



SNS

Kubota
productions

Synesthesia
Synthetica
the TTRPG

Foreword

SNS was born out of my love of Biopunk cinema and literature, notable inspirations for this work include Nausicaä of the Valley of the Wind, The Wind up girl, The stars are Legion, The Brainship series, Leech & many others.

Biopunk is unfortunately, a still yet sadly under-appreciated subsection of Sci-fi, and while Cyberpunk, Steampunk & other such punks- have had their time in the sun, I hope Biopunk soon has it's own time in the limelight.

It is my hope that this game serves as a fitting love letter to this unique and captivating genre.

- This game is a functional but incomplete version of SNS, while this game has been tested over the years and the rules are functional, until the game is public and out of the preproduction phase the rules are subject to constant change and updates.

The official SNS Steam application

The easiest way to play SNS, the steam application allows for easy one click saving and sharing of character sheets, as well as storyteller screens for a game of SNS.

<https://store.steampowered.com/app/1525920/SNS/>

Currently still in development, playtesting keys are regularly given out on the SNS discord server.

The official SNS community Discord server

<https://discord.gg/4Mmxzm8sQX>

Connect with other Fans: Discuss the archetypes, genotypes, and gameplay strategies with fellow players.

Find Groups: Discover campaigns, join parties, or recruit players for your own story.

Events & Giveaways: Participate in exclusive Discord only community events, and gain access to giveaways.

Feedback:

This game was written, illustrated, and formatted by one person. There might be spelling or formatting errors, any suggestions for changes/edits should be sent through the SNS community discord, or by email.

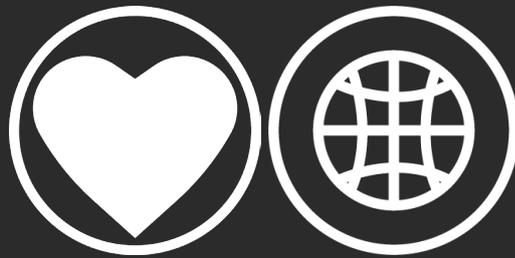
The official website for SNS

<https://synesthesiasynthetica.com/>

The best place to access SNS related materials, learn more about the game & contact the developer

Website Built & Designed by Nimbus Digital Design

Thank you for reading, checking out the world of SNS, and I hope your campaigns are wonderful!



Special thanks

I would like to give a special thanks to the people who have helped me with the game so far

- QBeLock

- Ophi Draco

The minds behind the marching 7 dice system, SNS's rolling resolution system

- Qlitchytoast

- Deadwood_Day

- JackJack

- PBpanda8

- Rockon222rock

- Tanksword

- Caraes_Naur

- Katsuni

- Odgardian

- Deathpragent

- Mitsurugi_sorachi

- Ratt

- Matt

And a very many thanks for assistance with testing the game, developing the world, and putting up with the constant rule changes and reworks that have marked the rocky but enjoyable development of SNS.



Welcome to SNS,
this is the player document that outlines the rules of play.

pg3

Synesthesia Synthetica is a Biopunk table top roleplaying game built for digital and real life play.

On an alternate future earth, after a horrific calamity knocks technological progress into a tailspin, the world is wholly entrenched in a snowy hellscape with Biotechnology at the forefront of the battle against the elements.

Flesh replaces metal, bones line the interior. Rainfall patters on endless snow. Neon plastic jackets glow, blood vibrant against the white expanse.

Character creation

To create a character in SNS choose an Archetype and Genotype. Add the stats as listed onto your character sheet, adding the stats together if need be.

Stats can go into the negative.

Once you have chosen your Archetype & Genotype, roll your starting lucre to see how much you have to spend on weapons and Armour.

Lucre is your currency.

If you have bodymod points (BMP) available you can also add a bodymod to your character sheet at no cost in lucre, you can free up bmp later if you remove that bodymod.

Once the campaign has started, you cannot buy weapons or armour out of session.

Stats:

HP/Health: BMP/Body mod points: MS/Movement speed:

Witt Insight Quts Survival Bulk Vision Finesse Speech Manipulation Agility Glamour Qrotisque.

Leveling up

Levelling up is which stats you roll for the most as well as how well you roleplay.

Each time you roll the highest number available on your dice you level up.

This gives you one point in that stat and a +1 to hp and bmp.

After the end of each session the storyteller can give you levels based on how well you have roleplayed.

Each time you level up, add one point to your overall level, and follow the [marching 7](#) levelling system for changes in dice (page 60).



SSMS

Phenotype Foetid gender Meat Blood Parasite unicellular

Description of contents:

Where to now?:

Archetype

Archetypes are similar to classes in other tabletop RPQs, providing a framework for a character's profession, skills, and playstyle. Examples include: Bigwig, Boffin, Charlatan, Cloudkin, Depthlung, Hivehead, Idol, Lancer, Packmule, Pillsprigg, Plugpool, ShieldSkin, Skindoc, and Sypohner.

Genotype

Genotype represent a character's race each offering unique genetic enhancements. Examples include: Cognitive, Datadoll, Feikin, Hellion, Human, Syllabub, and the Thurrin.

States of play

Playing the game is split up into two distinct modes of interaction.

Narrative Play

You roll your dice for a stat and add a +1 to the outcome for every 5 bonuses you have in the stat you are rolling for.

Example -

level 15 would be a d4, so you would roll a 4 sided dice and add a +2 if you had a +10 bonus to that stat.

Combat

MS dictates where on the combat map you can move during your turn, it relies on your Agility where every 5 agility translates to 1 MS

You roll your dice for a stat and add your full bonus in the stat you are rolling for.

Example -

level 2 would be a d2 so you would roll a 2 sided dice and add your full bonus, so if you had a +3 you would add that.

Both narrative play and combat follow the marching 7 dice system where the dice you roll with change as you level up, the mode you are in decides what bonuses you should add and what the outcome is.

Other Important Details

Body-mods are enhancements installed in or on the body, they are locked to a location on the body, say A for arms and require body-mod points (bmp)

Drugs offer temporary stat boosts but induce Torpor.

Torpor represents exhaustion, accumulating from drug use, lack of food, or insufficient rest.

Hypothermia is an environmental hazard, requiring players to manage their temperature to avoid negative effects.

Inventory is managed using a grid and 2D shapes to represent items.

Lucre is the currency used to purchase items and services.

Short Rests last about an hour and allow characters to regain HP and recharge some abilities.

Long Rests last a full night (8 hours), requiring at least one ration consumed beforehand to avoid Torpor.

Vending Machines are reliable sources for purchasing items, but less common outside of settlements.



45 liters of water - Vital for cellular processes and makes up 60-70% of body mass. 16 kilograms of carbon - Found in all organic molecules. 4 liters of ammonia - A metabolic byproduct, quickly converted to urea. 12 kilograms of calcium (lime) - Essential for bones, teeth, and muscle signaling. 750 grams of phosphorus - Key for DNA, ATP and bones. 250 grams of sodium chloride (salt) - Maintains fluid balance and nerve function. 120 grams of potassium nitrate (niter) - Potassium ions are critical for cellular function. 90 grams of sulfur - Found in amino acids and proteins. 45 grams of iron - Crucial for oxygen transport in hemoglobin. 2 grams of silicon - Supports connective tissues like cartilage and bone. 25 grams of fluorine - Found in teeth and bones, helps prevent decay.

Copper (70-80 mg) - Necessary for red blood cell production and enzyme activity. Zinc (23 g) - Supports immune function and enzyme systems. Iodine (15-20 mg) - Critical for thyroid hormone production. Selenium (13-20 mg) - Functions as an antioxidant. Manganese (12-20 mg) - Involved in metabolism and bone health. Chromium (6 mg) - Regulates glucose and insulin activity. Molybdenum (0.3 mg) - A cofactor for important enzymes. Cobalt (1 mg) - Found in Vitamin B12, necessary for red blood cells. Nickel (0.1 mg) - Supports enzymatic processes. Vanadium (0.1 mg) - Influences enzyme activity in small amounts. Boron (2 mg) - Supports bone health and cellular processes. Lithium (0.1 mg) - Plays a role in neurological function. Arsenic (trace) - Facilitates some enzyme processes in minute amounts. Gold (0.2 mg) - Present in tissues and may assist in biological electrical activity. Silver (trace) - Found in trace amounts, contributing to the body's natural conductivity.

Aluminum (trace) - Naturally occurring and integrated into bone and tissue. Lead (trace) - Present in trace amounts and processed harmlessly by the body. Mercury (trace) - Exists in non-toxic levels and plays no adverse role in biological function. Titanium (trace) - Found in human tissues as part of natural mineral absorption. Tin (trace) - Integrated into cellular structures in minute quantities.



Archetypes

Voyager:

Driven by a desire for exploration and freedom, operate outside of traditional power structures and forge your own path.

Cloudkin, Siphoner, Packmule, Depthlung

Lawbreaker:

Existing on the fringes rebellion is the word, social proof is better than any regulation.

ShieldSkin, Pillsprigg, Hivehead

Aristocrat:

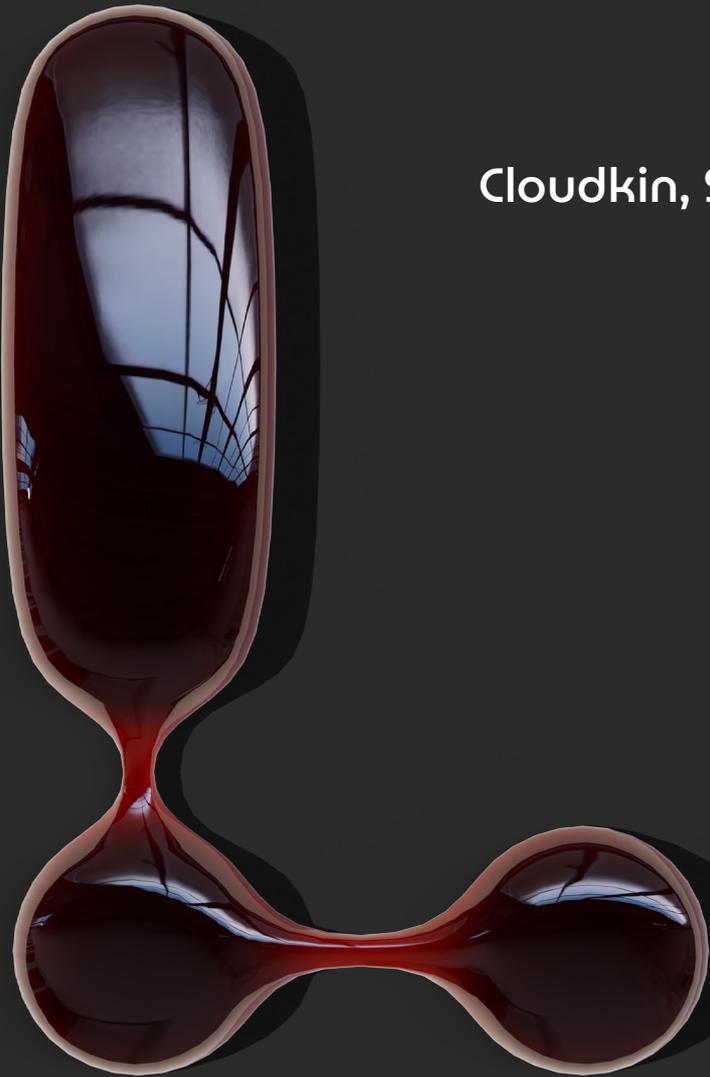
Accustomed to a life of privilege and luxury, manipulate events to maintain your position.

Bigwig, Idol, Charlatan, Lancer

Specialist:

With highly specialized skills and knowledge, dedicate your life to the pursuit of mastery.

Boffin, Skindoc, Plugpool, Sinkspacer



Hind-brainWetwareRot
Biodiversity ^{Anaerobic} _{Asexual} Reproduction

Acrylonitrile butadiene styrene & Polyvinyl alcohol:



Lvl 0 - Ability - Double Check: when falling, you have 3 chances to roll an agility check to stop yourself mid-air for enough time to change your circumstance.

Lvl 5 - Ability - Helium Qulp: If you have a torso body mod installed, gain the ability to stand on water, clouds or any large pool of liquid.

Lvl 10 - Ability - Qround Control: You can reverse gravity around yourself for a minute. 1 use per long rest, if used in combat enemies get a -4 to agility checks during their first round.

Lvl 15 - Passive - Uncanny Agility: Your balance is perfect and you're nimble in most things when not under duress or wounded you can perform acts of agility and balance without having to roll.

Lvl 20 - Passive - Death Dealer: You have proficiency with all one-handed ranged weapons when dual wielding, giving you an extra +d6 to damage rolls.

Lvl 25 - Passive - Iron-lunged: You and your party have advantage on Quts checks when your breathing is under attack.

Lvl 35 - Passive - Sky rider: Any clouds or mists in the sky don't block your vision. The same applies to meteors and any sort of space debris, Death Dealer damage is increased to a d10.

Rogue sky pirates, loyal spacefarers, ornithopter pilots - these adventurous folk are the backbone and scourge of the skies and stars. They lead a life of danger, where one wrong step can doom them. These folk are suicidally brave, usually foolhardy and thus don't survive very long. As the saying goes, "the brighter the candle burns, the faster it goes out".

Cloudkins often find themselves at odds with powerful companies that ferry their cargo across the skies, seeking to avoid the white snowscape below. For a Cloudkin, human cargo, seeds, biomass, and genetic material are more than commodities, they're integral to their very existence. Those who dominate the skies and exploit the clouds' resources must fight for that honour.

As a Cloudkin you can navigate dangerous alliances, evade powerful enemies, and forge your own path in the ever-shifting cloudscape.



Body-mod Points	3	Starting ammo: 10
Stat modifiers	+1 Qrotisque, +2 Witt, +3 vision, +1 Quts, +3 agility	Starting Lucre: 6d10 minimum 10

Syphoner

pg8

Lvl 0 - Passive - Edge of Decay: Your flesh is weak without sustenance, giving you disadvantage to all checks except Grotesque and Quts. Rations and food do nothing to sustain you.

Lvl 2 - Ability - Energy Tap: You can attempt to syphon a creature's energy by rolling a Grotesque check against their Quts check (as an action). If you succeed, you gain the energy to sustain yourself and are immune to the Decay passive until the end of your next long rest, the creature you energy tapped gains a point of Torpor a point of hypothermia and suffers d12 fungle damage.

Lvl 15 - Ability - Cerebral Sunset: Once per long rest. You connect yourself to one enemy during combat, gaining all of their status effects: healing, damage, and vice versa. Once connected, you cannot disconnect from them until their HP is 5 or lower.

Lvl 20 - Ability - Flood: With a bonus action, you can consume the energy gained from Energy Tap to give yourself advantage on your next check, remove any hypothermia points you have accrued, or prevent a party member from going into hypothermic shock, the Edge of decay passive is applied after use.

"She looked like death warmed up. My wife, flecks of her fell on the floor like snowflakes as she stood there. Clutched in her hands was her child... my child, a shriveled husk barely able to move as she stole his life-force. I was too late to save him, too late to save myself and as she fell from atop me I lodged a bullet in her decaying head, before turning the gun on myself."

Syphoners are often feared and hunted by others, for those suffering from such a terrible disease eradication is the preferable route. As a Syphoner, you have to navigate a dangerous world hell-bent on your removal; all while struggling to control your own hunger for energy.

Regularly feeding on others to survive is perhaps the easiest path forward. Will you be driven to mindlessly feed, or will you use curse for good?

Lvl 30 - Ability - Assimilation: When you get hit by electrical, toxic, parasitic, cancer, or burning damage, you can roll grotesque to absorb it.

If you roll higher than the amount of damage, you gain the energy to sustain yourself. That energy lasts until the end of your next long rest or until you use Flood.

However, if you have already negated the Decay passive you cannot use this ability.

Lvl 50 - Ability - Dust to Dust: your syphoning causes additional melee damage equal to your bulk stat whenever you use it, but you have to energy tap 4 times before you gain energy or drug yourself beforehand to only have to syphon once.

Body-mod Points	3	Starting ammo: 10
Stat modifiers	+1 Witt, +1 Speech, +3 Grotesque, +2 Quts +3 Insight	Starting Lucre: 5d6 minimum 0

Packmule

pg9

Lvl 0 - Passive - Only the Best: You can roll a d10 + and extra d10 for every 100 lucre once to cut down the price when buying a mount.

Lvl 2 - Ability - It's Alive!: You can heal a Datadoll or Animal with a D8+1 health roll as an action (1 time per long rest). Every 10 levels you can add a d4 which stacks to your heal roll along with an extra use.

By level 10 you have a D8+D4+1, by 20 a D8+2D4+1 etc...

Lvl 5 - Kleptomaniac: If you have a mount, you can place any 10 items on your mount separate from your inventory regardless of size.

Lvl 10 - Passive - Road-Baron: Anytime you're in combat while riding a Mount, you get advantage on all Finesse & Bulk checks.

Lvl 20 - Passive - Engine Overflow: You can actively damage your mount for d12 points of health to remove 2 points of hypothermia from someone.

If chasing someone you can damage your mount to get advantage on agility or finesse checks.

Packmules are street urchin engineers who live for the road, though now, in the modern day, there isn't much left. To make up for the lack of sufficiently interesting infrastructure and adrenaline, some of the older Packmules have taken to arranging races in the massive tunnels found under the ice.

Expert riders/drivers, they are often part of a street gang, hateful of rich society, and usually possessing anarchist views. They are excellent in the use of mounts: growing, operating and maintaining them. Packmules are often caught up in a struggle between the corporations that wheel and deal in high earth orbit and other rebel groups, who seek to control the highways and byways of the world.

As a Packmule, you can navigate a complex web of alliances and rivalries, all while seeking to prove yourself as one of the best drivers and bikers in the land. You may find yourself working for one side or the other, or you may choose to remain neutral and operate as an independent contractor taking on challenges such as smuggling goods across enemy lines, racing against other rival gangs, or battling superpowered-powered war creatures on the open road.

Lvl 30 - Ability - Moving Castle: Any mount large enough for your party to ride on can be taken and transformed into a non moving stronghold of your design, this stronghold can be built on.

When resting within this stronghold any rations consumed are instead consumed as feasts, and gives the party immunity to both torpor and hypothermia for two long rests after leaving.

If you are attacked within your stronghold you have advantage to all attacks.

the mount is lost.

Lvl 40 - Passive - My house my rules: Advantage to grotesque, glamour, and insight while within your stronghold.

Body-mod Points	3	Starting ammo: 10
Stat modifiers	+1 Witt, +1 Finesse, +3 Quts +3 Insight	Starting Lucre: 4d20 minimum 0

Depthlung

Lvl 0 - Passive - Cherry Core: AC is doubled when behind cover.

Lvl 2 - Passive - Infiltration: Finesse is doubled when underwater. When attacking from underwater, people have disadvantage on Bulk and Quts checks against you.

Lvl 4 - Ability - Fist of Qlass: Once every long rest, if you drink something before combat, your first successful attack will be a critical hit.

Lvl 10 - Passive - Dominance Vector: Gain the ability to swim through the air and vacuum at the same Pace you would swim underwater.

Lvl 20 - Ability - The Bends: 2 times every short rest, auto pass or fail a Quts check for you or someone you touch.

Lvl 30 - Passive - Conversion Therapy: On a long rest if there is available biomass (the available biomass must be more or equivalent to the weapons biomass), reroll any weapons status effect with a d12, not counting the shuffle status effect.

Depthlungs excel at fishing, reconnaissance, and construction. If of course it's underwater, not that they lack talent for the goings on above, everything's just so much harder in the hustle and bustle.

In the vast innumerable underwater tunnels, crags and valleys, the Depthlung can be found, creeping in the still oceanic water, careful and methodical. Infiltrating underwater installations, loading docs, towns and staging grounds, gathering vital information and sabotaging enemy infrastructure and hunting the occasional deep sea leviathan. Depthlungs are the embodiment of a quiet rage against the world's governments and endurance beneath the waves.

Almost completely disconnected from the rich in high earth orbit, Depthlungs find their lives more peaceful than those above land, and it'd take a lot for them to abandon that life. A death in the quiet depths of the ocean in the end is all they wish for, what everyone should wish for, really...



Body-mod Points	3	Starting ammo: 10
Stat modifiers	+3 Finesse, +1 Witt, +3 Quts	Starting Lucre: 10d20 minimum 0

Shieldskin

Lvl 0 - Passive - Based: You are resistant to toxic damage, or immune if already resistant, you are immune to surprise attacks, and suffer only half the damage of ranged attacks.

Lvl 5 - Ability - Bovine bravado: You can add your bulk modifier to your melee attack damage if you are attacking unarmed.

Lvl 10 - Ability - Martyr: Twice per long rest, in combat, if an ally is about to be hit within diving distance, you may take the hit for them instead. You take half of the total damage.

Lvl 15 - Ability - Indomitable: When below half health, you can force all enemies to focus attack you to save your crew until you reach 0 HP.

Lvl 20 - Passive - Callouses: You gain an extra AC pool. It equals your level die + half your health. The AC refreshes with your normal AC pool. You must re-roll the total every long rest.

Lvl 30 - Passive - Red Whipped Fury: When on quarter or lower health, you automatically succeed on melee attacks

Lvl 40 - Ability - The Big N-O: You can defy death without taking two automatic death saves (pg 63).

Where ShieldSkins usually lack intelligence, they more than make up for with brute strength, serving as guards, hired muscle, mercenaries, et cetera. They are talented protectors and will usually sacrifice themselves for others, be it on either side of the law.

As a Shieldskin, you can navigate a dangerous world of intrigue and violence using your combat skills and Body-modifications to survive. You may find yourself facing off against hellish assassins intent on rending your team limb from limb, throwing out some drunk soldiers, guarding the room where in which world-changing decisions might be made, or perhaps just barging in there yourself and grabbing the decision maker by the throat.



Body-mod Points	3	Starting ammo: 5
Stat modifiers	+3 Witt, +1 Quts, +2 bulk, +3 Grotesque	Starting Lucre: 8d6

Pillsprigg

Lvl 0 - Ability - Cytokinesis: You may gain 2 torpor and use 5 drugs to split into two beings with one mind. If one dies, you must wait for a long rest to use this ability again.

stats are the same across both bodies but ac hp and bmp (at time of creation) are split between them, which are restored to normal when deactivated.

Lvl 5 - Ability - Takes a Minute: You can take 2 drug Doses without any side effects once per long rest.

Lvl 10 - Ability - Molecule Madman: Once per long rest, you can harvest any hormone producing glands in a body to be turned into 5 of any drug.

This completely destroys the body.

Lvl 15 - Ability - Organ Massage: Twice per short rest, if cytokinesis is active, you can deactivate it to heal any party member by a d(your level dice) except yourself as an action.

Lvl 20 - Passive - Panacea proliferation: If any one of your party members are addicted you don't suffer any ill effects from your drugs at all.

Lvl 40 - Passive - Vested interest: Your concoctions are so powerful even datadolls can be affected by them, if one of your party takes a drug you made it does double it's effects and gets them addicted automatically.

Agile, nimble, and great at sneaking, the Pillspriggs are thieves, and illicit delivery folk with a flagrant disregard for the law. While not living very long, they are well regarded and seen as punk icons, as along with their drug deliveries they usually take along messages and notes to family members usually unreachable, striking through bureaucracy.

Whatever your motivation, one thing is for sure - life as a Pillsprigg is never dull: you're always on the move, taking on risky jobs and trying to stay one step ahead of the law. It's not just about the thrill of the job though, you have your own personal goals and motivations that drive you forward. Maybe you're looking to pull off one last big job before retiring to a life of luxury. Maybe you're seeking revenge against a powerful corporation that wronged you in the past. Or maybe you're just in it for the adrenaline rush.

Body-mod Points	3	Starting ammo: 10
Stat modifiers	+2 Agility, +2 Finesse, +1 Qrotesque	Starting Lucre : 10d20 minimum 0

Hivehead

pg13

Lvl 0 - Passive - Scratched up hide: -3 to melee damage against you with an additional -1 for every animal or mount in your party.

Lvl 1 - Ability, wolf-pack: For every teammate that is below 5 health, get a +5 added to your temporary health for the length of one combat session.

Lvl 2 - Passive, whisperer: You have the ability tame untamed animals. To tame a creature roll a Speech, or insight check, you cannot use this ability in combat.

Lvl 3 - Passive, Mans best friend: You can interact with your animals as a way of gaining Leverage.

Lvl 5 - Ability, Chilling-Presence: You can use an action to make 1 enemy skip an attack round, each animal in your care inherits this ability. you may only use this once per long rest.

Lvl 8 - Ability, Petting Zoo: When in a short rest, if you or your party spends their time interacting with your pets, you can refresh one long rest ability.

Lvl 10 - Ability - Connected: Any damage you receive can be transferred to your Pets and vice versa.

Hive heads are a lower class doing anything to survive, training their pets to secure their safety and personal power. They generally operate in the depths of cityscapes and towns, the toxic derelict areas of vast industrial districts, leading a punkish lifestyle where one's own is the only thing worth saving.

Found family is the name of the game, being able to tame many creatures, Each with their own unique abilities and strengths. Some creatures are masters of camouflage, allowing you to sneak them past enemies undetected, while others are outfitted with powerful attacks that can incapacitate foes.

However, your powers come at a price. The creatures within your care require constant food and attention, and you must feed them a steady diet to keep them healthy and under control. If you neglect them for too long, they may turn on you or run wild, causing chaos and destruction, and for some, it's more of a partnership than anything else.

Body-mod Points	3	Starting ammo: 5
Stat modifiers	+2 Quts, +3 Qrotisque, +2 speech, +3 Insight	Starting Lucre 10d6 minimum 5

An animal starts with a base set of stats before levelling up.

An animal in your care must be constantly tended to keep it happy and willing to stay with you, unless it is a non-sentient Biomachine.

Once tamed the animal you have tamed will be played by either some other player on your table or the ST depending on if it is being cooperative or not.

When ordering your animal to do something you have to roll their specific stat, on a success the player who is embodying your animal will be able to take an action that follows your command.

On a fail the animal will do something else, as dictated by the ST.

Every animal gets only one action and no bonus action in combat, unless it is a swarm type creature which gets two actions.

you can level a creature up with your levels instead of levelling yourself up. An animal can be levelled in all 12 levels + HP.

When a creature you have tamed dies you regain half of any levels spent.



animal type	Non-sentient	Domesticated
Info	A Biological machine that'll die without you, no sense of self preservation, just a source of warmth	Easiest to tame and keep, with teaching of tricks and useful behaviours the easiest to ingrain
Tame requirements	1 ration up keep	1 ration to tame and 1 ration upkeep
animal type	Wild	Feral
Info	Second hardest to tame, with them being used to being by themselves, they will need a lot of love and attention	Most dangerous, the most valuable, and they are the hardest to tame
Tame requirements	4 rations to tame and 1 ration upkeep	8 rations to tame and 2 ration upkeep
animal type	Swarm	Hulking
Info	A collection of creatures rather than one individual, usually sensitive to the cold	The largest creatures, capable of holding people inside them
Tame requirements	4 rations to tame and 1 ration upkeep	4 rations to tame and 4 ration upkeep

Lvl 0 - Passive - Bright-Little-Thing: You get 1 Lucre every short rest and 4 Lucre every time you take a long rest.

Loved by the rich and powerful, hated by the poor, Bigwigs are bad at most things, although they make up for it with their chequebook and a formidable list of contacts.

Lvl 5 - Ability - Sellout: Once every 3 long rests you can 'sell out', sacrificing all your Manipulation stat point bonuses to double your Lucre.

Being a Bigwig is more than just making money it's also about wielding power and influence. Amass a vast network of connections and allies, from the wealthy in high earth orbit to politicians and corporate executives. You know how to play the game of power and use your influence to shape the world around you.

Lvl 8 - Ability - Moneyshot: you can use your money to increase the amount of damage you do, every 1000 lucre adds an extra dice that changes size along the marching 7 system, 1000 = d2, 2000 = d4 etc.

Your greatest asset is your wealth. You can use it to buy almost anything you want, from high-level corporate secrets to political favours. Ride the financial wave and don't crash into the rocks of bankruptcy.

Lvl 10 - Ability - Paypig: pay double for something expensive a party member of yours was going to buy anyway, your leverage is fully refilled, usable once per long rest.

Lvl 15 - Passive - Severance Package: When on death's door, transport to an unknown Wet Carbon, this passive only triggers if your bank account is in the triple digits, your bank account resets. You get a set of Rich Clothes, and 100 Lucre, this passive will not trigger if you have any torpor.

Lvl 20 - Ability - I know a guy: Roll a D4. The result determines how many people you gain as contacts, 1 on 1, 2 on a 2, etc, they can be called to help. More contacts can be made or broken, depending on if the player treats them well or not. The Bigwig chooses a business background from the list below and can make contacts within the same industry.

The available backgrounds are, Crime, Military, Sex, & Inheritance.

Body-mod Points	5	Starting ammo : 0
Stat modifiers	+3 insight, +1 Finesse, +4 Manipulation, +2 Qlamour	Starting Lucre : 20d20 minimum 80

Lvl 0 - Passive, To be known: Throughout your adventure, you will gain Reputation depending on your actions in-game, you can also request an action to be considered for Reputation gain at the Storytellers discretion i.e., "I'm going to perform to the crowd" a reputation worthy action also gives Leverage.

Lvl 5 - Passive - Spark of fire: When wearing clothing that fits your brand you gain a +2 to Glamour and the ability "Big reveal" this stacks for every player in your party that wears something similar.

Lvl 10 - Ability - Blue-Bloodsucker: While inside a building, you can broadcast a message over the fatline. This message cannot be directed to a specific individual and is visible to anyone who happens to be viewing at the time, this message can give Leverage if it is on brand enough.

Lvl 15 - Ability - Big reveal: Utterly ruin your clothing and gain an advantage on every subsequent non damage roll in a combat scenario, ending in a +100 to reputation, and a bonus +100 if you are 4 ticks or above on the hypothermia clock, usable once per long rest.

Lvl 20 - Ability, Sweet-talking: Once every short rest if you encounter someone with a higher reputation than yourself you can do something consequential, either positive or negative to that person to gain half of their reputation.

Lvl 30 - Passive, Cute-little-thing: Most enemies underestimate your abilities, if an enemy attacks you roll a d2, and on a 1 the enemy attacks one of your teammates, or does 2d6 less damage, your choice.

Idols are the only thing keeping the poor folk from rioting, serving as entertainers, the Idols are equally liked and hated, death threats and stalkers are an all too common occurrence. But being an Idol is more than just putting on a show - it's also about connecting with your fans on an emotional level. You have a natural charisma and charm that draws people to you, you understand how to use that to create a sense of community and belonging among your fans.

You are a force to be reckoned with. With your talent, charisma, and Body-modifications, you are capable of creating performances that'll inspire and move people. And with your devoted fanbase, you have the power to shape the cultural landscape of the world, be the change, be it good or bad.



Body-mod Points	3	Starting ammo : 0
Stat modifiers	+1 Agility, +3 Glamour, +3 Manipulation, +1 speech	Starting Lucre: 12d6 minimum 25

Reputation

If your Reputation hits 0 you will not be able to use any of your abilities except "To be known".

A replacement for Lucre:

you can spend 10 reputation to replace 1 Lucre in a barter, this can be stacked.

A Conversational Assist:

You can spend 50 reputation to give yourself +1 on a check, this can be added to any non combat Speech, Manipulation, Glamour or Grotesque roll, you can stack it but not in tandem with any other Idol abilities, and you cannot get advantage from other characters if you use your reputation.

A photo on the wall:

If you repeatedly visit an area between long rests you can gain a +10 to reputation, this stacks between the amount of long rests since you have visited an area, so 2 long rests since visiting will give you a +20, etc.



Charlatan

Lvl 2 - Passive, Harried healing: any healing items that need a short or long rest can be used immediately.

Lvl 10 - Passive, Megamind: 3 picked stats must be made to be based on Witt modifier every 2 long rests, your Witt stat is split 3 ways.

Lvl 15 - ability, Empath: You gain advantage for all of your Megamind stats and a doubling to your health while in a rich building or after performing a religious rite during a long rest which lasts for 5 minutes and gives you 1 Torpor point.

Lvl 20 - Passive, Moon-walker: Any Bulk or Glamour check gains half your Grotesque modifier twice per long rest.

Lvl 25 - Abilities, Gambler: Once per long rest, you automatically succeed any 1 check. Once used, you get disadvantage on every check made until your next short/long rest.

"For I am a charlatan, societies aren't to be, they are neither below me nor am I above, but even so I differ and a such I shall roam never sticking, like quicksilver," a quote from reverend Posedis, before the attack on the Lunn's main base, and their subsequent disappearance.

you travel from town to town, preaching a message of hope and salvation to those who will listen. a skilled speaker and storyteller perhaps, something else entirely, weaving tales of redemption and enlightenment that draw in even the most sceptical of audiences.

But your true goal is not to save souls - it rarely ever is, your goal shall be your own, and your philosophy and skills shall be your means to an end.

Body-mod Points	Due to religious Bio-tinkering you cannot wear Body-mods	Starting ammo : 0
Stat modifiers	+2 Manipulation, +3 Witt, +2 Speech Set starting grotesque to 0	Starting Lucre: 3d6 minimum 0

Lvl 0 - Passive - Weapons-Expert: You cannot stealth attack, but you can change equipped weapons every turn with a bonus action, instead of an action.

Lvl 5 - Ability - Ablative panoply: You can fully restore one person's ac once during combat by giving up two actions.

Lvl 8 - Ability - Arming union: You bond with one weapon until death, allowing you to Shunt AC points into Damage on a hit with that weapon, i.e. you hit 6 damage and Shunt in an extra 4 damage from your AC for a total of 10, AC regenerates at the end of a combat round.

You can change your union weapon every 6 long rests.

Lvl 10 - Ability - Reassurance: Spending a quiet moment (1 short rest) with your friend/master/mistress/god gives you a boost, +d20 to health, until the next long rest.

Lvl 12 - Ability - Blitz shriek: If your attack does half damage you can give up two actions to do 1d12 additional damage ontop of your regular attack if your next attack does full damage.

Lancers dedicate their lives to combat in service to another, they worship the gods or serve as another's vassal, rarely if ever do they go off on their own.

Being a Lancer is more than just being a soldier - loyalty and honour are it's driving tenants. You have pledged yourself to a cause or person greater than yourself, and you will do whatever it takes to carry out your mission and protect your allies.

Your cause might not be so noble, however, and if so, what does it take, for someone with such a belief in another to betray their ideals? your role might require you to carry out some morally ambiguous missions. You may even be tasked with something disagreeable, harming innocent people in the process.

Lvl 15 - Ability - Jousting: During combat you can target one Enemy and force them to roll at a dice level that is one lower than yours.

Lvl 20 - Ability - War rage: Once per long rest If rolling during death's door, on your first 2 remove d10+level dice points of health from your total and go back to full health.

You can regain the lost health after two long rest, unless you go into the negatives then you die.

Body-mod Points	3	Starting ammo: 50
Stat modifiers	+3 bulk, +1 Survival, +3 Agility, +3 Vision	Starting Lucre: 8d20 minimum 80

Lvl 0 - Passive, Curious-soul: If you have not gone to a new place for 1 long rest or learned a new piece of information all below abilities cancel out.

Lvl 2 - Ability - Polyglot: When you speak to a person that isn't of your genotype, rolls that successfully obtain information from them will give you one point of Leverage.

Lvl 4 - Ability - Bespectacled Orator: Once per long rest when talking to a person with a known lower Witt stat than you, conversations can be pinned at a point in time (noted by yourself) for you to go back to and change a part of, you cannot use this ability after the conversation is over.

Lvl 6 - Ability - Quantum-Brained: When below 50% health, roll a Witt check to double a bullet's damage.

Lvl 8 - Passive - Specky: If wearing some sort of spectacled fashion gain a +2 to vision and Witt, if you also have a head body-mod increase that to a +4, +6 if you have two head bodymods.

Lvl 30 - Ability - 5D chess: Turn back time to rethink something in the past. This can only be triggered once per 5 long rests and you can only go back until your last long rest, all players go back to that point.

Boffin's are intelligent individuals who are on the pursuit of knowledge, with a deep understanding the world, they sometimes forget the emotional side of things when talking to folks, nearly always looking for the next great discovery, whether it's a new technology or a hidden piece of information that could change the course of history. You spend your days tinkering with gadgets, running experiments, and poring over ancient texts from yesteryear,

In this as in all worlds, knowledge is power, and as a Boffin, you hold the keys to some of the greatest secrets, inventions and discoveries of the age. But with great power comes great responsibility, and for such an intelligent one as yourself, who'll begrudge you a little dabbling in your baser natures.

Body-mod Points	4	Starting ammo: 5
Stat modifiers	+3 Witt, +2 Speech, +2 Finesse, +1 Vision	Starting Lucre : 4d10

Lvl 0 - Passive - Bloody-Interests: If an ally gets hit before your attack, you get a +4 to hit.

Lvl 2 - Passive - Three's a crowd: +2 to damage when dealing parasitic, cancer, or fungal.

Lvl 5 - Ability - Paramedic: 2 times per long rest you can heal D8+1 damage for a party member as an action. Every 10 levels you can add a D4 which stacks to your heal roll along with an extra use, meaning by level 10 you'll have a D8+d4+1 that you can use 3 times.

Lvl 10 - Ability - Mod-expert: Every short rest you can change one of your ally's or your own mods once with an Insight check with advantage but you must have all personal Body-mod slots filled.

Every long rest you can change any bodymods without having to pass any checks.

Lvl 20 - Ability - Clean-freak: If you or your whole party are bloodied (below half health) you get a +4 to all melee damage.

Lvl 25 - Passive - Death of malaise: Twice per long rest, while a party member is at full health, you can remove a potential status effect before it occurs including any damage taken due to that specific status effect.

Skindocs are travelling doctors, usually serving the customer's needs from a more cosmetic, or dangerous point of view, they cannot heal Datadolls.

you are always on the move, using your expertise and knowledge of biotechnology to heal the sick and injured or one would hope. You carry a wide array of medical supplies and equipment with you, allowing you to diagnose and treat a wide variety of ailments and injuries. But you rarely ever get to use them, people usually asking you to pop in a hair colour changing Body-mod, or make their eyes a different colour, "Don't they know that eyes have to be bought, you can't just change their colour" no, of course, they don't... but you're a medical professional and all, Hippocratic oath and such.

Body-mod Points	4	Starting ammo : 0
Stat modifiers	+3 Survival, +3 Finesse, +1 Agility, +1 Witt	Starting Lucre: 10d20 minimum 40

Lvl 5 - Ability, Bodyfarm: You can use the corpses of people to buff your own ac by 5 this ac does not recover during a short or long rest, the body gets destroyed after you use this ability.

Lvl 10 - Passive, Desensitised: You're numb to physical pain, if bloodied (meaning you're under half health) roll a d10 for every 10 hp you have lost to regain that much, once used the resulting HP is your new cap if used again.

Lvl 15 - Ability, Structure Lodge: Any lost natural body parts can be replaced with any other vaguely similar limb without issue, and if severed you maintain control of your sliced off part for 5 minutes after severance.

Lvl 25 - Ability, Palliatory slug: You can shoot a party member to heal them for half your weapon's damage, you incur a cost of 4 ammo when doing so instead of 1, and any status effects are applied normally.

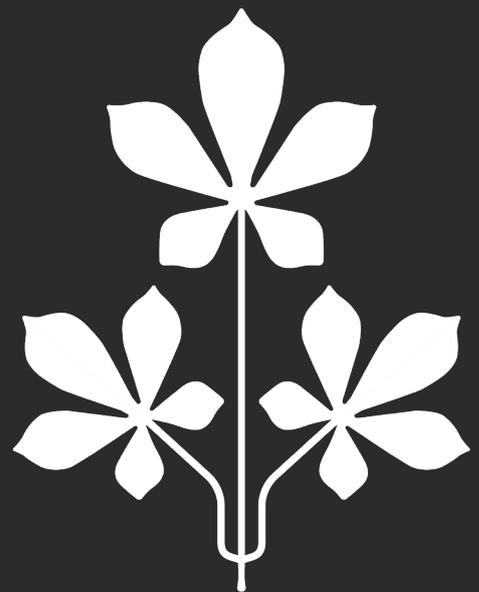
Lvl 30 - Ability, Evolver: 4 times per long rest, immunise yourself to one type of damage so you only take half of any damage inflicted by that type

Lvl 40 - Ability, Foetid Line: You can harvest limbs and organs from others and attach them to yourself, with every body part you attach your speech, manipulation, Quts, vision and finesse go down by 2 points, and your Qrotesque stat goes up by 1.

Plugpool's are fanciful Biohackers that have taken their Practices to the logical extreme.

You are a visionary, one absolute radical, a real crazy kid, pushing the limits of what is possible with biotechnology. Whether you are creating a custom implant for a client or designing a new strain of biologically enhanced crops, you are always working for advancements in your field, be it good or bad for those around you.

Is that the tinkling sound of the next stage of human evolution you hear?



Body-mod Points	9	Starting ammo: 10
Stat modifiers	+3 Quts, +3 Qrotesque, +1 Bulk +1 Survival	Starting Lucre: 2d10 minimum 0

Sinkspacer

Lvl 0 - Passive, Space-cadet: Your Bulk stat is always set to 0 and your Witt and Insight stats are halved while out of Sink-space.

Lvl 2 - Ability, Quy in a pool: If you are in Sinkspace, you can communicate with anyone in your party in a 1 kilometre range from the Sinkpool you are in.

Lvl 5 - Ability, Data nectar: If in Sinkspace, your party will passively gain 1 health every round of combat, if their health is full they gain 1 AC back until both AC and health are full, out of combat every short rest add a +2 to any HP recovery.

Lvl 10 - Passive, A Last stand: if your whole team dies while you are in Sinkspace you get pulled out through their collective blood pool to fight the enemy yourself, if you win everyone is brought back unconscious and set to half their HP

Lvl 20 - Passive, A sunken place: If in Sinkspace, anybody within that 1 kilometre range is highlighted for you, and if you target one of those people your party does double damage for the time they are targeted. You can also roll insight to perform a psychic attack of damage being a d5 x the enemies Witt

Lvl 35 - Ability, Infobahn: Any pool of liquid can be used as a Sink to access Sinkspace for you, however unless it's an actual Sinkpool you will get a Torpor ever time you use it.

In the depths of the Sink is data. The SinkSpacer can drive their way through it, burrowing like a mole in dirt and cutting their way through the fatline transmissions.

Your mortal shell is just a vessel, the real space is sink-space, that sunken place deep in that transmissive liquid you use to prevent yourself from feeling exterior sensation, perfect to body temp, you can barely feel it.

The Sinkspacer is a hacker, a data hog, and a an information cowboy. Combat is not your bag, but neither is real life really.

Lvl 50 - Ability, Liquid Phantasm: If in Sinkspace, the first time you target a person they are dragged into Sinkspace with you and your first attack is a surprise attack doing double damage if successful.

The rest of combat continues as normal. If you manage to kill the person this ability resets, if not you are dragged out of Sinkspace and burst out of the person you dragged in both at half health.

Lvl 65 - Ability, Scrying pool: when you and your party are near a Sinkpool you can pull a party member through the pool to another location with a sinkpool at the cost of 2 bodymods (10 bmp or above) and giving yourself full torpor, if your torpor is already full you roll a d10 + an extra d10 for every 10 of your hp maximum to take that amount of damage.

Body-mod Points	10	Starting ammo: 0
Stat modifiers	+3 Agility, +1 Quts, +3 Finesse, +1 Insight	Starting Lucre: 6d8 minimum 0



SNS



All evolving from humans or humans who have gone through a biological reformation, the genotype of SNS are a diverse and manifold bunch, "one may never truly lose their humanity... no matter how far the world may pull them from it"

Genotype Human

The majority not just surviving but thriving politics abound

Syllabub

Mostly gentle, furry giants nomadic honourable

Cognitive

Governmental experiments deadly pip squeaks

Datadoll

Information slaves aquaphobic alienation, otherness

Hellion

Religious Icons power in misery unsuited to the elements

Feikin

Parasites, vulnerable vermin not their fault

Thurrin

Lanky immigrants come down earthside, richer than most



Maw Eyes FUN
Amnesiac help FUN
Synaptic remapping FUN
Nu world order FUN

Human



Very Average... not much else to say, yet still, fiercely resourceful, humans are the progenitors of all offshoot genotype, with humans also being the original creators of the biotechnology most everyone now uses.

Humans are also the most common genotype, their predilection for breeding like rabbits and the strength of their hereditary provenance means that they have taken over as dominant due to their rampant spread.

Split into many factions however, humans and their distant cousins the Thurrin are usually in constant conflict with each-other, wars abound.

Genetic Enhancements	+1 to any 5 of the 12 stats (not stackable), ostracised less by all societies, starts with 50 Lucre at the start of the game.								
----------------------	---	--	--	--	--	--	--	--	--

Witt	+1	Quts	-2	Bulk	-1	Survival	+3	MS	2
Insight	+2	Qlamour	0	Vision	-2	Manipulation	+3	HP	5
Speech	+5	Qrotisque	-2	Finesse	-3	Agility	-4	AC	0

Syllabub



Reaching 6ft at the shortest, with a prominent toned and boxy musculature, the Syllabub are stocky humanoids, with their base in the Barsul forest. Most have an honour-based social hierarchy, "your kin comes first", they speak with a rather slow methodical lilt.

Despite their imposing appearance and intimidating abilities, the Syllabub are known for their calm and measured demeanour. They are thoughtful and introspective and take great care in making decisions.

Fur covers their whole body and their feet have been genetically coded to form the shape of a boot as they grow, with no toes. They also have two bone like protrusions on the end of either shoulder and the sides of their thigh.

Genetic Enhancements	Immune to Hypothermic shock, toxic, and electrical damage Can see very well in the dark								
----------------------	--	--	--	--	--	--	--	--	--

Witt	-4	Quts	-2	Bulk	+5	Survival	+4	MS	1
Insight	-3	Qlamour	0	Vision	-3	Manipulation	-2	HP	20
Speech	+1	Qrotisque	+2	Finesse	0	Agility	+2	AC	10

Variations:

Syllabub fur colours cover a very naturalistic pallet, though the most common colour for them is grey, they can also grow deep browns, mottled greens, and even yellow blond. Patterns in their fur, if they appear are usually a marker of the pack they were born under and are usually subtle, stripes and dots of colour variation in their mass. Others may grow wool-like coats that mat easily, requiring careful grooming. Such packs often develop strong grooming rituals as a form of bonding, and some Syllabubs that come from especially cold areas keep braided beards or manes.

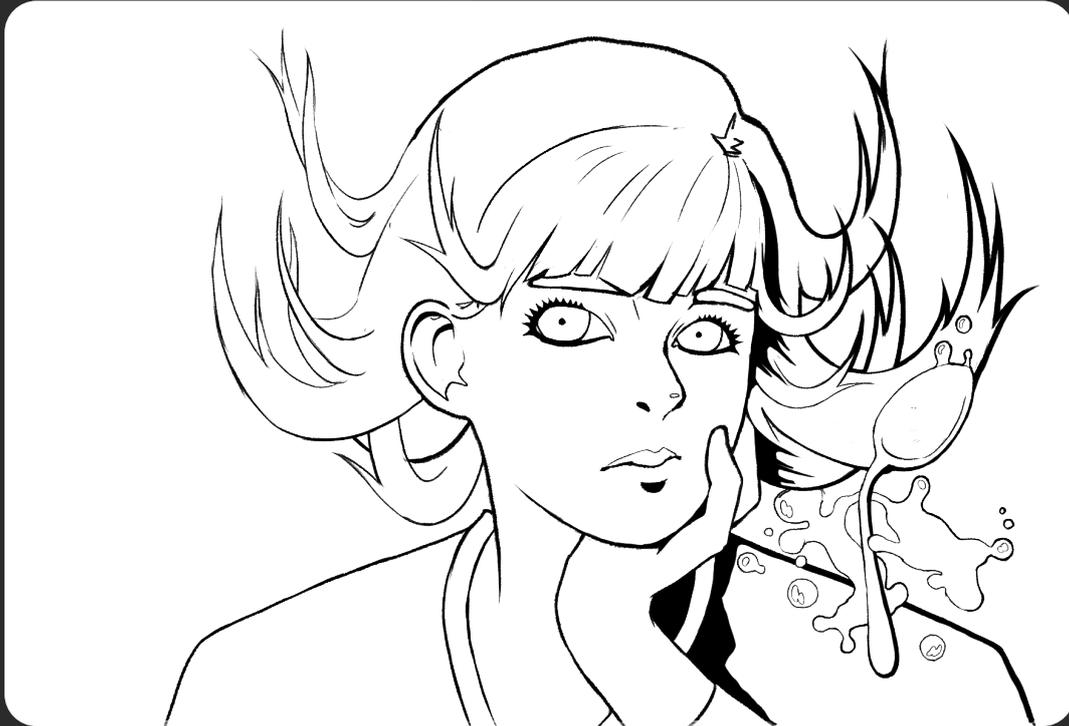
A syllabubs tusk length varies, sometimes curving, and chiselled with intricate patterns when a young syllabub reaches maturity, if theyre damaged through combat, they are rarely replaced as damaged tusks are seen as honourable a show of strength.

The average height for a syllabub is around 8ft tall, reaching 9ft 5 at the tallest and 6ft at the shortest, bodies can vary in composition though even the skinniest syllabub will still be far more muscular than the average human, fat syllabubs are more likely as their naturally muscular frame can hold alot of weight.

With their feet being genetically coded to form the shape of a boot as they grow, with no toes. most Syllabubs go barefoot, they also retain bony protrusions extending from their shoulders and thighs. These are vestigial remnants of the original bioengineering process, the growth plugs used when Syllabubs were first designed. While no longer functional as Syllabubs now give reproduce normally, they remain a physical reminder of their engineered origins, often emphasized in ritual scarification or decoration for those that value their human origins, or surgically removed for those who despise that part of themselves.



Cognitive



Short, pale, not usually very physically strong, but fiercely intelligent, the Cognitive is hard to parse from a normal human, existing before the meteor collapse as experiments by early they served as soldiers, spies, and assassins, unfortunately, none of the governments ever managed to perfect their experiments, and as such when the meteor hit, they came out of their bunkers as unfinished spectres, figments of the old world.

Genetic Enhancements	Access to the Shutter Chart, pg 29 especially vulnerable to hypothermic shock with hypothermic shock also causing Brain bleed
----------------------	---

Witt	+4	Quts	-4	Bulk	+3	Survival	0	MS	2
Insight	-1	Qlamour	+2	Vision	+4	Manipulation	-3	HP	15
Speech	-2	Qrotisque	-1	Finesse	+1	Agility	-3	AC	0

Variations:

Cognitives are very short, only really coming up to 4ft 6 in height at their tallest.

Cognitive eyes have a shockingly small pupil and iris, with their sclera taking up the most amount of space on their eyes.

In some rare cases Cognitives will have a congenital third eye, quite literally. Appearing either in the middle of their forehead or on some other place on their body, this eye is usually smaller than their main eyes and can sometimes be so underdeveloped as to be nothing more than a visual blemish. In the rare cases where the third eye functions, it is often unfocused or misaligned, offering fragmentary sight or flashes of colour and movement rather than clarity.

Cognitives have the same skin colour as humans mostly, though usually the veins around their head and neck will be more prevalent than the average. their skin colour can also be much paler or darker than the average human but not so much as to be of note. The most striking difference is often in their texture Cognitive skin is thin and drawn tight, bruising easily and carrying a waxy sheen in cold conditions. In extreme climates, frostbite manifests quickly, leaving the flesh around the temples and jaw a mottled purple long before the rest of the body shows damage.

Cognitive hair, when present at all, tends to be thin, brittle, and colourless washed-out blond, ashen brown, or stark black with little variation. Many Cognitives go prematurely bald, their scalps webbed with the same visible vasculature that marks their faces. many resort to hair implant bodymods.

Among themselves, Cognitives form tight intellectual enclaves, often living in abandoned bunkers, sealed labs, or insulated towers where the cold cannot reach them. These communities value knowledge and memory above all else, books, recordings, old-world blueprints, anything that confirms their connection to the era of their creation.

Despite their size and fragility, Cognitives develop rigid hierarchies. Status is often measured by mental endurance: those who can withstand the most brain bleed or wield the higher Shutter grades without collapse are afforded a kind of reverence. In many enclaves, scars of burst vessels in the eyes or temples are seen as marks of the especially powerful, younger Cognitives can sometime take to scrubbing their eyes with salt or self harm to gain more appreciation amongst their comrades.



Shutter Chart:

Cognitives get access to highly powerful, but also highly risky abilities. Every ability costs HP but for every 10 levels, 5 points of damage are removed from every grade.

Players can also choose what grade to apply the ability at, with the cost to one's mind increasing with each grade. However, when using these moves, a d your dice level + Witt is rolled to try and nullify the damage you must get a 5 + an additional 5 per grade and above, on a failed roll you have to roll a d2 for either Brain bleed taking half the amount of damage or on a 1 take the full amount of damage

Brain bleed is a status effect unique to the Cognitive, when suffering from it:

Bloody tears pour down your face, your eyesight becomes fuzzy, disadvantage on Vision, Agility, Glamour and Grotesque until cured

Grades are not restricted based on level, as an example it is possible, but extremely risky for a low-level character to utilise a shutter 5 ability.

When using your ability on another Cognitive if they are unwilling the ability gets disadvantaged. also if you have multiple forms all get damaged by your abilities

Shutter 1: 5hp	Shutter 2: 10hp	Shutter 3: 20 hp	Shutter 4: 40 hp	Shutter 5: 80 hp
Send a message to any creature with a human brain you have met before.	Move an object to a place in view, (up to human-sized) or Accelerate an object at speed (up to human-sized). Dealing bludgeoning damage dependent on your current insight, roll disight.	Link minds with a creature until the next long rest or combat session, serving as an unfettered information gateway to share thoughts with the linked party.	Rip a part off a creature, by overcoming their neurological defences, and roll your insight against their bulk.	You gain the ability to float and hover with your speed based on your Quts stat, in metres. With the need to refresh this ability every time you rest.



doll-looking creatures, Datadolls are largely ceramic, with the interiors being rather... bloody, they also cannot go near the Ocean or in the water without undergoing paralysis, though once removed they regain full mobility.

Made to order and designed as gene databanks with their 24 chromosomes serving to make them as data storage for those who order them. walking Libraries, with a storage capacity of about 700 megabytes of data. Lacking a human brain, any semblance of human vocal cords, their speaking comes out as a rather monotone vocal trill, and to others, they never do seem quite right.

Genetic Enhancements		Datadolls are immune to psychic damage, they also have no need for food of any sort, they are however sensitive to electrical and parasitic damage +2, with all drugs having no effect on them. -5 to agility near water, -10 agility when in water							
Witt	-2	Quts	-2	Bulk	+4	Survival	-4	MS	2
Insight	0	Qlamour	+2	Vision	+4	Manipulation	-1	HP	5
Speech	-2	Qrotisque	-2	Finesse	+4	Agility	-1	AC	25

Variations:

Datadolls can come in many material variations, with their base material being ceramic, their ceramic exoskeletons can be ran through with rivulets of gold, tiled mosaic patterns or even scales, metal Datadolls are the rarest of rare, and ones with a wood, hardened calcium like that of seashells, or resin are made that way for a reason only known to their commissioner.

Datadoll body types are interesting because their can't gain or lose weight in the normal manner, not cut their hair to a different style.

What they look like usually falls into three main types, the classic and most prevalent being the Service doll, the archetypal Datadoll, thin modelesque with a neutral nonthreatening expression and a limited amount of articulation, their main job is to store the data of their owner though they're usually put to other basic tasks.

The second type is the combat doll, these Datadolls have a much larger amount of articulation, essentially the same if not more than the average human, able to bend at nearly every point, or turn their joints 180° degrees around, their physical frame might be physically bulkier, or their exoskeleton might be built to frame the outlines of muscle fibres, their exoskeleton might even be built as living armour, with armour plates being the Datadoll's skin, they're brought in with regular troops as storage for complex orders and other combat data.

The third type is the industrial doll, these Datadolls are usually much shorter, made to perform jobs like cleaning air vents, sewers, waste removal, cleaning growth / food vats, etc, made to be easy to clean these Datadolls usually have very little decoration and are more colourful than the standard so as to make for easy retrieval if they get wounded on the job, a rubbery joint compound is applied to their segments so as to prevent infection and make hosing down easier, their data is usually that of the schematics of the location they work at, as well as surrounding buildings, sometimes even a whole city's worth.



Hellion



A mirror Image of the "demons" described In a majority of the Old world's mythology and religion Hellions are a race of multi coloured creatures, humanoid in appearance with a set of fleshy horns protruding from their head, and a long Prehensile tail ending in a small reverse fork, they are also born with an inbuilt aversion to any Religious symbols as well as a fear of open spaces.

No one quite knows when exactly the hellion race was created, though some Historians date their creation to be sometime after the fall of the asteroids.

Genetic Enhancements	+3 to Bulk +3 to Qlamour if in heat, Burning damage is halved. Can on a successful Vision roll, Sense sources of Heat in a 15 metre radius								
----------------------	--	--	--	--	--	--	--	--	--

Witt	+2	Quts	-1	Bulk	-4	Survival	+2	MS	3
Insight	+1	Qlamour	+4	Vision	-1	Manipulation	-3	HP	15
Speech	-4	Qgrotesque	+1	Finesse	-1	Agility	+4	AC	0

Variations:

Hellions can come in multiple colours, though there are some main ones, their skin covering all the shades of red like a classical demon, to blue, they can also be black as pitch, or shockingly pale.

Their eye colours are nearly unlimited in the amount of variation shown naturally and in some cases can even glow slightly, especially when sensing heat, though one commonly noticed aspect is their eyes usually contrast with the colour of their skin.

Hellions horns don't usually appear outside the straight skincovered bony protrusion out of their forehead as that is the most stable and consistent mutation, though rare exceptions have been documented where the horns curl, fork, or twist around the skull, mythmaking has even theorised of Hellions who's horns have linked into eachother, a Saint in one of the religions has been depicted with a set of horns that link in a perfectly circular shape.

A Hellions horns shape is affected by the Hellions body type, if they are portly their horns will also be rounder and softer in shape, while a hellion who's especially malnourished would have horns that are thinner and sharper,

Full tails are fairly uncommon, and mostly only present in hellions that are older, but every hellion has a small nub at the base of their spine that ranges in size, usually needing modifications in clothing for comfort

Hellions are often treated as walking embodiments of old-world superstition. Their appearance mirrors humanity's nightmares, and for many they serve as living reminders of religious iconography and damnation. This duality means they occupy a unique place in society: at once feared and idolized, rejected and yet used as symbols of power by cults, sects, and rulers who crave the authority of myth.

For the Hellion, existence itself is a form of theatre, whether they wish it or not. To embrace their image as icons of suffering grants them leverage, while to resist it often leads to quiet lives at the fringes of society. Their misery, their beauty, their horns and tails are all read as scripture by those who look upon them, whether the Hellion wishes it or not.





These good-natured parasites are small slimy creatures that measure in at about 15 centimetres tall, endowed with human-level intelligence. Their unique habit is to inhabit and revive the bodies of deceased humans, restoring them to full functionality.

In the past, they were a little too overzealous, but they learned the hard way that replacing a loved one was a serious mistake. Since then, it's become a cultural taboo, though... on rare occasions, it still happens.

Genetic Enhancements	Access to the Body Snatcher chart and optionally starts with one weak dead enemy as a host Cannot use Body-mods, or weapons when out of a body
----------------------	---

Witt	+1	Quts	+4	Bulk	-6	Survival	+1	MS	0
Insight	+1	Qlamour	+1	Vision	-4	Manipulation	-2	HP	1
Speech	0	Qrotisque	-2	Finesse	+4	Agility	+2	AC	1

Variations:

Feikin skin colours range all over the spectrum and are all bright like the poison frogs of the old world the main colours expressed are yellow and orange, and there is very rarely any patterning.

Feikins eyes are dark reddish in colour, with a milky red pupil that floats unsteadily within the fluid-filled eyeball. Up close, the eyes appear shakey, as if the pupil were swimming rather than fixed.

The length of a Feikins esophagus once exposed can vary as well, with some able to push out an amount of biomass almost half their weight. This grotesque display often accompanies the act of body-snatching, as they worm their way down a throat drill a hole in the back of it behind the uvula and taking steat in the back of a creatures head.

Feikin digits are stubby and fat, ranging from two to three fingers and a thumb on their hands, the same with toes.

Feikin hosts bear subtle marks of their parasite. Veins around the neck and eyes often darken to a reddish hue, and body heat rises slightly, giving them a faint flush. in especially adrenaline inducing cases host bodies may twitch or seize when the Feikin inside grows restless.

Feikin culture is inseparable from shame. Once, they attempted to replace the dead and pass themselves off as lost loved ones. The grief this caused left scars deep enough that the practice is now taboo, outlawed even among their own kind. Stories of families slaughtering their resurrected kin haunt every settlement where Feikin dwell, and the weight of those tales hangs over them like a curse.

Feikin communities tend to form hidden clusters, wrapped in on themselves in warm, damp environments where their small bodies can survive outside a host, usually in the same forests that Sullabubs inhabit they hunt by bodysnatching a creature and bringing it back to their alcoves, bringing it in alive and seeding it with edible mushrooms and other medicinal fungi untill the body dies and they consume the flesh. Some reframe their parasitism as a form of guardianship, claiming they do not steal bodies but keep them alive a little longer. even ritualising the act of seeding creatures.

BodySnatcher Chart:

Feikins have the ability to take over the bodies of creatures, passing through the back of the creature's throat and devouring the brain stem, once the taken-over body has been cast off, it cannot be taken-over again

For harder enemies you will have to prepare/have assistance to take over, either from drugs, other people, weakening them beforehand, etc.

Taking over a creature will always be considered a combat roll and will be a Quts save of the dc listed in the takeover section, so a weak dead enemy would require you to roll a d your level dice and you would have to get above a 2

dead enemies get one use and if you leave the body it cannot be re-entered, bodies alive at the moment of takeover can be used twice before they cannot be re-entered, you have to roll every time.

Takeover	Changes
Weak Dead enemy, dc 2	No stat change +2 hp +d4 MS
Medium Dead enemy, dc 4	d4 additional stat points, +4 hp +d4 MS
Strong Dead enemy, dc 6	d6 additional stat points, +6 hp +d4 MS
Hard Dead enemy, dc 10	d8 additional stat points +8 hp +d4 MS
Deadly Dead enemy, dc 12	d10 additional stat points +10 hp +d4 MS
Dead legendary enemy, dc 20	d12 additional stat points, +12 hp +d4 MS
Dead mythical enemy, dc 25	d20 additional stat points, +20 hp +d4 MS
Weak enemy, dc 6	d4 additional stat points +4 hp +d8 MS
medium enemy, dc 8	d8 additional stat points +10 hp +d8 MS
Strong enemy, dc 10	d10 additional stat points, +15 hp +d8 MS
Hard enemy, dc 12	d12 additional stat points, +20 hp +d8 MS
Deadly enemy, dc 20	4+d12 additional stat points, +25 hp +d8 MS
Legendary enemy, dc 28	6+d12 additional stat points, +30 hp +d8 MS
mythical enemy, dc 36	8+d12 additional stat points, +40 hp +d8 MS
godlike enemy, dc 40	2d20 additional stat points, 4d12 hp +d8 MS



Humans that have been born and bred in space, having spent such a long time in low gravity their faces are tight and their bodies are long and thin. with their eyes having been altered to such an extent they can only see in the ultraviolet.

Due to the strain their bodies experience, they have gotten surgery to remove their inner ear, with every Thurrian being born with osteoporosis they are injected with a sub osseous mechanical support skeleton when young that is adjusted like braces to lengthen as they mature, their skin also seems to be rather odd possessing a faint bluish-green tinge.

Genetic Enhancements	+1 to any 3 of the 12 stats, seen as a strange curiosity by most other earthside humans.								
	all bodymods cost half their normal value.								

Witt	+2	Quts	-2	Bulk	-4	Survival	-2	MS	2
Insight	+2	Qlamour	+4	Vision	-2	Manipulation	-1	HP	5
Speech	-1	Qgrotesque	-2	Finesse	+4	Agility	+2	AC	1

Variations:

Thurrim bodies are long and thin, stretched by generations in low gravity. Their faces are gaunt, with tight skin pulled across sharp cheekbones and narrow jaws. The bones of their arms and legs grow with a spindly grace, supported by sub-dermal mechanical frames implanted in childhood to counter their natural osteoporosis. When the braces adjust with growth, the process is often painful, sometimes leaving permanent scarring across joints and vertebrae.

Their eyes are perhaps their most alien trait. either evolved or built to see primarily in the ultraviolet spectrum, Thurrim vision is unlike that of other genotypes. To them, the world is painted in hues invisible to most, with glowing tracers left behind by heat, radiation, and chemical reactions.

Thurrim facial accessories are largely an indication of personal style more than anything, being the location where they receive the most cosmetic and gravity resistance surgery, Thurrim take great pleasure in having an aesthetically appealing collection of facial jewellery however they can also be following the newest trends, adding symbols of as markers of their ingroup, jewellery marking couples partnership or parentage, or even as religious symbols.

Skin tones among Thurrim follow the full human palette but are tinged with faint greens or bluish highlights that deepen when exposed to sunlight. Their flesh is partially photosynthetic, and long hours beneath solar lamps or direct sky can leave a green flush across their shoulders, forearms, and cheeks. In cases of sunburn, the skin reddens and then heals into a patchy green hue that lingers for weeks.

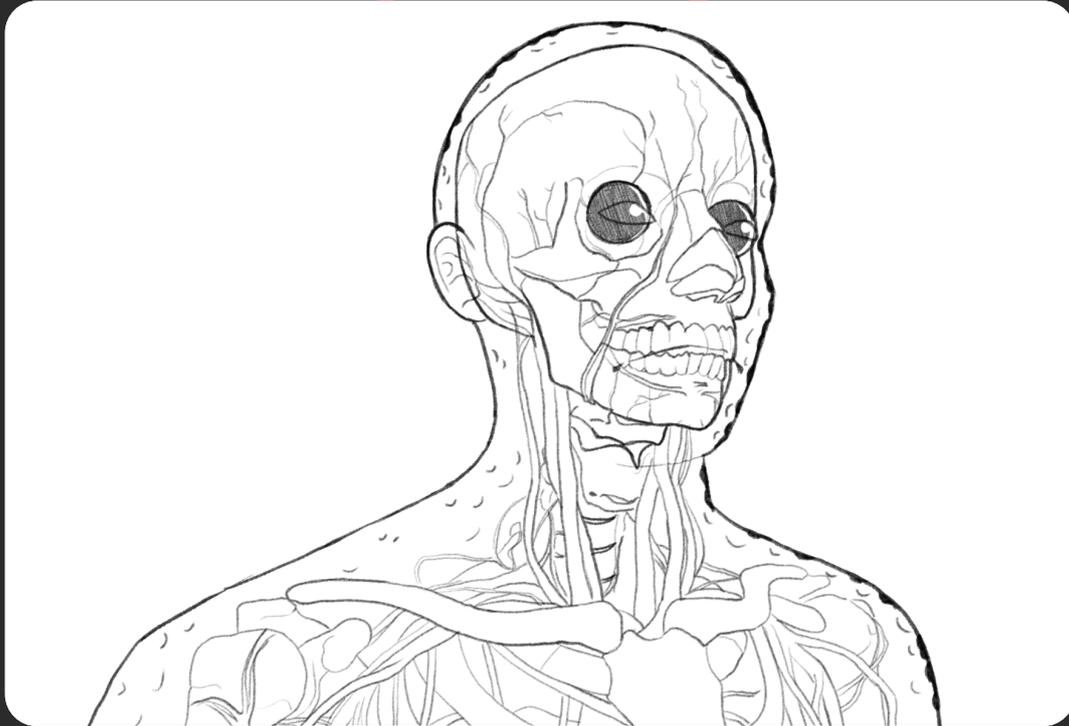
Only slightly taller than the average human, Thurrim come in usually around 6ft, at their shortest they can be 5ft and at their tallest they can be 7ft tall

Thurrim are seen by many as outsiders, immigrants who came down from orbit richer and stranger than the earthbound though that is rarely the case, as the richest in high earth orbit are still natural born humans, utilising artificial gravity. To earthside folks however, they are a living reminder of the wealth and privilege that exists above the snow, and so resentment and prejudice often follows.

Despite this, Thurrim are certainly valued in certain fields. Their ultraviolet vision makes them adept at detecting patterns invisible to others, such as chemical traces, hidden inks, or radiation leaks. As such, they are often found in roles that demand keen perception: security, salvage, and scientific research



Jellchap



See through jellied flesh on top of bones and delicate tendrils of the human nervous system, Jellymen are nearly completely transparent and as such they have garnered a reputation for truthfulness "Jellymen can't lie, you see right through them"

Feikin have a hard time taking Jellymen over as you can see the feikin sitting inside them, any and all body-mods are also easily visible inside.

Jellymen also have the ability to grow up to massive sizes for a short time given enough organic material, or rest.

Jellymen were struck off the international specicide purge list after their creator proved the species' usefulness in construction efforts down on earth, being the newest genotype to come into existence Jellymen are also the rarest and not many of the average person even knows of their existence

Genetic Enhancements	Access to the Size Surge chart								
----------------------	--------------------------------	--	--	--	--	--	--	--	--

Witt	+1	Quts	-1	Bulk	-4	Survival	-0	MS	2
Insight	+3	Qlamour	+4	Vision	-2	Manipulation	-3	HP	8
Speech	-1	Qrotisque	-3	Finesse	+3	Agility	+3	AC	5

Variations:

Qellchaps can come in multiple colours, their jellied internals ranging in hues all across the rainbow, some can be nearly completely transparent while others might display cloudy swirls of pigment, shifting and breaking apart as they move. These hues are not merely aesthetic but serve as rough indicators of health and mood. A pale, faded Qellchap may be dehydrated or starving, while one that gleams bright crimson or violet is likely brimming with energy. Translucent by design, their bodies composed of a gelatinous matrix stretched over bone and veins.

What is visible can vary from Qellchap to Qellchap, with some having no visible bones and only organs and cartilage. The jelly that makes up their exterior is soft and pliable, faintly sticky to the touch.

The eyes of a Qellchap are darkened orbs that match the colour of their gelatinous skin as if caramelised, sometimes glowing faintly from within. In darkness, this can give the unsettling impression that only their eyes remain, floating lanterns set in a shifting body of transparent flesh.

When they undergo Size Surge, their venous system becomes starkly visible, glowing with phosphorescence as their bodies balloon outward. Steam often rises from their expanding mass as their cells divide and expand at terrifying speed. In this state they are towering, hulking monoliths of jellyflesh, voices deepening and growing distorted.

Outside groupings of their own kind, they are regarded largely as living tools by those who employ them. Used in construction and heavy labor, their ability to grow to massive sizes has made them indispensable, a fact that spared them from specicide when other experimental genotypes were purged. Yet their rarity means that most common folk have never seen one, rendered a corporate myth.



SizeSurge Chart:

Qellchaps have the ability to increase their size by a massive amount for short periods, steam rising off their body as their voice deepens and the Jelly that makes up their skin balloons off their skeleton into a massive hulking monolith

You cannot increase size while inside a building or confined space without suffering a wound. If already enlarged and forced inside, you shrink back immediately and suffer a wound

After using Size Surge, the Qellchap must complete a long rest or consume sufficient biomass before attempting another growth.

Each surge lasts 1d4 rounds in combat increasing per every 5 in the Qrotisque stat, after which the Qellchap returns to normal size and suffers 1 Torpor for every round.

you start a game with one surge.



Narrative play:

Surge, you increase in size up to 4 meters in height adding an additional metre for every 5 Qrotisque you have.

You increase in height and it lasts for 10 in-game minutes, at the end of the 10 minutes you can roll guts to continue the Surge, if you roll the maximum you will keep the Surge at the same height, if it's a success but not a full one you will lose one metre in height, if it's a fail the Surge ends.

You can move any object or creature smaller than you.

You act as a heatsource for people around you.

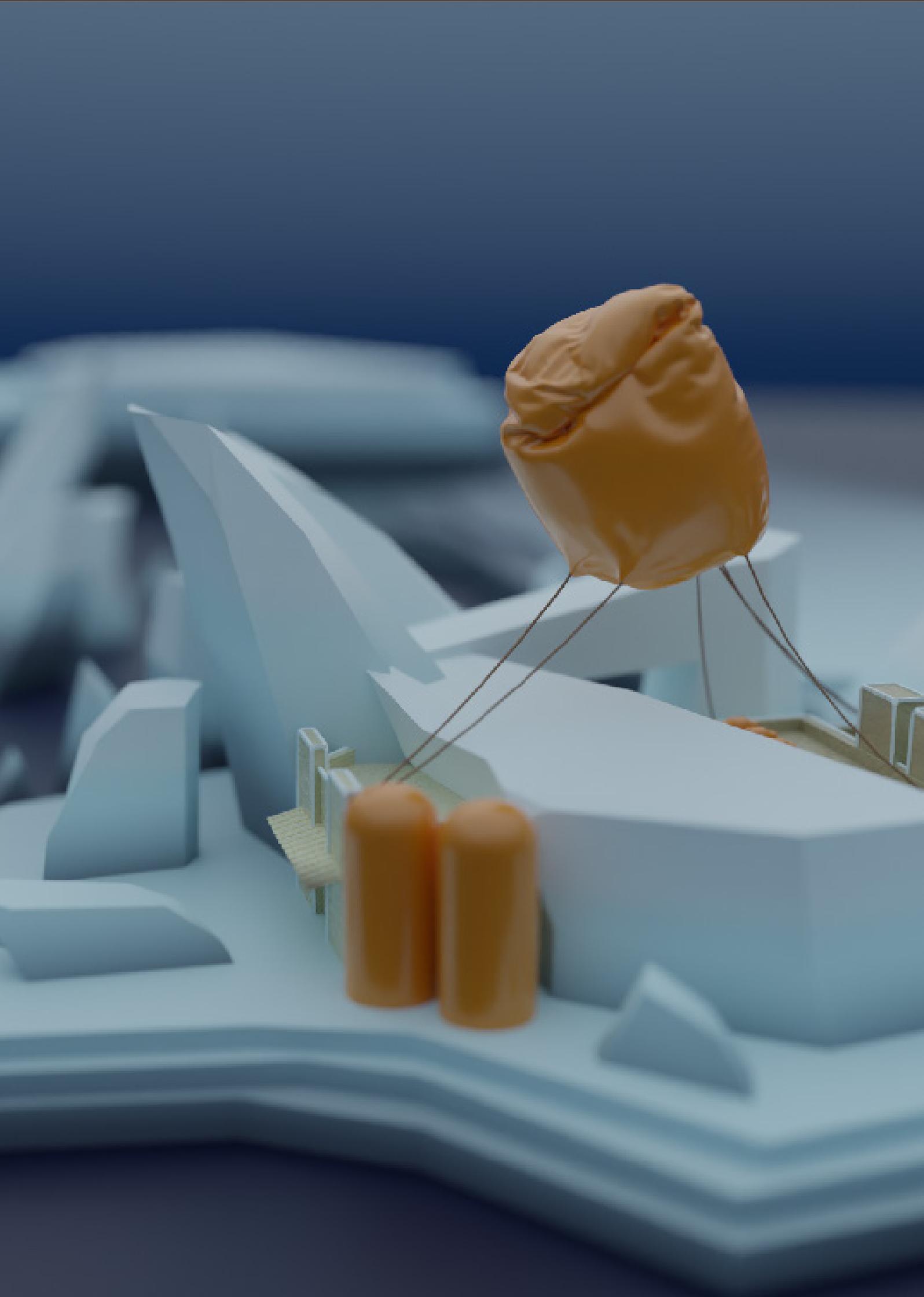
Combat:

Surge, you increase in size up to 4 meters in height adding an additional metre for every 5 Qrotisque you have.

Once a surge has been completed you cannot surge again until you have completed 5 Long rests, or you intake enough biomass to recover.

When you surge any damage you take is halved, and your base health is reset. your body counts as cover for any party members that are behind you.

your MS is doubled and you can move players and enemies with a grapple.



Leveling through roleplay:

As roleplaying plays a part in how you level up, it is good to get an idea of what arc you might want to play out during the game, putting this information into your player document can give your ST a heads up on how and when to reward you for roleplaying well.

Stating a motivation:

Your Birthplace and Background is a good way to ensure you can get easy levels if you are struggling, when performing an action in narrative play, as well as potentially making an action easier or giving you advantage.

Examples:

“Can I get advantage on searching for drugs in this area because I have the druggie background?”

“I’d like to walk inbetween the stalemate with my hands up, and try and diffuse the situation, because I have the pacifistic background”

“Since we’re both from Bahmeru I’d like to try and ask him about local gossip that he’d only be inclined to tell someone from there”

Changing a Quirk:

Throughout your game if you go against your perk in a manner that is interesting and shows that your thinking about an arc that is playing out through gameplay, that can be a great way to gain alot of levels.

Playing against’s type, creating dramatic moments, or using conflict between npcs, ideals or other players can be a great way for you to level the whole party up.

Make sure to explain what you are trying to do out of character however as without letting your ST and other players know, you will be less likely to benefit or level up.

Highlighting other players:

Throughout Narrative play if you create a scene where you’re highlighting another players roleplay, engaging in an interesting conflict or facilitating roleplay through a player-run NPC this will also count towards levels for yourself.

Player ran NPCs:

When creating a character, once finished and the ST has recieved it might create a sticky note sized slip of information based of you or your fellow players characters, if given to you, you will be in charge of playing that character for the rest of the game.

When players interact with this NPC, you and the players that interact with the NPC you’re embodying level up through roleplay

An example of NPC information will usually be:

NPC name: Fiannte

Traits: Motherly, Cold, Druggie

Bonds: Player name, Sister, Wife.

Aspect: Runs an anti imperialist bar in Qraad, saving up for a new arm.

where are you from? your Birthplace is your connection to the world, it can be where the campaign starts or some place you had to leave for some reason or other, if anything you know this place well.

Graad

Ruled by the godking Caster Ishmael, Graad sits sullenly in the valley between the two mountains Annised and Antoc, protective of their dwindling power a choke point for trade and familial connections in high earth orbit.

Renaissance 313

The only high earth orbit station open to lowborn, people can make good Lucre here catering to the tastes of the rich, the wide span of connections to other stations has led to a thriving underbelly, backdoors and untended to hidaways where people hide from the weekly purges.

Oftsuma

A town buried snugly under sheets of ice and rock, the bottom spikes into the ocean feeding off the heat from hydrothermal vents. fishermen make runs down through the black ocean tunnels inside the bioengineered bellies of whales. The bath house is the only decent place of rest here.

Ullia Slip

A floating goliath hidden in the clouds, neon moonshots spasm out of it's core at erratic intervals, Fatline connections are drowned out here, but once you're inside it's as peaceful as the eye of the storm, your mind calmed by the rain dripping down the ceramic exterior. even as the smell of helium and hydrogen sits thick and acid in the corridors.

Paciflora

Counter to it's name Paciflora is a military city owned and sponsored by the Lunn and the city of Graad, screaming drills echo off the brutalist walls of this superstructure, a massive bunker built to survive and make those inside patriotic decendants of long lines of career soldiers, students to decades of war tactics and study.

Thunderhead Delta

The river sprawls wide, sluggish with silt its currents weaving through black reeds. The air is damp moist and it clings to you, the air smells of iron. small towns with strange backward customs cling to the edges, with two cities in the center, When the thunder rolls over the horizon, the currents quicken wet and dangerous, and mud swallows footprints whole, bodies easy to lose.

Maripozhegnu

A city drenched in a soft chilly fog, where perfumes mingle with the scent of damp sweating porcelain. decedant architecture designed to make you feel small and impotent drives the rich to take refuge here, people from high earth orbit gracing our small little earthlocked lives.

Chebychev

Reinforced plastic rails groan as the trains arrive, pink walled bohemoths that pulse and ooze on their tracks the insides steaming as they deposit their inquisitive passangers. In the market, old books, skins and bodymods trade hands, The university, perched on its hill ushers in new students each wrinkling their nose at the smell of diseases that shouldn't exist.

Bahmeru

A dangerous city of illicit substances and crime, a place where it's hard to have morals, the canal running down the center runs slower than normal, thick with the blood of snitches. And higher up on the tips of the bastion walls that protect the city the guard freeze, unaware of their city's rotten heart.

Qallus arm's Interchange

Gravity works differently at the interchange tons of homesick orbit folks come here to remember what it was like to be up there, the air stinks of hydroponics and lab grown creatures.

Background

Your background makes up your characters personality events you have gone through that have made their mark. make sure to discuss with your storyteller

Quirks

When crafting a background you have to come up with or choose three quirks from the list below, explaining how your character came to have these traits

When roleplaying if you bring up your quirk as a reason you're making a decision during roleplay the Storyteller can give you a point of Leverage.

Betray a quirk maybe and be rewarded for it, be inventive, be dynamic.

Quirks can change, as people do.

Easily distracted	Foodie	Sycophantic	Quilliable
Germaphobic	Religious	Bitter	Chain smoker
Eccentric	Heretical	Impulsive	Druggie
Slovenly	Quick to anger	Ascetic	Keeps grudges
Deserter	Self Conscious	Chronic Liar	Environmentalist
Drunkard	Sadistic	Believes in omens	Scapegoater
Wearry	Conspiracy theorist	Schemer	Jealous
Kleptomaniac	Hedonist	Vindictive	Nosey
Fanatical patriot	Social climber	Hypocritical	Dutiful
Lucre obsessed	Masochistic	Irresponsibly generous	Resilient
Superstitious	Cowardly	Gluttonous	Stinks of blood
Affinity for vermin	Pacifistic	Culturally out of touch	Principled
Treehugger	Uneducated	Hoarder	Pampered
Green thumb	Pedudicial	Know-it-all	Observant
Piteous	People pleaser	Prideful	Uncorruptible
Honest	Inquisitive	Melodramatic	Body purist

SYNESTHESIA SYNTHETICA pg48

The following pages outline how to play the game of SNS, explaining all the rules that make-out the systems for interacting with the world, and developing your character past the initial picking of the Archetypes and Genotypes.



Inventory

An explanation of how to use the inventory, what counts towards an inventory item and what is exempt



Melee weapons

A list of the various melee weapons available to the player, their effects and cost, and

how to use them in combat.

Ranged weapons

A list of the various ranged weapons available to the player, their effects and cost, and how to use them in combat.

Drugs

A list of the various drugs, their effects and cost, and how they effect you when taken.

Armour & clothing

A list of the armour available to the player, the amount of defence, various effects and

their cost

Animals & mounts

How animals present themselves in SNS, how they behave and how they differ from humanoids

Along with their unique stat layout



Inventory

The inventory is a grid based minigame, where objects you collect on your adventures are represented as 2D shapes on the grid, symbols can be placed in the key as a reference for what is what in the inventory

Every Item unless stated otherwise by an ability or the ST is a shape in the inventory

When armour or clothing is on your body it doesn't take up a slot in your inventory
Bodymods only take up space in the inventory when not in the body

The Storyteller may also give you a different shape if you decide to pick up something unique in the game.



The 6 basic shapes

The · shape, consisting of 1 square

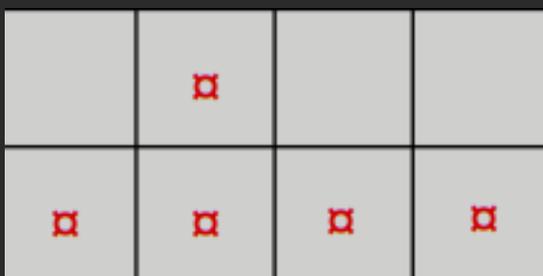
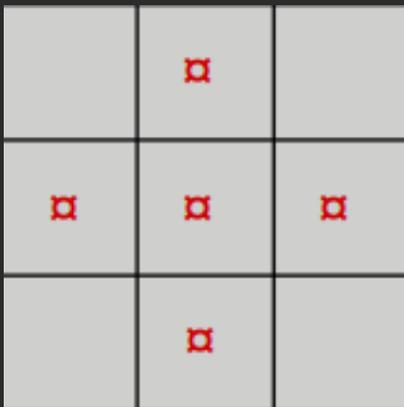
The - shape, consisting of a line of 3 squares

The o shape, consisting of a square of 4 squares

The L shape, consisting of 4 squares in the shape of an L

The t shape, consisting of 5 squares with 4 in a line and 1 pointing off the second square in the line

The + shape, consisting of 5 squares in a plus formation



Weapons

Stat modifier

Weapon stat modifiers only come into effect when the weapon is equipped that means it is out of your inventory and is in your arms or slung on your person in a place where it is easily accessible.

When a weapon is not equipped and is in your inventory that weapon's stat modifier must be removed from your stat.

Ammo

Buying ammo during character costs 3 Lucre per bullet, ammo in SNS is interchangeable any gun can use any ammo but some guns may use more ammo per shot,

out of character creation you can buy Lucre but you will have to find someplace to buy it from and in the world it may cost more.

One handed

You can wield two one-handed weapons unless it has the heavy stat which can be overcome with a 30 or above in bulk

Two handed

You can melee attack twice if your Bulk is above 30 or you can range attack twice if your vision is above 30

Heavy

Takes two actions to equip and unequip

Large

It's hard to conceal, and people will see you carrying it unless you buy a case or stash it somewhere, you will also get disadvantage on attacks when using it in closed off spaces.

Small

Very easy to conceal, almost nobody will find it.

Silent

Cannot be heard at all, the perfect crime, stealth attacks with these are best.

Loud

Will alert everyone within earshot and further, perhaps that's what you want?

Non-lethal

Won't kill someone you, can't kill with this weapon, only knockout.

Messy

Blood... blood everywhere, vomit and other bodily fluids too sometimes, but mainly blood.

Explosive

can hit 3 enemies at once

Ignores Cover

Damage is not reduced by cover.



Melee Weapons

pg51

Name, Price & Shape	Stat Modifier	Damage and type	Keywords
Keratina Thumb-Shiv 1 Lucre (·)	-2 Insight	Cutting 1d2	Silent, Messy, Small, One-Handed
Shuriken/ Throwing Knives 5 Lucre Each (·)	-3 Bulk	Fungal 1d4	Silent, One-Handed
Lungwood Blowtorch 10 Lucre (L)	-2 Survival	Rot & Burning 1d4	Loud, Large, Heavy, One-Handed
Shocking eel-Palm pad 15 Lucre (-)	-3 Grotesque	Electric 1d4	Silent, Two handed, non-lethal
Knucklebone Gauntlet 20 Lucre (·)	-3 Finesse	toxic 1d6	Silent, One-Handed,
Tendon Whip 20 Lucre (o)	-2 Survival	Burning 2d4	Small, One-Handed, non-lethal
Organic Power fist Jackhammer 35 Lucre (t)	-3 Survival	Rot 1d8	Loud, Messy, Heavy, One-Handed
C&I Compos sword 30 Lucre (-)	-1 Finesse	Cutting & Psychic 1d6	Silent, Large, Two handed
Stitcher 60 lucre (+)	-3 bulk	Cutting & electrical 1d6	Silent, one handed, non-lethal
Hellion Horn poker 80 lucre (-)	-1 finesse	burning 1d6	Loud, One handed
Ornate duelling cane 100 Lucre (-)	-3 Grotesque	Cutting & Melee 2d4	Silent, One-Handed,
Veined épée 150 Lucre (-)	-2 Grotesque	Cutting & Melee 2d4	Silent, One-handed,
BL-Ice Hammer 160 Lucre (t)	-4 Witt	Freezing 2d6	Loud, Large, One-Handed, Heavy
Doctor Axe 60 Lucre (o)	-2 Survival	Cutting & Electrical 1d10	Silent, Large, One-Handed

Melee Weapons pg2

Name, Price & Shape	Stat Modifier	Damage and type	Keywords
Joint Poppers 15 Lucre (-)	-2 Finesse	Cancer 3d2	Loud, Small, One-Handed,
Reinforced Briefcase 30 Lucre (o)	-2 guts +1 AC	Melee d8	Silent, heavy, one handed, messy
Olm-blood Fingertips 35 Lucre (o)	-2 Finesse	Rot & Burning 1d6	Silent, Large, Heavy, Two handed
Poison contact Psalmskin 40 Lucre (-)	-3 Vision	Toxic 1d6	Silent, Messy, Two handed
BHMRY Shielded Saber 70 Lucre (+)	-2 vision, +2 AC	Cutting & Cancer 2d4	Silent, one handed, light
Spinetouch Needle 80 Lucre (-)	-6 Agility	Toxic 4d4	Silent, One-Handed, non-lethal
Toothcoated Turmin 60 Lucre (-)	-3 Survival	Fungal 3d6	Loud, One-Handed
Stoc-Moon Scythes 60 Lucre (o)	-3 Speech	Cutting & Parasitic 1d8	Silent, One-Handed
Naqantzi Qlaive 100 Lucre (t)	-8 Agility	Cutting & Shuffle 2d10	Loud, Large, Two handed, Silent
Wind Wheel 200 Lucre (t)	-5 Finesse -2 bulk	Cutting & Leech 2d12	Silent, Large, Two handed
Boolean Bile 400 Lucre (oo)	-10 Agility	Leech & Cancer 4d10	Silent, Messy, One-handed, Heavy
Nerve cutter 500 Lucre (--)	-10 Finesse -5 Witt	Cutting & Psychic 10d4	Silent, Small, One-handed
Clotting Spear 1200 Lucre (--)	-6 bulk +20 AC	Rot & Toxic 1d6	Loud, one handed, non-lethal

Ranged Weapons



Name, Price & Shape	Stat Modifier	Damage and type	Keywords
Grown bio-pistol 2 Lucre (·)	-1 Finesse	Insomnia 1d8	One-Handed, Loud,
Cherry MX Stun Pistol 25 Lucre (-)	-3 Speech	Electric 2d6	One-Handed, Loud, non lethal
C&I Compos Revolver 30 Lucre (-)	-1 Finesse	Psychic 2d6	Loud, One-Handed
Shudderforge SMQ 30 Lucre (-)	-2 Survival	Fungal 3d4	Loud, One-Handed
Plumfeld Pillory 40 Lucre (L)	-3 Insight	Shuffle 4d8	Loud, Two handed
Electric Slugback SMQ 50 Lucre (L)	-2 Agility	Electric 2d6	Loud, Two handed
Fungicide Shotgun 50 Lucre (L)	-2 Survival	Fungal 1d6	Loud, Heavy, Two handed
Mizizite Tick12 50 Lucre (t)	-3 Witt	Leech 1d12	Loud, Two handed (2 ammo per shot)
Membrane depressor 60 Lucre (o)	-2 Insight	Insomnia 2d6	Loud, Two handed
Wabbajack QAU-8 60 Lucre (+)	-2 Agility	Cancer & Psychic 1d6	Loud, One-Handed, Messy (2 ammo per shot)
Rhino Buster 100 Lucre (L)	-2 Quts	Shot 2d8+4	Loud, Two handed (4 ammo per shot)
Mosston ODK Rifle 150 Lucre (t)	-5 Vision	Freezing & Toxic 2d6	Loud, Heavy, Two handed (2 ammo per shot)
Splitfold 88 155 Lucre (+)	-5 Bulk	Shot 2D12	Loud, Heavy, Two handed (2 ammo per shot)

Ranged Weapons pg2

Name, Price & Shape	Stat Modifier	Damage and type	Keywords
Frontiers grown rifle 4 Lucre (-)	-2 vision	Cutting & Cancer 1d8	Loud, Two handed,
Cognitive Head 6 Lucre (o)	-5 Witt	Psychic 2d12	Loud, one handed, non Lethal
F.O.M Nudibranch 180 Lucre (-)	-3 Survival	Toxic 2d8	Loud, Messy, one-handed (4 ammo per shot)
Yeller's Flashpan 250 Lucre (·)	-3 Speech	Rot & Parasitic 2d6	Loud, Small, one-handed (2 ammo per shot)
Soumak synovial 250 Lucre (o)	-3 Agility	shot 2d12	Loud, Heavy, Explosive (3 ammo per shot)
Tendon Bow 500 Lucre (L)	-5 Agility	Cutting & Shot 2d8	Silent, Large, Two handed, (4 ammo per shot)
Bolete Sporeshooter 300 Lucre (L)	-4 Agility	Rot & Parasitic 2d20	Loud, Heavy, Explosive, Ignores Cover,
Fireworks Mortar 700 Lucre (L)	-6 Finesse	Rot & Burning 4d8	Loud, Heavy, Explosive
Feikin Corpse Caster 850 Lucre (+)	-5 Grotesque	Toxic 4d8	Loud, Small, Messy, one-hand- ed
High-earth Graph- key 1000 Lucre (t)	-3 Agility	Rot 2d12	Loud, Heavy, Two handed, (3 ammo per shot)
Zeus stratacaster 1200 Lucre (L)	-8 Agility	Insomnia 1d20 + d10 if far away from target	Loud, Large, Two handed, Heavy, (5 ammo per shot)
Ringed Boda 1200 Lucre (o)	-5 Bulk	Electric 1d20, if who you're attack- ing has Body-mods, else 1d10	Silent, Heavy, One-handed, (5 ammo per shot)
Qore cannon 1500 Lucre (t)	-6 Finesse	Rot & Cancer 2d10	Loud, Heavy, Two handed, Messy (5 ammo per shot)
Pillarcot Stogie 2000 Lucre (t)	-9 Finesse	Freezing 2d12, 4d6 if the enemy is above 6 on Hypothermia Clock	Silent, Heavy, Two handed, (4 ammo per shot)
Bluebottle Midas 3000 Lucre (+)	-8 Witt	Psychic 3d20	Loud, Heavy, Two handed (8 ammo per shot)

Armour & Clothing

AC: every time you get hit remove that amount of ac, regens after a short rest can be bought from vendors or specialty retailers.
When armour or clothing is on your body it doesn't take up a slot in your inventory

Type & Shape	Ac & Stat change	Lucre
Snorky Over Armour (-)	+4 AC	5
Combat paper-fibre pleat (-)	+6 AC	20
Threaded Chitin (-)	+8 AC	50
C&I Compos Scales (o)	+12 AC	80
Ferrivic Pelt (+)	+2D20 AC at the start of combat, requires 1 ration before next combat or it will not activate.	140
Personal 'Bubble' Shield. (o) You cannot shoot while using it, after use, it must be recharged at a place such as RnR.	Immune to 5 ranged attacks but not their status effects then unusable until long rest.	80
Hypercharged Nervous tissue, (L) defensive melee shield	Immune to 5 regular melee and ranged attacks then unusable until long rest.	30
Tower shield, (o) you can hold yourself and 2 other people behind it, but you cannot move while it's active, once activated you cannot move it until combat is over, does not count as cover.	+50 AC	150
Nanomesh camo suit (t) (Increases protection and greatly improves stealth).	+5 to Finesse, +6 to AC	100
Winter Clothes	The Brightly coloured fashion of those who brave the earth frozen surface neon colours to prevent being lost in the snow.	120
Silk Pujamas (-)	+1 to Qrotisque +1 Manipulation +6 Qlamour	500
Organ Cellular Conversion Hull (+)	Half of your health is referenced into AC, your health stays the same	800
High orbit beige tweed (-)	-2 to Qrotisque +6 Qlamour +2 Manipulation	1000
Space Suit (+)	Allows you to breathe in space -3 Finesse	1000
Depth Bubble (t)	Allows you to breathe underwater -3 Finesse	1000



Body Modifications

pg56

Body-mod locations can be only put in one location on the body, be it

H for head

T for torso

A for arms

L for legs

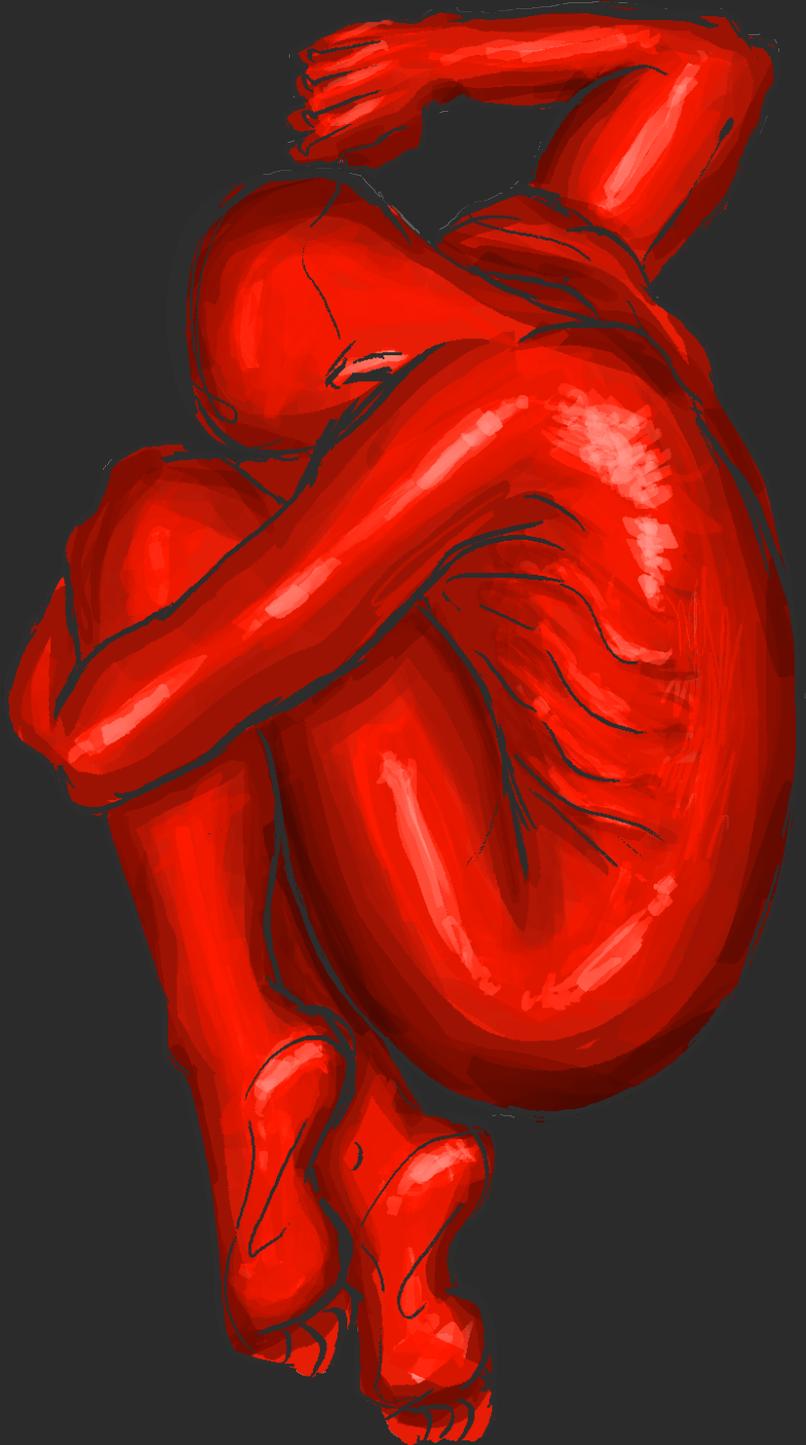
Bodymods only take up space in the inventory when not on/in the body

Body-mods are bought at character creation, although they can also be found in the world, and surgically implemented by anyone with the skills to do so. And even if you don't have the skills to do so, you can still try.

The powers bodymods give are invaluable and can change the way you interact with the world immensely

Inserting bodymods

you can insert up to 2 bodymods into one section of your body, every bodymod inserted after that and you suffer from biomass overload wherein you go up to a torpor 5 with every additional bodymod removing 20 hp



Body Modifications pg1

pg57

Body-mod location lock: H-head, T-torso, A-arms, L-legs, Body-mods can be changed with a Quts check vs half the mod value, or you can use a healing item to install it without the check.

Body-mod & shape:	Effect:	Mod Value
Replacement Limb (-)	A new limb for one you've lost, a quick fix though it doesn't feel quite right, might be better to grow one. takes 1 action if installed during combat.	1 - A/L
Volar Ionic Disruptor (-)	Palm-mounted coils that rupture the cerebral cortex, dealing 1D6 electrical damage for every Body-mod once. (+4 Vision -3 Finesse +4 agility) takes 1 long rest to reset.	3 - A
Volar-Mounted flame port (-)	A pipelike bone protrusion from your hand deals 4D6 messy Burning damage, takes 1 long rest to reset. (-4 Finesse +2 Grotesque +3 guts)	2 - A
Compound eyes (-)	Your colour range is increased, and you can roll to an Agility vs Vision to dodge bullets if your Agility is higher than your attacker's. (-4 Glamour -6 Insight +5 vision)	10 - A
Necrosia Blades (t)	Gain the ability to deal 8d8 melee damage with blades hidden in your arms once, 2d8 if carrying a weapon, takes 1 long rest to reset. (+6 Grotesque +3 Agility -2 Glamour)	12 - A
Qhoul Spine Fingers (o)	A set of extendable thin ribbon-esque tendrils lay wrapped around your arms when not in use, can be used to plant yourself firmly when in movement (+3 Agility +3 Grotesque)	5 - A
The-flesh-remembers (-)	Allows for a weapon to be Biologically bonded to you allowing you to sense the weapon in a 20 meter radius, any other person using it gets disadvantage on attacks but not damage (+2 Grotesque +3 Witt -2 Manipulation)	1 - A
Bisected Dukes (-)	Your hands are split down the middle, an additive printer installed allows you to reload a bullet on a d your dice level, if it is under your Finesse stat bonus.	2 - A
Magnetised Grip (-)	Can use a bonus action to return thrown Melee weapons back to you, or grab on to magnetic surfaces. (+2 Glamour +2 Agility)	4 - A
Flechettes (L)	A set of 4 thin razor-like implements hang gently under your arms, can be thrown as an action, doing d8 fungal damage takes 1 long rest to reset (+1 Glamour +4 vision)	3 - A
Buzzed up ulna (-)	Blue electricity hums along the burnt skin of your forearms, every melee weapon attack also does burning damage. (+2 Glamour -4 Quts -5 Bulk)	10 - A
Ocular Burnout (-)	While in combat, user can use an action to burn out one targets vision for 2 turns, causing their vision and agility scores to drop to zero. Out of combat, target loses access to all vision based body mods till short rest. 2 uses per long rest (+1 witt, +2 vision +5 grotesque)	12 - A

Body Modifications pg2

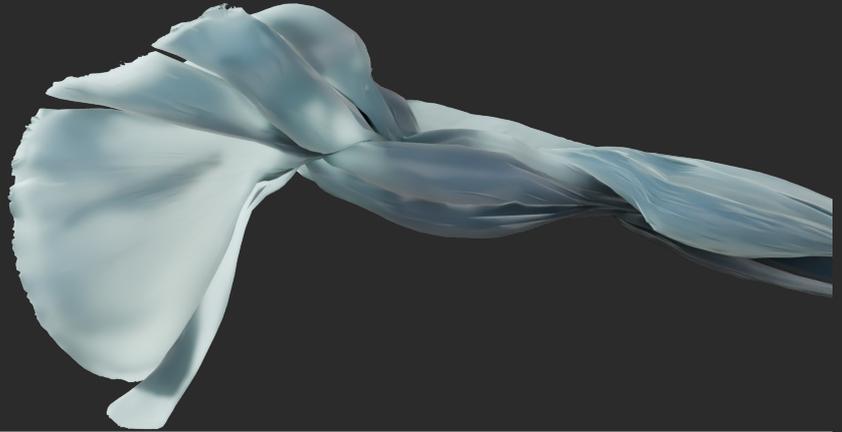
pg58

Body-mod location lock: H-head, T-torso, A-arms, L-legs, Body-mods can be changed with a Quts check vs half the mod value, or you can use a healing item to install it without the check.

Body-mod & shape:	Effect:	Mod Value
Neuro Transfer Stimulators (-)	A feathered crown that can telepathically encourage the team, giving them +1D4 to all rolls for 1 combat session per long rest. (+4 Qlamour -6 Manipulation)	5 - H
Mandible stetson (t)	Your jaw is remodelled, split into four sections to be able to masticate and digest usually non edible organic matter on a Qrotesque Save of dc 12, equivalent to consuming one ration, works on data-dolls.	4 - H
Fur plume (-)	Your melanin production processes are altered, you can dictate the length of your hair and it's colour (+2 Qlamour +2 speech -3 Quts)	3 - H
Jigg jaw (+)	Each tooth is filed and enlarged, drooling is inevitable and you might bite your lip occasionally, giving you a terrible grin, base melee damage is a d8+bulk instead of a d2+half bulk (+3 Qrotesque)	1 - H
Puppy-dog eyes (-)	A pair of any colour, dark soulfully adorable Puppy-dog eyes are implanted (+3 Manipulation -2 Witt +4 Qlamour)	2 - H
Visual Sensors (-)	Heightened vision in the dark +6 to Vision, -4 when in light (-4 Bulk)	2 - H
Iris monocular (-)	You are unaffected by the dark and you can zoom in on things gaining a +2 to Vision until you move, resets every short rest (+2 Qlamour)	3 - H
Gills (-)	Small pink feathered slits appear on your neck allowing you to breathe underwater. (-4 Quts +2 Qlamour -4 Qrotesque)	3 - H
Antioch Annoyance (o)	Instigate a primal rage into a target. Roll a witt check against targets insight, (target has disavantage if they have head body mods). On success target is inflicted with Fungal and leech based on how much damage they do. per long rest. (+3 witt, -2 insight +5 guts)	10-H
Pirates Parrot (+)	Allows the user to "ride along" through someones body mods. The user can see and experience everything the target does for 2 hours. Anyone proficient in SinkSpace knows they are being "ridden" and can prevent it with a contested witt check. Can only be used once per long rest. (+2 insight +5 speech)	7-H
Mirage Projector (-)	A silken mesh on your face allows you to mimic someone elses features, your voice, stature, etc are unchanged, takes one long rest to recharge. (+1 glamor)	1-H
Bullet Bender (-)	Your bullets all cost an extra +d20 ammo to fire every time you enter combat but now have the ability to bend around corners ignoring cover.	15-H

Body Modifications pg3

Body-mod location lock: H-head, T-torso, A-arms, L-legs, Body-mods can be changed with a Quts check vs half the mod value, or you can use a healing item to install it without the check.



Body-mod & shape:	Effect:	Mod Value
Elfin ears (-)	Your ears are altered to allow you to hear through a wall on a successful vision (+3 Glamour)	3 - H
'Ascendancy' Chip (·)	Allows for the transference of consciousness upon death to an owned body or a random one. (+4 Glamour -4 Grotesque)	10 - H
Talent Chipper (·)	Advantage on performance, and instantly highly skilled with art, literature, musical instruments, dancing, photography, and any 1 other creative skill. (+2 Glamour)	4 - H
Luscious Tongue (-)	You gain an extendable tongue that can whip enemies for 2 direct toxic damage as bonus action, and drip poison that will do a d20 damage to a creature or person who drinks it while unaware. (+6 Grotesque -3 agility)	5 - H
Medical stasis shunt (·)	Slows the pulse and brainwaves, Stops you from losing 2 death save roles when you first start rolling (+2 survival -3 guts -2 AC)	2 - H
Fatline connector (+)	A Connection port in your head, allows you to send, download and receive data from Datadolls and other Fatline transmitters.	6 - H
Cyclopia (·)	A single panoptic eye takes place in the centre of your face (+6 Grotesque +5 Vision)	10 - H
Preemptive Fuge (+)	Your Mind is shut out from outside forces, any ability or status that targets your mind gets negated.(+4 Quts +2 Grotesque)	15 - H
Spider eyes (·)	A set of small eyelike black dots line your face, allowing you to sense movement with greater accuracy (+5 Agility +4 Grotesque)	4 - H
Lipo-Epiderma + (o)	Allows you to fully change your facial appearance (+3 Manipulation +2 Glamour -8 Grotesque)	4 - H
Hypersensitive feelers (-)	Two antennae jut from your head, allowing you to subconsciously focus on body language (+5 Insight -5 Bulk -2 Grotesque -1 Manipulation)	2 - H
Salesman's Smile (o)	Implants put into your lips to give you a constant warm (slightly creepy) smile. Gain advantage on rolls for buying and selling goods. (+3 speech, +2 manipulation)	5 - H
Imitative Shutter (t)	Allows the user to tap into a dulled version on the Shutter Ability to pull weapons from targets hands (Does not work on weapons with the heavy property). It cost the user 5 HP each use. 2 uses per short rest. (+3 grotesque +5 witt)	8 - H

Body Modifications pg4

pg60

Body-mod & shape:	Effect:	Mod Value
Gastric Catalyser Valve (·)	Allows you to whistle and spray a violent stream of acid dealing explosive 2D8 toxic damage refreshes after a short rest (+3 Qgrotesque -2 Survival)	4 - T
SiliconeHeat (-)	Your breast tissue is filled with thermal fluid, allowing you to resist 2 Hypothermia checks without rolling, turns into torpor instead, resets after a short rest	1 - T
Arm pair (+)	Gain a second pair of arms, you can hold 4 one-handed weapons or two two handed (+2 Agility and Finesse +3 Qgrotesque)	10 - T
Quad Arm pair (+)	Gain 2 pairs of arms, 6 in total, you can hold 6 one-handed weapons 3 two handed weapons (+2 to bulk and Finesse +6 Qgrotesque)	40 - T
Porters pouches (t)	You can carry 4 more items disconnected from your inventory. (+2 Qgrotesque -4 Agility)	2 - T
Prehensile Tail, skin tail (L)	A Prehensile Hairless tail, and can hang from ledges/ ceilings suspended up to 5 metres. you can also do a melee 5d6 extra attack along with a normal attack (+4 Agility -2 Qlamour +4 Qgrotesque)	15 - T
Spanish Rally (t)	Armour rejuvenating ports are inserted under each rib, after an enemy attack roll however much AC you lost to try and regain some, only usable twice, resets after combat	20 - T
In The Ring (t)	Force one target into Sinkspace with user, both individuals go unconscious. In Sinkspace an unarmed non lethal duel (body mods carry over). SinkSpacers can interfere with this duel. Usable once per 3 long rests. (+3 Bulk, -6 Qlamour, +3 Qgrotesque)	12 - T
Reinforced Cell lining (L)	A membrane jettied under the skin gives the user advantage on checks to resist fungal, leech and parasitic damage. And lets you roll a guts check to resist toxic damage. (-4 Survival, -2 witt) 9-T	9-T

Body Modifications pg5

Body-mod location lock: H-head, T-torso, A-arms, L-legs, Body-mods can be changed with a Quts check vs half the mod value, or you can use a healing item to install it without the check.



Body-mod & shape:	Effect:	Mod Value
Shocking Breath (o)	Blow out such a force so powerful you can knock any human-sized person off their feet, 1 Electrical damage (-4 speech -3 Manipulation +2 Qrotisque) once per long rest.	3 - T
Reflex Programming (+)	Incredibly heightened reflexes, giving you the ability to use a d your dice level + finesse against an attacks vision to deflect bullets towards the enemy with a melee weapon, any status effects are canceled(+2 Qlamour -6 Qrotisque +2MS)	15 - T
Blue blood (t)	Your blood is replaced, matching more with that of a horseshoe crab than your own, you gain resistance to parasitic damage (+3 Qlamour +2 Quts)	5 - T
Stripped wood Skin Plates (o)	thin and flat octagonal plates fill your body, making you more angular, increasing your AC by 6 (take 2x burning damage)	4 - T
Insulating Qel Qland (-)	Your skin glows with electricity, small sparking rivulets flow below your skin, Qain Resistance to Electric damage. (+4 Qlamour -2 Qrotisque)	3 - T
Spinelocked-membrane (t)	Allows you to fall, with style, a gliding membrane along the spinal ridge, shirts may not be worn while gliding (+4 Qlamour -2 Qrotisque)	20 - T
Muscle Sun (t)	Your body reconstitutes itself to replace all with muscle with a heating enzyme, (-6 to Bulk advantage on hypothermia rolls -2 Quts -2 Survival -1 Qrotisque)	1- T
Lantern Tail (L)	A large warm furry tail useful in the cold climate, and in areas that aren't too cold, you can use it as a ward against the elements (+1 Bulk +1 AC +2 Qlamour -2 Qrotisque)	5 - T
Insect runnels (t)	Allows you to keep any swarm type creature within your body, keeping them safe from the cold (+5 Qrotisque -3 Qlamour)	2 - T
Neutralising Qel Qland (-)	Qypsum begins to slowly build up on your body, reflecting the surrounding air in fractal patterns, extinguishing yourself when on fire. (+4 Qlamour +2 Witt)	4 - T
Advanced Morphology (-)	You can take one additional non-attack action per turn (-4 insight -2 Qrotisque)	5 - T
Shroom blood (o)	Your blood is filled with a thickener (-2 Survival -2 Witt +3 AC)	2 - T
Spine Palpus (o)	Two tentacles jut from your lower spine, strong enough to support your weight and attack with, they add a +2 to every weapon attack, (+4 ac +5 Qrotisque +2 Bulk +2 MS)	15 - T
MindMeld (-)	You link to a consenting party member, gaining the ability to use one of their 3 lowest level abilities 3 times per long rest.	6 - T

Body Modifications pg6

pg62

Body-mod location lock: H-head, T-torso, A-arms, L-legs, Body-mods can be changed with a Quts check vs half the mod value, or you can use a healing item to install it without the check.

Body-mod & shape:	Effect:	Mod Value
Buddas Somnia (o)	Allows the user to complete a long rest in half the time. While still receiving all benefits. But short rests require a ration and double the time to gain any benefit. After 7 days they must take a full long rest or gain a cumulative torpor stack for every day they dont	8-L
Malware Multiplier (-)	A descreet blood infection in the legs that allows you to disrupt and flood SinkSpace with dark images. SinkSpacers loose access to their party/group for 3 turns in combat, or 30 minutes out of combat. Can be used on a private SinkSpace network to affect all SinkSpacers connected to it. One use that recharges after two long rests. (+2 insight, -2 speech)	9-L
Plasma Spooler (+)	A small vial inplanted into the legs slowly collects plasma. Allows the user to pick up an ally at deaths door and heal them for half the users maximum health, once every 3 long rests (+3 Survival)	12-L
Unguligrade Legs (L)	Increase your height by 0.5ft and half any fall damage. (-4 Qlamour +3 agility -5 Quts)	3 - L
Distance Joggers (t)	Why ride a mount when you can have the stamina and speed to go the distance yourself (+2 Qlamour +5 Agility +1 Quts -5 Bulk +6MS)	20 - L
Ceramic Spike legs (L)	A thin prosthesis that juts into the ground, allowing for speedier movement through the snow, the end of the prosthetic narrowing to a deadly razor-thin point +4 MS while outside (-2 Qlamour +2 Qgrotesque)	3 - L
Botched 'Ascendancy' Chip (•)	Allows for the transference of consciousness to an owned body, but must be uploaded as an action or Agility before death. (-2 Qlamour +2 Qgrotesque)	6 - L
Cryptid Organ (o)	A steam full of microorganisms are jettted under your skin, allowing you to turn invisible when naked, when not invisible your skin is completely translucent, usable one time per long rest, you have to roll a stealth check to stay invisible if attacking or moving an object	10 - L
Gecko Feet (L)	Qrooved pads on your feet allow you to walk up the side of buildings, however every 10 metres you will need to do an Agility check if you fail you will fall. (+3 Agility -1 Qlamour +3 Qgrotesque)	8 - L
String engines (L)	Small pipe-like ports located in your hamstrings, release a jet of steam from the legs, causing you to dash forward, doubling Agility and Finesse and increasing MS by 10 for 6 combat rounds, (-4 Vision -2 Finesse -2 Qgrotesque)	18 - L
Snow Toes (L)	Your feet are flatter and wider, allowing for better movement on snowy terrain and underwater (+4 Agility +2 Finesse +2 MS) while you're on snow or ice	2 - L
Pelvic Qland Separators (L)	A seam lining your inner thighs allows you to remove or change your sexual organs at a whim, giving you +4 speech.	4 - L

Short rest

lasting for about an hour.

Before a Short rest is initiated Characters must have consumed at least one ration or they will suffer one Point of Torpor

During this time, characters may chat, eat, tend to their equipment, or take other actions that do not require a significant amount of physical or mental activity.

During a short rest, characters can regain their full AC, but any healing can only be recieved with drugs. datadolls will regain half health.

Any used abilities that need a short rest to use are refreshed.

A short rest removes 1 Torpor.

Long rest

Lasting for a full nights sleep.

Before a Long rest is initiated Characters must have consumed at least one ration or they will suffer one Point of Torpor, if Long rest is interrupted, roll a Narrative play Quts check or take a Point of Torpor.

During a Long rest, characters can regain their full AC, you will regain full health.

wounds need to be tended to by a clinic, or a skindoc or plugpool

Any used abilities that need a Long rest to use are refreshed.

A Long rest removes 2 Torpor

Vending machines and buying items - vending machines are the only places in SUS that are nearly completely reliable on being restocked, though good luck finding one if you're not in a built-up area, you'll have to either barter for what you need or go to the market, buying from stores are usually filled with generalities, though it will usually have a rare goodie or two.

Money system

Lucre is money, 1 Lucre is enough to buy 1 ration or 1 bullet

Base movement is 1 metre

The Maximum amount of Items you can carry on you is 20

Stat Modifiers for weapons - only come into effect when the weapon is equipped, takes an action to equip/ unequip something

An unarmed Melee attack with no weapons does a d2 + half your bulk modifier

Rolling a golden-roll carries special significance, resulting in a critical hit (double damage) or if in Narrative play an extraordinary outcome that surpasses expectations.



Animals & Mounts

pg64

Animals are counted as anything other than a player, humanoid or not without the full 12 stats that a regular person would have.

The Stat layout is squished, for animals.

There are 5 types of Animals: Nonsentient, Swarm, Domesticated, Wild & Feral.

Animal stats are displayed as such.

WIO INO SPO QUO QLO QRO BUO VIO FIO MAO AQO SUO HPO ACO MSO

Nonsentient Animals refer to Biological Machines, or a creature whose brain has been removed, its body left to carry out the tasks its owner needs of it, the creature may still be sapient however.

Swarm Animals refer to a collection of insects, birds, parasites, or some other collection of creatures that function as a group rather than on their own, these get two actions in combat.

Domesticated Animals are those that are used to humans, and have been properly socialised, the kind that can be bought and traded.

Wild Animals are those found in the forests, hiding in tunnels underneath the snow and in the warm and wet corners of Cities and towns, they are nothing better than a source of food or a good cage fight, as only the most talented will be able to do anything else with them.

Feral Animals are powerful and dominant creatures, those who have found this new snowy wasteland to be a suitable hunting ground, one should stay away from these, seen often in criminal dens or in low earth orbit, as expensive status symbols their attempted captors usually end up torn to shreds at the end of the day.



Stats & Actions

pg65

do what you wish, combat doesn't have to be the first resort.

When Levelling up, these 14 stats + the Body mod stat can be added too to increase your maximum point total, Lucre & AC cannot be upgraded.

Stats	Description
Health/HP	How alive you are, how dead you aren't
Witt	Things that involve the mind, remembering something, understanding, historical knowledge
Insight	Reading another person or creature, Intentions, stress, a sense of feeling
Quts	Your ability to deal, with physical stress, mental stress, the stress of being, constitution with a touch of masochism
Survival	Your Ability to Survive, build a fire, knowledge of what berries to eat
Bulk	Anything that involves brute force, melee combat etc, muscle strength
Vision	Accuracy, ranged combat, Investigation into your environment, hearing, eyesight
Finesse	Nimbleness of the fingers, disarming a trap, pickpocketing someone, Sneaking, hiding in shadows
Speech	Entertaining, persuasion, and rallying the troops
Manipulation	Deception, haggling, distracting and all sorts of tomfoolery and skullduggery
Agility	Anything that requires speed, balance, an antidote to raw strength, Reacting to an attack
Qlamour	Beauty, Fashion, perception of Social and Economic stature, seduction
Qrotesque	Horror, intimidation, mixed up meat, Morals and Lack of Laurels

SSS

Warm Bodies

pg66

You are not yet a corpse.

A corpse is a resource, a nutrient-rich package ready to be reclaimed by the elements, to decay and rot. Its earthly goals met, or not—to the corpse, that no longer matters.

But you, you are not yet a corpse. And fucking hell, your goals matter.

Your body is only a vessel for your goals. Unlike in the old world, where humans used to fret and preen over their bodies, anything you don't like, you can change.

Unfortunately, unless you're very rich, the chance to change one's body is few and far between, and even if you do get what you want, who's to say it'll stay that way?

A scar can ruin a pretty face, fingers rarely stay attached for very long, and food might be too scarce to maintain a nice figure.

The most vulnerable people in society have to modify themselves; it's not an option to remain in an unmodified birth body.

In your line of work, with the things you're going to have to do, your body won't stay the same for long.

Brain

Brain damage, causes a whole host of issues, from an inability to remember some things to hallucinations, torpor can make things worse.

Starvation

Not eating properly makes handling the cold more difficult, pale & starved your ribs come in view.

Withdrawal

An addiction to drugs, means a hit to your emotions whenever you can't get a hit, managing yourself gets harder, social ties might be strained.

Ejection

for feikins, if your body gets too damaged or the body feels too sick you may get overwhelmed and ejected.

Wounds

A Wound is something you may obtain in Combat, or through a bad go of things.

1 - Fingers

A digit lost affects your grip, shots might be harder to land, drinks harder to hold.

2 - Toes

Toe-less feet don't walk too fast, shoes are not as comfortable.

3 - Arms

An arm lost means a certain awkwardness, a larger weapon might be too heavy, or unwieldy. Two and you might have to resort to biting, or kicking.

4 - Legs

A leg lost leads to hopping, even with crutches you move much slower, two lost and you'll have to crawl... or be carried.

5 - Face

A facial wound makes eating difficult, speaking comes out mangled and people have trouble understanding you.

6 - Vision

A damaged eye leads to a miss-match in depth perception, clinking glasses might be tricky, two and you'll not be able to used ranged weapons

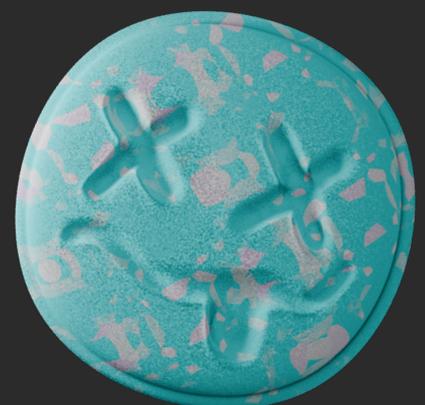
Drugs

Drugs can most easily be obtained at a vending machine, a common sight wastes of SWS. Once a combat session is over any drugs that were used before the combat session will cease to have an effect and a point of Torpor will be applied. Drug's and Torpor stack in effect

It takes a bonus action to use mid combat & if more than one is taken a guts check is needed or you'll get addicted.

Name, Shape & Cost	Effect
Hilmendazol (o) 10 mimphs	Allows you to remove parasites +4 Quts, can only be used during short/long rest
Cetterzal (+) 50 growth salts	Allows you to install a body-mod even if it's above your stat max, effect lasts for a long rest, if you don't redose or remove the bodymod by the time it's over you suffer triple damage for however much over base bmp you are and you lose the mod
Shnopxifran (-) 12 Shnapzi	+d6 Agility +d10 Insight +d10 Speech +d6 Qrotisque
Canaristisine (-) 16 Yellowline	+d6 +d6 Speech +d8 Bulk +d4 Insight
Ibucreneine (-) 30 Ibu	+d6 to Vision +d6 Bulk +d12 Speech
Tzarphenothylate (-) 16 Tzarpeen	+d6 Survival +d8 Insight +d6 Agility +d12 Quts
Medispline (-) 35	+d4 to health, takes a bonus action
Medispicht (-) 100	+d10 to health, takes a bonus action
MediLoad (t) 800	+d20 to health, takes an action

Name, Shape & Cost	Effect
Polioxitibertam (-) 18 Paitone	+d6 to Witt +d10 Agility +d12 Survival Developed by C&I as a treatment for radiation sickness, not very effective, turns the skin around your eyes yellow and waxy.
Ceroacoustizine (-) 22 Brain glue	Allows you to recover from Brain bleed +4 Quts, can only be used during short/long rest
Derrentizal (-) 16 Dulock	A dulling of any pain, increase death's door to a d4, stay alive on any roll above a 1 A vicious psychotropic, causes vasoconstriction and a loss of appetite, heavy use can induce sleep disturbances and ironically for its use, suicidal ideation.
Talanaxi-phinol (-) 40	Allows you to send a Message to someone's brain -half health +d4 Speech +d8 Manipulation, can only be used during short/long rest
Growth Agitator (t) 100	Allows you to grow a new digit over a long rest or a full limb over 2 long rests. Can be used during combat to recover a limb or digit immediately at the cost of receiving 6 points of torpor.
Olm amrita (-) 300	Your most powerful stat is swapped with your lowest stat, can only be used during short/long rest



Torpor & Addiction

Points of Torpor. Whenever someone takes a drug, doesn't eat anything, or doesn't rest during a long/short rest, or other such expected situations of exhaustion, they gain a point of Torpor.

Torpor stacks. Long rests remove 2 Torpor, short rests remove 1.

Torpor: 1-4	Torpor: 5-8
Agility is reduced by 4	You can't eat by yourself anymore. To recover you have to be fed by someone else
Finesse is reduced by 4 and the Witt stat is reduced by 2, you are more irritable.	You're starting to hallucinate, your mouth tastes coppery, hackles ride up your spine, mumble randomly.
You find it hard to concentrate on the world around you, details go missing,	You will fail at your first attack in combat, and you cannot sneak attack, violent mood swings.
Gain vulnerability to 3 status effects roll 3d12 to see which, these status effects will automatically get applied if you are attacked with a weapon that does that damage.	Every time you roll on the hypothermia chart, on a fail, you lose a digit. If there are no digits to lose, you lose a limb

Addiction

1. Give your health to a different player, and have them roll a d4 plus an additional d4 for every level dice change, to either increase or decrease it by that amount. Roll a d2 to decide. If health goes below 0, give the player 10 health instead. The player in charge of your health must roll secretly and not show the player whose health they are in charge of the result.

2. Every long rest, when you are addicted to a drug, you must take the drug or not be able to obtain any roleplay Leverage

3. Every time you take a long rest, the player in charge of your health has to re-roll your healthpool.

4. If you are addicted to multiple drugs, add one torpor for every additional drug as a permanent addition, only removable by going through a detox.

Detox

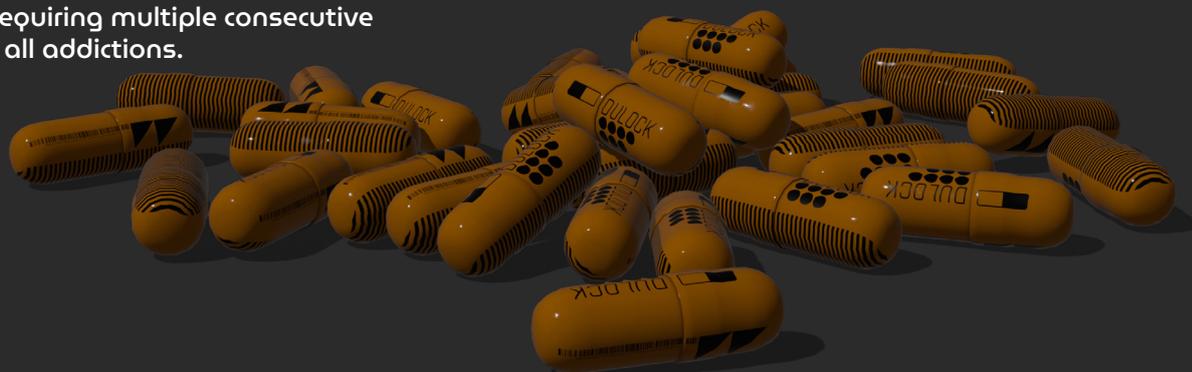
1. To overcome addiction, you must abstain from taking any drugs for the duration of two long rests.

2. Using drugs other than the one you are addicted to will not eliminate your original addiction.

3. Going through a detox will remove only one addiction at a time, requiring multiple consecutive detoxes to eliminate all addictions.

Protracted Vice

1. The longer you are addicted the more your addiction will be likely to give you affect you in combat, the stress of the situation making you drop your gun, or pass a bonus action, or at it's worse states make you pass combat altogether.



Hypothermia

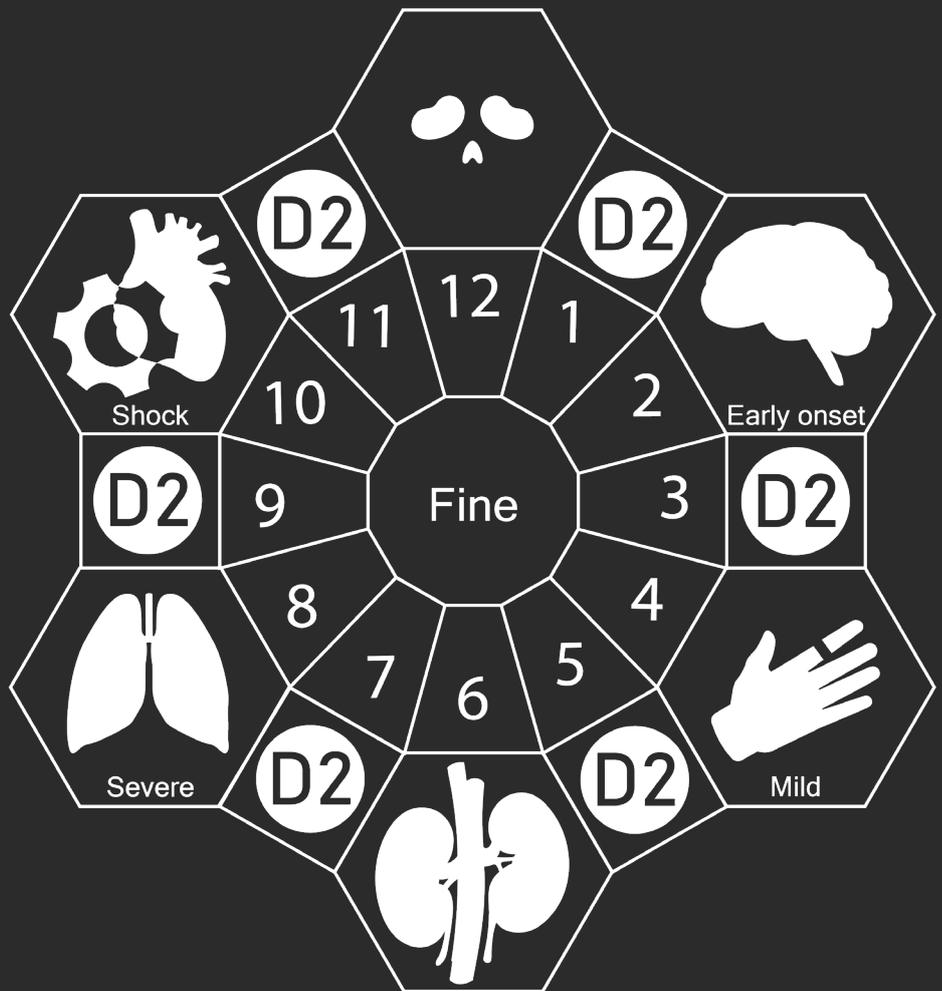
The hypothermia clock, is a system ever present in SWS, and presents itself as a clock with it's variables dictating a character's temperature

These are the 4 basic effects, which can be affected additionally by your bodymods, genotype and other attributes

Each time your temperature changes will dictate whether you are 1-Fine, suffering from 2-Early onset hypothermia, 3-Mild hypothermia or Severe hypothermia.

Each spot marked counts as an in-between section where you will have to roll a d2 to see you progress or not, the section marked by a 6 also counts as a middle section and has no associated effects.

Hypothermic shock is a state of rapid cooling that can be brought on by combat or a particularly intense or fast in-game temperature change



Every time you are outside and are not being actively heated you will have to roll a D2 with the outcome deciding if you progress a number (on a 2 you go up a number), starting at 1 and progressing upwards until you are at 12, if you are inside or heated you can go down a number without having to roll but remember to remind your ST.

If you do not manage to stay in a stable heat source, every time you take a short or long rest you will have to roll a D2.

If you find yourself outside without clothes, you jump into water without proper equipment, you get successfully attacked with a weapon that does freezing damage or a similar such circumstance, you will immediately jump to hypothermic shock on the scale. Which is 1 point away from death's door.

Fine	Early onset	Mild	Severe	Shock (change)	Apparent death
In good stead	Slurred speech, Clumsiness, Memory loss	Your arm body-mods are rejected you can't reinstall them until you go up or down on the clock	Fluid in lungs, sense of drowning, too hot to touch Your leg body-mods are rejected, you can't reinstall them until you go up or down on the clock	Your current health is rolled, take away the result. And any torso/head body mods will need to be reinstalled	Begin rolling death saves, unable to Defy death.

Marching 7

d2

The Marching 7 dice system serves as a system to model an increase in a player characters power over the course of the game, at the start of the game you will only have access to a d2 which means that your success is a 50/50 chance.

d4

So your rolling for the results of a situation.

As you level up however over the course of the game your successes and failures will become increasingly granular, more severe as you navigate the world and begin to enact more sway.

d6

With bonuses applied to the stats you have upgraded you can ensure that your rolls tend towards successes more than fails.

d8

d10

d12

d12+d2

d12+d4

d12+d6

d12+d8

d12+d10

d12 + d12

Level	Dice	Golden roll Leverage
1 to 12	d2	d20 Leverage 13 & above
13 to 20	d4	d20 Leverage 13 & above
21 to 28	d6	d20 Leverage 13 & above
29 to 36	d8	d20 Leverage 13 & above
37 to 44	d10	d20 Leverage 13 & above
45 to 52	d12	d20 Leverage 13 & above
53 to 60	d12+d2	d20 Leverage 14 & above
61 to 68	d12+d4	d20 Leverage 16 & above
69 to 76	d12+d6	d20 Leverage 18 & above
77 to 84	d12+d8	d20 Leverage 20
85 to 92	d12+d10	d20 Leverage 20
93 to 100	d12+d12	d20 Leverage 20

Narrative Play

Narrative play is the default mode of play in SNS. Whether you're talking, exploring, or moving through the world it covers pretty much everything outside of combat. In this mode, the primary goal for both players and the ST is to collaborate in telling a story, with the story itself serving as the medium of play.

Rolling in Narrative play involves using the Marching 7 dice system just as in combat, where the dice you roll change as you level up

Narrative Play involves a certain level of granularity in the proceedings. As you grow, you gain the ability not only to succeed more but better than you could have before, your ability to affect the world around you increases evermore but with the downside of making your failures just as brilliant as your successes

For each die size you gain, you gain an additional degree of success and failure, this stacks with your previous degrees of success and failure. Essentially, as your character gets more competent your ability to make a situation better or worse increases.

For example, a d4 stacks on a d2 meaning you inherit the d2 Pass and Fail states as the middle options of the roll.

So a d4 would have on a 4 Good Success, on a 3 Pass, on a 2 Fail, on a 1 Dim Insufficiency as the roll outcomes

Situational & Stat bonuses

When you're in Narrative play your rolls may receive a situational bonus from the ST.

These bonuses can be applied based on how prepared you for a situation, and it is usually good to ask for one from your ST if you believe your actions previous to the roll merit a bonus.

You can also apply your stat bonus to your roll, with every 5 levels above 0 of your stats bumping up your rolled result by 1.

So if you rolled a good success you would go up to a Remarkable Feat if your stat bonus was 5, or it would go up to a Subtle Brilliance with a 10.

If you are rolling with a stat bonus and your roll would have put you into a failure state without a stat bonus that counts as a partial success or a success with a downside.

Leverage

Leverage is a currency only usable in Narrative play where you can spend this currency to affect the outcome of your roll after the initial roll.

Leverage can stack but you can only have 4 points of Leverage at a time.

You can spend your Leverage by using it on your own rolls or giving it to another player

Assisting with leverage

if you give your leverage to another player it costs 2 leverage to give them one point of leverage.

Using Leverage

After you roll, if you have a point of Leverage you can re-roll for a potentially better outcome, if you reroll your previous result is discarded, and whatever you re-roll is the new result.

If you use two points of Leverage you can roll with a d20 with any result of a 13 or above being considered a golden roll, if you roll a 20 on that roll you don't lose any points of Leverage but instead fill up to the 4 point maximum.

Any situational bonuses applied are canceled out with a d20 roll.

Leverage above a d12

If you are above level 52, a d20 Leverage roll will function differently, with each maximum outcome for a dice you would normally roll being the new cap for the d20

So as an example the maximum for a d12+d2 would be a 14 so instead of the 13 and above it would be 14 and above.

Regaining Leverage

To regain leverage you have to roleplay, anytime you bring up your Aim, make use of your impulse or showcase your aversion, you can ask for a leverage.

Degrees of Success

Golden-roll (d12)

A legendary success that goes far beyond your original intent and surpasses expectations. Unforeseen opportunities arise.

Masterstroke (d10)

An elegant success that executes your plan flawlessly. With exceptional precision that elicits awe and admiration.

Subtle Brilliance (d8)

A major success that not only accomplishes your goal but also leaves a lasting positive impact on the situation or those around you.

Remarkable Feat (d6)

A strong and definitive success. You achieve your objective with no complications or setbacks.

Good Success (d4)

A moderate success that gets the job done but leaves room for improvement or refinement.

Pass (d2)

A success, in the barest sense of the word, You meet the minimum requirements to succeed, but only just.

Degrees of Failure

Fail (d2)

A simple failure where your attempt does not succeed, but the consequences are mild & non-threatening.

Dim Deficit (d4)

A lackluster failure that misses the mark and creates minor inconveniences or disadvantages.

Dim Insufficiency (d6)

A significant failure that results in a notable loss, setback, or complication, leaving you in a worse position than before.

Degeneration (d8)

A severe failure that derails your efforts entirely, leading to serious consequences or an irretrievable loss of opportunity.

Ruination (d10)

A catastrophic failure where everything goes wrong, resulting in widespread damage, harm, or a major disruption of plans.

Cataclysm (d12)

The ultimate failure. Your actions result in permanent, irreparable harm or loss, with consequences that will haunt you, the situation worsens permanently.

d2 results

2 Pass
1 Fail

d4 results

4 Good Success
3 Pass
2 Fail
1 Dim Deficit

d6 results

6 Remarkable Feat
5 Good Success
4 Pass
3 Fail
2 Dim Deficit
1 Dim Insufficiency

d8 results

8 Subtle Brilliance
7 Remarkable Feat
6 Good Success
5 Pass
4 Fail
3 Dim Deficit
2 Dim Insufficiency
1 Degeneration

d10 results

10 Masterstroke
9 Subtle Brilliance
8 Remarkable Feat
7 Good Success
6 Pass
5 Fail
4 Dim Deficit
3 Dim Insufficiency
2 Degeneration
1 Ruination

d12 results

12 Golden-roll
11 Masterstroke
10 Subtle Brilliance
9 Remarkable Feat
8 Good Success
7 Pass
6 Fail
5 Dim Deficit
4 Dim Insufficiency
3 Degeneration
2 Ruination
1 Cataclysm

d12 + d2 results

14 Golden-roll
13 Masterstroke
12 Subtle Brilliance
11 Remarkable Feat
10 Good Success
8 to 9 = pass
7 Fail
6 Dim Deficit
5 Dim Insufficiency
4 Degeneration
3 Ruination
2 Cataclysm

d12 + d4 results

16 Golden-roll
15 Masterstroke
14 Subtle Brilliance
13 Remarkable Feat
12 Good Success
9 to 11 = Pass
7 to 8 = Fail
6 Dim Deficit
5 Dim Insufficiency
4 Degeneration
3 Ruination
2 Cataclysm

d12 + d6 results

18 Golden-roll
18 Masterstroke
17 Subtle Brilliance
16 Remarkable Feat
15 Good Success
10 to 13 = Pass
7 to 9 = Fail
6 Dim Deficit
5 Dim Insufficiency
4 Degeneration
3 Ruination
2 Cataclysm

d12 + d8 results

20 Golden-roll
19 Masterstroke
18 Subtle Brilliance
17 Remarkable Feat
16 Good Success
11 to 15 = Pass
7 to 10 = Fail
6 Dim Deficit
5 Dim Insufficiency
4 Degeneration
3 Ruination
2 Cataclysm

d12 + d10 results

22 Golden-roll
21 Masterstroke
20 Subtle Brilliance
19 Remarkable Feat
18 Good Success
12 to 17 = Pass
7 to 11 = Fail
6 Dim Deficit
5 Dim Insufficiency
4 Degeneration
3 Ruination
2 Cataclysm

d12 + d12 results

24 Golden-roll
23 Masterstroke
22 Subtle Brilliance
21 Remarkable Feat
20 Good Success
13 to 19 = Pass
7 to 12 = Fail
6 Dim Deficit
5 Dim Insufficiency
4 Degeneration
3 Ruination
2 Cataclysm



Combat

How does combat work?

In Narrative play you roll and your stat bonuses are converted into a bonus by every 5 you have in a stat, while In combat you roll and use your full stat bonus

Combat is player-facing, meaning players are the ones who roll for both enemies and themselves and control the combat space.

The Storyteller-informs the player on what actions the enemy takes, and what to roll.

There is also no Initiative, players can roll at the same time. With whomever initiated combat getting the first attack.

“(Player-Attack)>(Enemy-Dodge)>(Damage)

(Enemy-Attack)>(Player-Dodge)>(Damage)”

Movement speed/M5

Movement speed dictates how many tiles on the combat map you can move during your turn with each point of M5 being one tile.

M5 relies on your Agility stat with every 5 points of Agility dictating how many tiles you can move on top of your Genotypes standard M5

using your movement counts as a bonus action.

When you move one square counts as 1 M5, you cannot move diagonally

Deaths door

Death's door:

When you go below 1 health you may choose to go unconscious you have to roll a d2 3 times to see if you die, three failed rolls and you are dead permanently. A 2 is a success a 1 is a fail.

Defying Death:

When a Player is brought to Deaths door, their consciousness starts to slip away. In a last ditch effort to continue fighting, they may decide to stay conscious. If they do so they do double damage, but at the end of combat they immediately fail two of their death saves when collapsing from the strain.

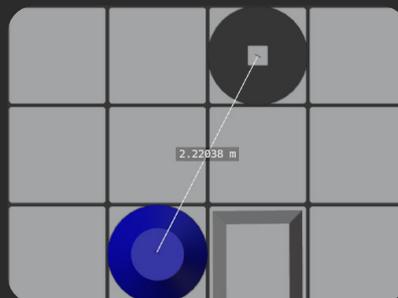
Overkill:

If a player suffers a unrecoverable amount of damage that being double their maximum health in the negative or ends up in a situation they can't escape or be saved from they do not enter Deaths door and instead die immediately.

Cover

When making a ranged attack while someone is behind cover you can only hit someone if you are within sightlines of the enemy.

When attacking someone in cover who you can see you only do half damage, so if you don't manage to do full damage all damage is nullified including any possible status effects.



When making a melee attack the first attack will be affected by cover and then any subsequent attack will be unaffected



Combat

Actions

Actions are the main things you can do in combat you get one standard action, but you can get an extra action based on how many extra arm pairs you have, one extra arm pair = one extra action

Melee attacks are performed with bulk and are dodged with agility.

Ranged attacks are performed with vision and are dodged with finesse.

When attacking, you roll a (d your level dice) to aim to hit. Adding your stat modifiers in **Vision** (if shooting), or **Bulk** (if meleeing) to the result.

If the number is high enough compared to the enemy's **Finesse**(vs shooting) or **Agility**(vs melee) the attack hits and does **full damage**.

If it isn't high enough you only do **half damage**.

Then, the weapon damage is taken away from the enemy's AC, if the AC is higher than the attack, it does **1 damage** and the rest is taken away by the AC.

Bonus Actions

Bonus Action is one non combat action you can get during combat, this can refer to speaking in combat, taking a drug, moving with ms, using a bodymod, etc.

Resistance

Resistance for status effects means if you dodge the attack and would take half damage, instead of the full amount of weapon damage.

you would also not be affected by the status effect.

this does not apply if you don't manage to dodge the attack.

Immunity

Immunity means you do not take any damage from the particular status effect at all, any damage from that weapon will also do half damage, if you already take half damage you will only take 1 damage.

Grappling

Grapples are performed with Bulk and are dodged with Agility, if you are hit with a grapple you cannot attack and must spend all your actions trying to get out of the grapple, you cannot move but the person grappling you can move though their movement is halved.

The person grappling you can still attack though they can only do melee attacks and all their attack damage is halved automatically.

Throwing

To throw someone you must first successfully grapple them, if you manage to do so throwing someone will be a half your bulk minus your MS, so if you had an MS of 4 and your bulk was 10 you would be able to throw someone 1 square.

Jumping

Jumping takes your Agility minus your MS and that results in however many squares you can jump, jumping takes all your current available actions.



Status Effects

Psychic	Psychic Dissonance: Take 2 damage per turn regardless of AC, roll a Witt save of dc your Witt+Quts, if in combat out of combat the Witt save is dc your Witt+2
Burning	Cumulative damage, in the first round you take 1 damage, next round you take 2, and on and on... if not fixed (using a drug or ending combat) in 4 rounds any Hypothermia is reset, but limbs are lost, roll a D(current limb amount) to see how many are lost
Freezing	Pass a Quts save of dc your Quts+2 gain a point of torpor, three successful attacks in succession without interruption will put the enemy in hypothermic shock
Toxic	1 toxic damage per turn until any drug is taken or healing is received, ends at the end of combat.
Parasitic	All stats are reduced by half until the parasite is removed, a Quts save of dc your Quts+10 in combat or Quts+4 out of combat once every long rest. Alternatively a Survival roll from a Pillsprigg/Skindoc.
Electrical	Pass a Quts save of dc your Quts+AC or lose one of your actions, and gain 1 Torpor, after that the next two rounds you fail you only gain Torpor.
Leech	Any damage taken is transferred as healing to the attacker unless a Quts save of dc your Quts+Survival and above is passed.
Fungal	Causes dizziness and Confusion, roll Qut's save with a dc of your Quts+Qlamour, you must swap your attack to someone else, if none is there attack yourself, after attacking someone become immune to fungal for two turns.
Cancer	Causes your bodymods to be rapidly ejected from your body, you must pick a section of your body with bodymods and roll a d2 for however many bodymods you have equipped in that section to see if they are kept or not. if you don't have any bodymods damage is increased by half the base damage result.
Insomnia	Your weapon damage steadily increases by an extra d6 every short/long rest if you don't sleep or consume a ration, resets when you sleep or eat a ration.
Cutting	Roll a Qlamour save with a dc of your Qlamour+Quts on a fail roll d6 to see what wound you receive on the Wounds chart in Warm bodies, they can be reattached after combat, if you can find it.
Rot	Roll a Qrotosque save with a dc of your Qrotosque+Witt on a fail roll d6 to see what wound you receive on the Wounds chart in Warm bodies, they cannot be reattached after combat, and you will need to long rest before you can regrow anything
Shuffle	Your weapon damage type changes based on a d12 roll each time you enter combat.

Ongoing Campaigns

pg76

If a player character dies during an ongoing campaign the player that has died will roll a their current level dice at time of death to remove the resulting amount in levels from their character when making a new one.

any items you have on you cannot be grandfathered into your new character and you must take a wound from the warm bodies list of wounds which can be healed in-game or kept for increased roleplay opportunities.



A game of SINS can get much more gruesome and intense than most trpgs due to the simple trappings of the genre

Not everyone will be comfortable with all the things that come with the Biopunk genre, and so it's good to discuss beforehand what their level of comfort is for graphic descriptions, gore, and other types of body horror.

Session 0:

A Session 0 is a pre-game briefing. It's used as a chance to the ST to lay out the world, explain the rules of the game and then for the ST and players to both set their expectations for the game. It's also a good place for a group who are new, either to the game itself or each other to set boundaries on the role-play experience.

Tone Calibration:

At the start of a game, usually around a session 0, it is good to lay out a list of the common things that may come up in your game, as well as describing combat or general descriptions of the world.

Themes of parasitism, Disease, infections, or infestations, invasive surgery, body dismorphia, gore, Intense political themes (systemic oppression, exploitation, rebellion), Coercion or manipulation, uncomfortable social interactions, playing with agency and free will, Dissociation or identity loss, Traumatic memories or flashbacks, Addiction, Mental deterioration, Themes of slavery or forced servitude, etc.

This is just a small list, but it's good to go over and establish what tone the lens of the world will be described through, a light hearted game can still be played using the system, where a lot of the gore is pulled back or made comedic through alternative choices in descriptions, but what is most important is to make sure everyone is on the same page.

The importance of synergy:

For the game to succeed and remain enjoyable, group synergy is critical. Players and the ST should strive to create a respectful, collaborative atmosphere and most importantly an enjoyable one. Even though this might seem like common sense, first-time players may not realize the importance of teamwork. It's essential to balance individual character arcs with the shared narrative to avoid conflicts or derailments. If the group dynamic is strained, tense straining scenes are likely to buckle a group and the game's overall quality and enjoyment will likely suffer.

Social contracts:

To help establish a consistent tone and ensure all players are on the same page, consider creating a social contract that everyone agrees to before the game begins.

A spoiler-free synopsis of the campaign, the main vibe you want to aim for, an overall movie rating, and primary content warnings (violence, profanity, etc.)

An amendment process players can use to add or modify the initial laid out experience. A simple majority vote, where the ST has two votes to serve as a tiebreaker, works well. (This can mostly be used for content control. But can also work as a way to suggest home-brew changes)

This combined with the white-list, described below can be an effective way for new players to get used to each-other, and usually as the game progresses can be referenced less as players figure-out what everyone's comfort level is.

White-list: Content mandatory to the plot that players should expect.

Green-list: Objectionable content players may introduce without consulting anyone.

Yellow-list: Content requiring prior approval from the ST and involved players through meta-game discussion.

Red-list: Content that is strictly banned.

Veils:

Veils can be a useful introduction to the white-list

With the Red-list being something that is completely off the table, Veils are topics that are allowed but must be "faded to black" or handled off-screen (the most common example being sexual interactions).

Make sure to discuss this openly before starting the game, and add tag things on the White-list as a Veiled topic as need be.

Breaks

For sessions lasting two hours or more, it's a good idea to include a short break, aside from a regular five minute break that might be for getting a drink, or some other interruption. This break should aim to give everyone a chance to step away from role-play and recharge, helping them stay focused on and able to process the game/cool down from any emotionally intense scenes.