wish per day (rerolling one die).	Snoring loudly.
45	Regal Cobra	12	5	+2	+3	0	Neurotoxic venomous bite (1d4).	For some magical reason, can survive indefinitely in a wicker basket.	Bringing dead 'gifts'.
46	Psychedelic Frog	11	3	+1	+2	0	Slappy footsies (1).	The pet's skin secretes a powerful contact hallucinogen. Do not rub the pet on your face.	Riding on its master.
47	Crawling Shrubbery	8	5	+6	+1	1	Poking root (1d4).	When it stands still, it looks perfectly harmless.	Learning new tricks.
48	Pet Rolling Rock	15	5	+3	+1	0	Self-flung rock (1d4).	It needs neither food nor drink nor air. It is almost a perfect organism. Perhaps it is not even an organism.	Staring. Hard.
49	Rebel Lion	12	13	+4	+3	1	Pouncing strike (1d8+2).	Impressive roar spreads fear and loathing.	Marking its territory.
50	Precocious Pony	10	6	+3	+1	1	Gentle kick (1d4).	Neighs answers to simple math questions and can smell traps.	Fighting.

5.2.1: PET LEVELS

You can level up your pet by giving them some of the xp you earn using this leveling chart. Pets only gain life when you level them up.

Level	XP	Bonus	Target	Life (or gain per pet table)	Abilities
1	0	+2	0	6	1
2	750	+2	+1	11	1
3	1500	+2	+2	15	2
4	3000	+2	+3	18	2, new attack
5	6500	+3	+4	20	3

5.2.2: PET SECONDARY ABILITIES

d12	Ability	Description	Effect
1	Combat Companion	The pet is good at fighting alongside its master.	Attacks hero's target with advantage.
2	Furry Footstool	Besides serving as a pillow in a pinch, the pet can also set up targets for the master.	Hero attacks pet's target with advantage.
3	Brutal Beast	It is much nastier than average. Also likes to spit and yowl unexpectedly.	Pet's damage dice increase one step.
4	Relentless Friend	It looked dead, but it didn't stay down. It does collect scars now.	1d4 rounds after it is reduced to 0 health, it regains 1d10 health.
5	Resilient Rugwetter	The pet is more resilient than normal. Also, it likes to wet indoor furnishings when it disapproves of a course of action.	The pet is resistant to [d6]: 1) spells, 2) fire, 3) arrows, 4) blades and clubs, 5) lightning, 6) everything holy.
6	Hex Beast	It can now carry a magical charge, which is quite amazing.	The pet can be imbued with one spell at a time. Imbuing the pet takes at least a few minutes.
7	Charming Creature	It can turn on the charm, disarming all but the most hardened foes with its eyes.	The pet checks reactions with advantage, and attacks against it are at a disadvantage until it attacks.
8	Extra Paws of Fury	When it fights, it seems as though it has more appendages than it should.	The pet gains an additional attack.
9	Sneaky Critter	The pet is exceptionally quiet and stealthy.	It sneaks around with advantage and deals x3 damage on a sneak attack.
10	Meeting of the Minds	The pet is linked with its master and they can use one another's senses.	At the very least, it never hurts to have an extra pair of eyes: advantage against all surprises.
11	Mighty Back	The pet can carry more than normal.	The pet can carry an extra sack of equipment.
12	Healing Tongue	The pet's tongue heals wounds with astounding rapidity. It's magic.	The pet spends 1 health and over several minutes of licking restores 1d4 health.

5.3: THE THIEF'S GANG

The thief's **gang** are secondary characters drawn to your thief by their narrative magnetism. These friends expand your versatility, since they are all experts in at least one skill and you can use them as secondary characters. If you like you can outsource the roleplaying of some of them to other players.

For simplicity's sake, **each friend's expertise is double your hero bonus.**

So, when you are level 2, every member of your gang will have a +4 bonus in their field of expertise, at your level 5 that rises to +6, and finally to +8 at level 9.

If a member of the gang is killed in action ... they're dead. It'll take you 2d4 weeks to find a new suitable member of the gang, and then you'll have to spend xp to level them up again.



I'll expand on the friends a bit more in a later handbook. You can go to step 7 now, that's the last one.

5.3.1: FRIENDS OF THE THIEF

You can choose or roll for the members who join your gang. Most of them will not be very good at combat (just look at their skills!). Do randomize epithets, expertise, likes, and dislikes. Or make up your own friends.

d12	Epithet	Expertise	Likes	Dislikes
1	Leathercheeks	Driver — need a quick getaway? Can't do better than this.	Going fast.	Staying put. It's boring.
2	Eagle Eyes	Lookout — also known as a scout. Won't get surprised with them around!	Staying hidden.	Being laughed at.
3	Boom Boom	Demolitions — aka. the bombmaker. You'll never be short of ways in or out.	Chemicals and science.	Liars and incompetents.
4	Queenie	Honeypot — make people melt, turn to putty, or just look the other way.	Helping the poor.	Fighting. It's scary.
5	Sharpquill	Forger — if you think you'll need documents ... you'll have them.	Books and poetry.	Travel. It's the pits.
6	Lightfingers	Burglar — the lightest fingers and the fastest lockpicks in town.	Treasure. Loot. Dragons.	Drugs. They make you slow.
7	Moneybags	Banker — fastest access to lines of credits and best rates on deposited loot.	Counting things.	Taxes.
8	Knuckles	Muscle — sometimes you just need one more person with a mace.	Hitting things.	Waiting around quietly.
9	Doc	Sawbones — lost their license, but apparently still a decent medic.	Mind-expanding substances.	Being late. Or slow. Or losing.
10	Starsign	Astrologer — it never hurts to have some astral support.	Contacting the outsiders.	Science and chemicals.
11	Cranky	Mechanic — somebody to fix up your vehicles and machines.	Machines. Golems.	Horses. Animals.
12	Trigger	Gunsmith — let's just see about making those guns shoot better.	Shooting things.	Fistfights.

5.3.2: LEVELLING THE GANG

Like with other secondary characters, you can spend experience to increase their level (and power). All gang members start out at 1st level. Levelled up members of the gang are one of the best ways to rack up those maxed-out +13 bonuses.

Level	XP	Relevant Stat	Life	Skills or Abilities
1	0	1	7	Start with 1 expert skill
2	750	2	11	-
3	1500	3	13	Gain 1 expert skill or an ability
4	3000	4	17	-
5	6500	5	19	Gain 1 expert skill or an ability

STEP 6: HERO INVENTORY

Allow me to [mostly] repeat myself from the beginning of this booklet.

Your **inventory** is a limited asset where you store all the things burdening your hero. Not just physical objects; woes, fears, illness, and magic spells all occupy inventory space.

Your hero can carry one sack unencumbered and two sacks encumbered. Encumbrance disadvantages every physical activity.

1 sack = 10 stones = 100 soaps = 2,500 cash

1. Sack: basic inventory unit. As much as an average human can carry unencumbered
2. Stone: a tenth of a sack, also a generic significant item, like a sabre or spear or shield or shovel. About 7 kilos.
3. Soap: a hundredth of a sack, also a generic small item, like a signal whistle or signet ring or spike. Or bar of soap.
4. Cash (\$): one standard unit of currency.

Your **Endurance** modifies how many stones you can fit into your sack — giving you a bigger inventory. That's something to keep in mind. So, if you have Endurance 3, each of your sacks will carry 13 stones.

Wizards gain a special memory palace where they can store spells. Their palace gains one additional room per level.

Fighters gain bonus inventory slots reserved for their beloved gear as they level up. Somehow they always find the room to strap on their favorite sword or shotgun. Find out more about the gear in section 6.1.

6.1: FIGHTER'S GEAR

While thieves get real friends, and wizards conjure illusory friends, fighters like you put their trust in steel. And leather. And gunpowder. And things. Things are reliable. They do what you tell them to do. And with things it's always clear whose skill is really on display.

You start with one piece of fighter's gear at first level and gain another piece every level, until you have your full complement of four pieces. Each piece of gear can be either a **weapon**, **armor**, or **steed** (or some other piece of kit, but I ran out of the brain juice to come up with upgrades for those). You must own an item for 1d4 weeks before it can become a piece of favorite gear. When you declare that an item is part of your favorite gear, it immediately becomes a level 1 item and you can roll (or choose) how it is superior. You can level up your gear by paying for it with your xp.

All these upgrades only apply while you are using that specific item. If you use another item, these upgrades don't work. Obviously.

6.1.1: LEVELLING THE GEAR

Level	XP	Skills or Abilities
1	0	Start with 1 gear upgrade
2	750	2 upgrades
3	1500	3 upgrades
4	3000	4 upgrades
5	6500	5 upgrades

6.1.1: FIGHTER'S WEAPON UPGRADES (D10)

1. **Accurate** — you roll attacks with advantage.
2. **Critical** — you increase your weapon's chance of dealing a critical by one step. The progression is $20 > 19-20 > 18-20$, etc. *You can take this upgrade multiple times.*
3. **Deadlier** — increase the damage die one step. The die progression is $1d3 > 1d4 > 1d6 > 1d8$ or $2d4 > 1d10 > 1d12$ or $2d6 > 1d16$ or $2d8 > 1d20 > 2d12$. *You can take this upgrade multiple times.*
4. **Faster** — you always have advantage on initiative. In duels you can simply *choose* to go first, without rolling.
5. **Finisher** — whenever you score a critical hit, your target has to test against $10 +$ your level or it is knocked out of the fight. This might involve decapitation if you like.
6. **Glimmering** — there's a definite glow or aura coming off of the weapon. About as strong as a candle. You're sure it's not magical. *You can modify this upgrade to other sensory effects.*
7. **Hard Hitting** — you increase the weapon's critical multiplier one step. The progression is $x2 > x3 > x4$, etc. *You can take this upgrade multiple times.*
8. **Like Magic** — your weapon counts as magical for overcoming magical resistances or immunities to physical damage.
9. **Reliable** — you always roll damage with advantage.
10. **Unbreakable** — your weapon can't break or jam. Even if you're using it for something stupid, like chopping down a tree with a broadsword.

6.1.2: FIGHTER'S ARMORS AND SHIELDS (D8)

This item can be a piece of armor, like a helmet or gauntlet or shield, rather than a full suit of armor, if that is what you prefer.

1. **Absorbing** — it is probably just well-padded, not magical or something. In every encounter, it provides a point of protection for every one of your levels. Each point of protection absorbs 1 life damage from any source. *You can take this upgrade thrice.*
2. **Better** — its defense bonus is increased by 1.
3. **Flashy** — it is very attractive and impressive. You gain advantage whenever you try to draw attention to yourself in battle. You have disadvantage to hiding. *This effect cancels out with forgettable gear.*
4. **Forgettable** — it is unmemorable, even camouflaged. When you try to hide or move stealthily, you gain advantage. You have disadvantage to drawing attention in battle. *This effect cancels itself out with flashy gear.*
5. **Spiked** — it's covered in spikes and blades. Creatures attacking you in melee always take damage, whether their attacks hit or not. The progression is 1 > 2 > 3, etc. *You can take this upgrade multiple times.*
6. **Resistant** — it provides resistance against one type of attack, halving the damage you take [roll d8 or choose]: (1) blunt force, (2) bullets and piercing attacks, (3) slashing attacks, (4) energy attacks, (5) necrotic and cold attacks, (6) thermal and fire attacks, (7) strange magical attacks and spells, (8) chemical and acid attacks. *You can take this upgrade multiple times for different types of attack.*
7. **Unbreakable** — it can't be destroyed or damaged in battle. If you use the 'shields shall be splintered' rule, it is instead (somehow) knocked flying from your grasp instead.
8. **Unrusting** — your armor or shield cannot be corroded or damaged by elemental effects. Even dirt has a hard time finding purchase.

6.1.3: FIGHTER'S STEEDS

Your vehicle or mount are *special*. And that's just how you like them.

1. **Custom Job** — it looks beautiful (to you) and is clearly different from others of its kind. Gain advantage to social tests when having a flashy steed would be useful, for example when riding into town and applying for the job of sherriff.
2. **Faster** — it is simply faster than others of its kind. You make more chase tests with advantage. That said, a faster tank is faster than other tanks, not necessarily faster than a cybernetic cheetah. *You can take this upgrade multiple times.*
3. **Nimble** — you always have advantage to avoiding obstacles.
4. **Quiet** — it is quieter than other similar steeds, giving you advantage to stealth tests. It also doesn't increase your visibility with a caravan.
5. **Reliable** — it always starts on the first try, it's always ready to run when you hop on. The keys are always in their proper hiding spot. If it is sentient, you can always make a moderate Charisma test to find it waiting for you just outside a convenient exit.
6. **Stronger** — its capacity in sacks increases by 1 and it has about 4 more life. *You can take this upgrade multiple times.*
7. **Tough** — increase your steed's level by 1. This means it has about 5 more life and a +1 to defense. Check out the creature summary for precise numbers. *You can take this upgrade multiple times.*
8. **Unbreakable** — it never breaks down in normal conditions. Even if it takes a heavy pounding in battle, it keeps going. Obviously, if it runs out of life, it breaks down.

6.1.4: LOSING OR CHANGING YOUR FIGHTER'S GEAR

See, these are your favorite things, and as you get good at using them, you get *really* good at using them. Like there's some kind of supernal bond or something. Though your favorite gear isn't *really* magical, it might as well be ... to you. Your precious.

That said, if you ever lose them, it'll take you 2d4 weeks to find another similar piece (to buy or steal) that is in some spiritual sense equivalent to the original.

If you decide to change your gear, say from a dagger to a spear, your dagger doesn't lose its xp, but you need to level up your new spear from scratch. Also, you can only ever carry four pieces of favorite gear with you. Somehow you just couldn't bear the risk of losing any more of it!

STEP 7: HERO STATS ... AT LAST

Ok, now that you know what kind of hero you'll play and what stats you will need ... let's roll those stats!

There are two basic ways to generate your stats.

You can roll in order with a d20. If you want to generate one stat with advantage, then simply generate another with disadvantage. Fair is fair.

d20	Stat	What This Means
1-10	0	You're close to the human mean.
11-14	1	Above average.
15-17	2	Really quite good.
18-19	3	Excellent. The best you can get with a point buy.
20	4	Exceptional.
20/20	5	The 18/00 of stats. Do you know that reference?

Alternatively, if you prefer point buys, take seven points and assign them to your stats, with a maximum of 3. This is fine, too. If you are making a higher level hero you might have to add a few extra stat points.



Ok. Your hero's basically ready. Of you go, do heroic stuff, change the world!

FINAL FRAGMENTS OF THOUGHT

Here we are at last, at the end of a rather incomplete, but hopefully fun and useful introductory hero book for players of Seacat.

I did not choose these first three strange and atypical skins for Seacat. They chose me. I set out to write the last chapter of *Longwinter* and in the back of my mind I had an awareness of the kind of hero skins I had planned for the first edition of Seacat. Serious skins, well known tropes like the mad (or magical) scientist, the dashing rogue, the calculating trader, the gruff mercenary, the noble commander.

And instead I wrote three strange, wonderful, and weird skins that I don't think I've seen anywhere before. They begged me to be written. They said, "write us and inspire people to invent their own strange adventurers, unexpected characters, twisted wizards, psychic warriors, and more. Make us first, there will time for tried [tired?] tropes soon enough."

So I listened and wrote. Yes, parts of this book, some of these abilities, already existed before in other documents, the core mechanics are entirely detailed in the UVG.

But the majority of this book? The last ten days.

I hope you will forgive me the typos that doubtless proliferate.

I hope you to see more and stranger heroes in roleplaying days yet to come.

— Luka Rejec, Seoul, 31 October 2019

[REMOVE?] Unknown — you were everyone, now you are no one, perhaps
some day soon you will be legend.