Storyteller Document

SNS

Kubota productions

Synesthesia Synthetica
the TTRPG

Storyteller document

Biopunk Surrealist Nightmare

StoryTellers Guide

This document serves as a linked ancillary document to the player document, while additional information is outlined here the main aspects of the game are described fully in the player document and as such this should not be relied on fully when running a game, SNS possesses similarities to other TTRPG systems and so if you're already a knowledgeable DM/GM transferring this system should be quite easy, there are 3 major things to keep track of to run the best game of SNS one can as a Storyteller, aka a ST.

WHAT IS A ST? StoryTelling involves cooperatively telling and facilitating a group story in the world of SNS using the rules and other players' involvement to make it an ever changing interesting experience. Described below are the different duties of the ST.

1 - Crafting a Story:

Your role as a Storyteller in SNS is to present an imaginative world filled with a compelling mix of gruesome detail and pageantry, creating interesting characters and allowing players to fully immerse themselves in the game. To do this effectively, it's essential to spend time outside the game preparing. Many Storytellers find that the time spent creating their version of the world is just as enjoyable, if not more so, than running the actual sessions.

Developing unique characters, outlining unique sections of the world, interesting plots, high minded and political or grounded, and unique challenges is an outlet for creativity and provides the framework for your players' roleplaying experience. Crafting an engaging story is crucial to the game, and will set the tone for your players' adventure.

2 - Writing an Adventure:

As a Storyteller, you have the freedom to design adventures that test your players in unexpected ways. Tailor scenarios to fit seamlessly into your campaign, ensuring they align with your players' characters and the world you've built. Feel free to make changes to pre-built characters, settings, or encounters as you see fit. Your players will appreciate the personal touch as dynamic, player-centred reactive gameplay is the main draw of tabletop roleplaying games.

3 - Teaching the Game:

Introducing new players to SNS is a rewarding opportunity and one you will largely have to shoulder as a ST. Teaching the mechanics of the game helps ensure they have a positive experience and if they are hesitant to roleplay will hopefully make sure the environment is welcoming enough they'll brave it.

With your guidance, they'll learn the ins and outs of SNS, and though it has been built with easy onboarding in mind, expect the need for clarification for the first few times characters are being made.

As information is bubbled however, if players are playing properly a large amount of all information needed to play the game should be located on the players character sheet and gameplay difficulties should die down after 2 to 4 sessions.

Describing a SNS World

Describing a Biopunk world filled with flesh and a heightened lack of anything metallic can be rather tough sometimes, it is useful to have a few inventive ways of describing objects and creatures in the world, rather that continuously describing everything as fleshy

Bodymods, while describing such is the most direct and forward, try and perhaps go for, Wetware, Biotech, Surgical edits, Meatware

Perhaps emphasise the class distinction between bodymods, with rich folk having very faint scarring, or non at all, all their body modifications painted over in tattoos, while those who have to incorporate body mods for survival have thick bands of scarring around their limbs, showing the constant need for repair/adaptation or removal of limbs they have undergone.

When describing structures, with a lack of metal, things will be made of concrete, wood, plastic, glass, and ceramic, don't be afraid to inject naturalistic or body horror aspects into descriptions of structures, "the house breathed" may be used quite literally, perhaps a pair of giant lungs serving as the air circulation system of an underground base.

"The pink overhead striplights flickered, casting a rosy sheen over the gore, blood splattered against the wooden floorboards, while tendrils of something thicker and more substantive in black and purple were stringed up the ceramic tiled walls".

Architecture can be described as utilitarian and brutalist in design, with a focus on comfort in interiors, large structures should be considered as a rarity, as anything large will cost flagrant amounts of wasted heat, when heating the whole area.

Close quarters, thin corridors, and colour should be focused on when describing interiors, cushions, heated floors, and vibrant pops of colour splashed onto every accessible interior surface, people get bored of the colour white, as that'll be most of what you see when you go outside.

The world of Synesthesia Synthetica is a surreal and grotesque mix of body modifications, genetic engineering, and a constant cycle of decay and societal new-growth. Below are key tips on how to vividly describe this biopunk nightmare to immerse players in its world.

1. Lean into the grotesque.
The world of SNS is ugly and beautiful, leaning into the hyperbolic when describing all things will lead to the best effect, nothing is just "plain" or "normal"-. Characters and environments are twisted by biotechnology. To highlight this:

- Use Disturbing Visuals: Describe characters and environments as decaying, corrupt, or deformed. Example: "The Shieldskin enforcer towered over the street, his flesh a patchwork of scarred skin and jagged ceramic implants, the air around him faintly crackling with residual energy from the glowing burnt skin of his forearms."

- Use Ornate Visuals: Describe characters and environments as neon, vibrant, or punk. Example: "The datadolls smashed carapace leaked a neon green gel, fragments of memory floated up from her head in a monochrome jade rainbow as the data was lost forever, the swirling gels structure collapsed as she died, swirling into a stagnant pool of iridescent tar."

- Twisted Body Modifications: Body modifications are often grotesque though to keep it fresh make sure it's not always so, humans are naturally drawn to beautiful things. Describe them in visceral detail: "Spider-like eyes dotted his face, giving him a predatory gaze as if watching from every angle at once. Tendons rippled under the skin, unnaturally reshaping his limbs with each movement."

or "Her body was sleek, her skin shimmering with a bio-luminescent glow. But under the surface, you could see the veins of her mod twitching unnaturally, as though something wishing to escape wriggled beneath her perfect exterior."

Describing a SNS World
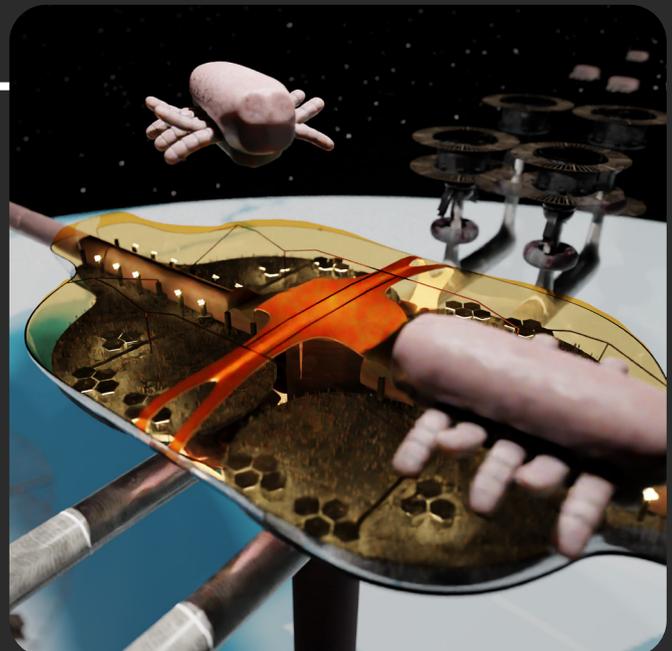
2. Highlight the power gap.

Society in this world is fractured. The rich live above the chaos in high earth orbit, while the poor live on the dangerous frozen earth below, filled with mutated creatures and an ever changing unstable landscape.

-Stacked Cities: Cities are sprawling ceramic and concrete labyrinths, overrun by corruption. Describe how the infrastructure is either unusually sterile or thick with overgrown fauna. Example: "Buildings sag under the weight of creeping vines, cracks in the neon painted ceramic reveal the veins of this place are dotted with fields of moss and clover. Toxic fumes escape from cracks in the walls, making it hard to breathe so far below ground."

-Division Between Rich and Poor: While the elites thrive in high earth orbit, the common folk scrape by in cities rising up through the frozen atmosphere combated by heaters placed around every corner or towns underground where they can stay warm hooked up to underwater hydrothermal vents.

While players will most likely never get the chance to get up into high earth orbit. If they do play up the contrast. Example: "the moon sits fat and languid on the horizon, the aristocrats sip quietly at drinks in the bar, a far cry from the rowdy bustle you're used to, their bodies are all modded to perfection, gold gleaming in the cracks between their fingers. or in most cases, as they can afford it, not modded at all."

Clothing and Fashion.

with there being a focus on economic inequality in the world of SNS,
Fashion has become bright and colourful indicator of status in the future, not only for survival needs in the world blanketed in a permanent snow, as colour stands out in the empty white expanse, but also as those on the ground develop taste for colour,

Everything is colourful down there, boots are neon, coloured and bleached leather with plastic inserts, as well as bright plastic helms

Clothing made for exteriors are bright neon plastic, puffer jackets, lined and dyed furs all colours of the rainbow, military uniforms a white with coloured lining, and black is only a colour used for death and religion.

While in stark contrast to the lower classes, those of the upper class, live in a world where warmth is not a concern, upper class fashion focuses on sheer silk garments, bomber jackets that end above the midriff, plain crop tops in cream and beige, bright colours are seen as gaudy and lower class, pastels and delicate darker shades of auburn red and purple are in vogue

Shoes are also not worn much in favour of slippers and the occasional sandal, and while not in high earth orbit, those of the higher class will usually go for a more subtle colour of warm winter garment, in expense of the safety something brightly coloured would bring.

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3. Emphasise the Surreal

The biopunk world should feel distinctly off and dreamlike. Whether it's the behaviour of NPCs, environmental hazards, or bio-technological phenomena, inject a sense of weirdness.

- Organic Technology: Everything is biotech, if it isn't it's from the old world,make sure to blend organic and mechanical elements. Example: "The terminal flickered first white and then a faint green, its interface bubbling to the surface, pulsing as you input commands. The tactile keypad is squishy under your touch like a sponge, after each command a breathing "ooh" or "ahh" is heard from behind the plastic wall."
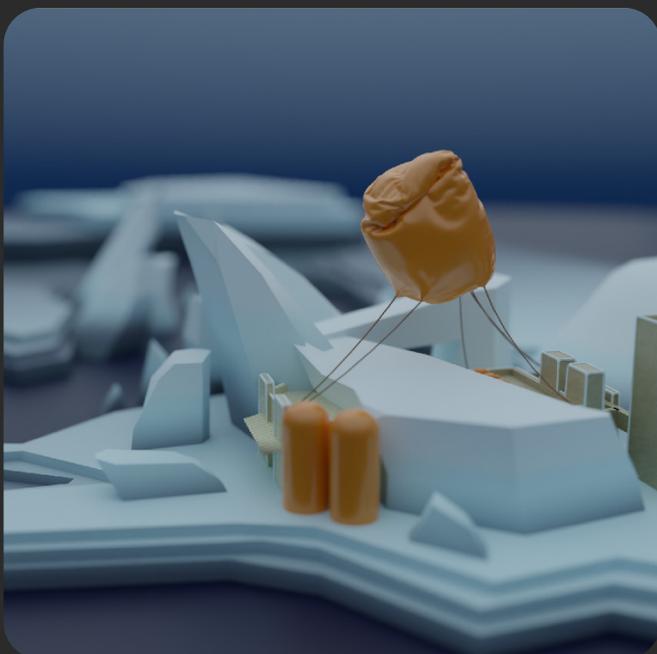
4.Sensory Overload:

Blend Beauty and Grotesque in Sights, Sounds, and Smells.
The world of SNS is alive in more than one way. Use vivid sensory details to evoke both the enchanting and revolting aspects of the world.

While body modification is wildly popular in the Frosty Future it does come with unfortunate and sometime's irreversible consequences, there are cures for the psychological effects of body modification but those cures are pretty much only for the wealthy, someone who has had to install a modification for work, or just general survival in the inhospitable wilderness will not be so lucky. Unable to afford psychological help if the modifications get to be too much.

Modicative-Fuge (Modder's Illness, ModMad)

When a person has fully subsumed themselves in the thrall of body modification, they may begin to suffer from Modicative-Fuge a debilitating mental illness that comes from a person being less connected to their body, a similar affliction to dissociative fugue, Modicative-Fuge boasts much of the same symptoms

Sudden and unplanned travel without memory, followed and preceded by Extreme distress and problems with daily functioning. Amnesia relating to one's past, and important times in one's life. Confusion or loss of memory about their identity, possibly assuming a new identity to make up for the loss. Hallucinating loss of body parts, problems in perception of one's form. An uncontrollable desire to remove any modified or unmodified part of the body, potentially through homespun, unsanitary means. Lashing out violently, when in Fuge is also a possibility, those who are lashing out are usually not aware of what they are doing.

Example: "The gentle hum of bioluminescent street lamps filled the air, their soft light calming the nerves. Occasionally the sharp hiss of steam or bubbling water would mark the passing of a city heater and that would be quickly followed by the patter of skittering feet fleeing across the close-cut streets."

Aromatic Contrast: Even in decaying environments, there are sweet fragrances that contrast the underlying mess. Incorporate sounds and smells into your descriptions to create a more immersive experience.

Example: "The market was filled with the heady scent of synthetic flowers, their vibrant petals impossibly perfect in the inhospitably cold environment. Yet, as the breeze shifted, the stench of rotting flesh usually staunched by freezing soured the air, something was heating the filth hidden beneath the calm quiet covering of snow."

- Mechanical Sounds:

Describe the constant hum and whir of something when in a city, when out in the wilderness players will usually only be surrounded by the empty lonely sound of cold wind,

- Pungent Odours:

The world should smell of decay, chemicals, and the fresh scent of green flora n fauna. Example: "The air is thick with the scent of burning flesh and industrial chemicals, a toxic cloying odour that clings to your lungs and makes it hard to breath. The stench of spoiled biomass permeates the slums, and as you descend deeper the overgrowth spurred on by the warmth underground makes it easier to breathe."

5. Depict environmental hazards

The world itself is dangerous, both inhabited areas and the empty wilderness fraught with strange hazards and impossible effects. Make the environment as much of a challenge as the enemies. Describe areas where breathing becomes difficult or sections of space that warp reality. Example: "A cloud of white smog sat tremulous in the alley, as you approach it static begins to buzz in the air, your hair standing on end in response, as you touch the cloud a sharp spark of electricity smacks into you, if you can't brave it you might have to find another way around."

In more wilderness focused areas emphasise isolation and desperation. When not in a city or some other habitable location, as usually seen when travelling highlight a sense of loneliness and survival. Players should feel incentivised to rely on their party members, craft dangers and encounters that will establish a strong sense of group solidarity, if players go off by themselves have both dangers and rewards be heightened so as to clearly establish the risk of going off alone.

By focusing on these elements—you can bring the biopunk world of Synesthesia Synthetica to life. Add any additional personal flavour you wish to bring to your descriptions to really sell whichever aspect of the world appeals to you, The goal is to make the world feel vibrant, oppressive, dangerous, and most importantly, Biopunk.

Combat

In SNS, combat is designed to be fairly fast and brutal, generally lasting no more than 30 rounds at higher levels, and 5 to 10 at lower levels with each round taking about a minute at most. The majority of any waiting during combat often comes from players strategising, so it's important to make sure they clearly understand the combat space and what they're capable of doing. But, in saying that if your players are clearly deep in thought and strategising, it's good to let them remain in that headspace.

Combat should feel deadly, especially in the early game. Encounters should leave players either significantly wounded—possibly with injuries like a lost limb—or even put them on death's door. Remember, if combat ends before a character fully succumbs to death, other players should have a chance to intervene, giving the downed player an advantage on their death's door roll to save them from dying, if they decide to intervene in combat they give up their attacks when doing so.

(Advantage means a player can re-roll and pick the highest number, disadvantage means picking the lowest.)

As players level up, combat can shift from fast, deadly encounters to more drawn-out affairs. Players should feel their power progressing, not only in their damage output but in their defensive capabilities, with things like larger health pools and damage reduction through armor. Mid-to-late game encounters can either become a bulldoze for players if they're strong enough, where they dispatch enemies with minimal losses, or they can be longer, more tense encounters where players are slowly whittled down. It's important to allow combat to reflect how far players have come, focusing more on the strategies they develop to handle tougher enemies, especially as they'll likely have a larger arsenal to draw from by this stage.

To keep the combat flow smooth, the ST as this is a player facing system can focus more on descriptions of the damage and keeping the pace of combat going rather than rolling everything themselves. However, informing the players of the rolls they need to make and adding up the damage on the ST's end during combat is still part of the ST's responsibilities. It's helpful to keep a small notebook handy to quickly jot down damage numbers so you can stay focused on rule enforcement and other tasks.

When constructing encounters, try to balance the enemies' damage potential with that of the players. Early game combat should feel dangerous and frightening, while late-game encounters, though potentially slower, should still be just as if not more tense, provide more opportunities for players to employ tactics and strategies, and allow them to use the broader array of abilities they've gathered throughout the game.

Enemies & Animals

When attacking with or defending with animals instead of dealing with agility as the chance to hit stat replace it with Slyness

While attacks damage will be calculated with the Mutilation stat

If your using human enemies, to make it easier only use a small amount of stats during combat, with other stats being pulled in if the players decide to not attack.

You can use the player stats as a reference for what another non player characters stats would be.

Archetype specifics

When running a game it is useful to base the world around what is present in the layout of your player party

if your party of players contains an Idol for example it is useful to note down an Npc's reputation, this can be used for game where an Idol isn't present and will flesh the world out a lot more if you do make use of all the systems but it is good to make a special note of what your players are going with to make their experience as enjoyable as possible.

For example a game with a hivehead should have multiple opportunities to tame animals, even if the player doesn't seek it out.

A game with a Bigwig should have multiple opportunities to make money and so on and so forth.

Small details

Deaths door is a roll of 3 d2 dice with 1 being a success

DC refers to difficulty class, the number which you have to roll higher than to be successful in combat rolls and lower than to be successful in non combat rolls.

Enemy difficulty leveller

This chart uses the base stats for each Qenotype to give rough values for an enemy of that level.

The Feikin Qenotype is assumed to be in a weak dead enemy and stats are calculated as such.

The Charlatan Archetype is not included in the BMP calculation since it will always be 0.

A general good rule would be the higher on the health range the lower on the stat range and vice versa.

Stat Total refers to what the core 12 stats should add up to, the value should be within the given range to keep a balanced enemy for a party of 3-4 players. Any more players and the storyteller should add roughly 2-5 more points to each category per player.

Level	HP	AC	BMP	Stat Total	Level Die
Level 0	2 - 30	0 - 25	3 - 10	-20 - 9	D2
Level 5	7 - 35	0 - 25	8 - 15	-15 - 14	D2
Level 10	12 - 40	0 - 25	13 - 20	-10 - 19	D2
Level 15	17 - 45	0 - 25	18 - 25	-5 - 24	D4
Level 20	22 - 50	0 - 25	23 - 35	0 - 29	D4
Level 30	32 - 60	0 - 25	33 - 45	10 - 39	D8
Level 40	42 -70	0 - 25	43 - 55	20 - 49	D10
Level 50	52 - 80	0 - 25	53 - 65	30 - 59	D12
Level 60	62 - 90	0 - 25	63 - 75	40 - 69	D12+D2
Level 70	72 - 100	0 - 25	73 - 85	50 - 79	D12+D6
Level 80	82 - 110	0 - 25	83 - 95	60 - 89	D12+D8
Level 90	92 - 120	0 - 25	93 - 105	70 - 99	D12+D10
Level 100	102 - 130	0 - 25	103 - 115	80 - 109	D12+D12

the stats on the right are the base layouts for all the races at level 0

made shorter for easier modification

please feel free to copy and paste these as base templates for enemy creation

human

WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 ME+1 MA+1 AQ-3 SU+3 HP10 AC0

Syllabub

WI-5 IN-3 SP-4 QU-2 QL0 QR+1 BU+4 VI-4 FI0 ME-4 MA-3 AQ-2 SU+2 HP30 AC10

Cognitive

WI+5 IN-2 SP-3 QU-5 QL+1 QR-1 BU+3 VI+4 FI-1 ME0 MA-3 AQ-3 SU+3 HP15 AC0

Datadoll

WI-1 IN0 SP-3 QU-3 QL0 QR0 BU+1 VI+3 FI+4 ME-3 MA-2 AQ-2 SU-4 HP10 AC25

Hellion

WI+2 IN-5 SP-5 QU-1 QL+1 QR+1 BU-4 VI-2 FI-3 ME0 MA-5 AQ+4 SU+2 HP20 AC0

Feikin

WI+1 IN+4 SP0 QU-2 QL+3 QR+4 BU-6 VI-4 FI+5 ME0 MA-2 AQ+4 SU+2 HP1 AC1

Thurrin

WI+2 IN+2 SP-2 QU-2 QL+4 QR-3 BU-4 VI-4 FI+2 ME-4 MA-2 AQ+2 SU0 HP10 AC1

Enemy Taxonomy

Cognitive Sniper

Stats:

WI+5 IN-2 SP-3 QU-5 QL+1 QR-1 BU+3 VI+4 FI-1 MA-3 AQ-3 SU+3 HP15 AC0 MS4

Body Mods:
Spider eyes (H) a set of small eyelike black dots line your face, allowing you to sense movement with greater accuracy (+5 Agility +4 Qrotesque)
Neuro Transfer Stimulators (H) Can telepathically encourage the team, giving them +1D4 to all rolls for 1 combat session per long rest. (+4 Qlamour -6 Manipulation)
Cyclopia (·) A single panoptic eye takes place in the centre of your face (+6 Qrotesque +5 Vision)
Abilities:
Shutter 3: Uses psychic energy to move objects at high speed, dealing bludgeoning damage based on the Insight stat.
F.O.M Nudibranch (-) -3 Medicine Toxic d8+Qrotesque Quiet, Messy, one-handed
Description: "Perched on the crumbling rooftop, the sniper's compound eyes focus on her target, calculating every movement with inhuman precision. The air crackles as she psychically guides her shot, blood drips down her nose as the bullet slams into the plastic next to your head."

Syllabub Brawler

Stats:

WI-5 IN-3 SP-4 QU-2 QL0 QR+1 BU+4 VI-4 FI0 MA-3 AQ-2 SU+2 HP30 AC10 MS4

Body Mods:
Jigg jaw (H) Each tooth is filed and enlarged, giving you a terrible grin, base melee damage is a d8 instead of a d5 +1 Qlamour
Abilities:
Knucklebone Qauntlet -3 Finesse toxic 2 + Bulk or d6, One-Handed,
Description: "The Syllabub charged forward, muscles rippling under his thick, modified hide. His fists crackled with electrical energy, ready to pummel anything unfortunate enough to be in his way."

Feral Thurrin Scavenger

Stats:

WI+2 IN+2 SP-2 QU-2 QL+4 QR-3 BU-4 VI-4 FI+2 MA-2 AQ+2 SU0 HP10 AC1 MS4

Body Mods:
Ceramic Spike legs (L) +4 Agility while outside (-2 Qlamour +2 Qrotesque)
Visual Sensors (·) Full dark vision +2 to vision when in the dark, -2 to vision when in the light
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 Qrotesque)
Abilities:
Grown bio-pistol 2 Lucre (·) -1 Finesse Shot d8 + Vision One-Handed, Loud
Description: "A gaunt figure, their skin stretched tight over elongated bones, stalks through the ruins of an old city. Their eyes, adapted for the dim light of high earth orbit, glow with an eerie, ultraviolet light. Driven to desperation, they scavenge for scraps, their movements quick and silent."

Datadoll Bio-bomb

Stats:

WI-1 IN0 SP-3 QU-3 QL0 QR0 BU+1 VI+3 FI+4 MA-2 AQ-2 SU-4 HP10 AC25 MS4

Body Mods:
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 for 1 minute (-4 Vision -2 Finesse -2 Qrotesque)
Abilities:
immune to psychic damage, they also have no need for food of any sort, they are however sensitive to electrical and parasitic damage.
Proximity explosion, if a player walks close to it the Datadoll will explode causing d20+4 electric damage, if players attack from range the Datadoll will run at them and attempt to close the gap before exploding.
Description: "Standing still in the hallway the Datadoll jitters every few seconds, it's body usually a perfectly segmented recreation of the human form has been cracked like an egg, the ceramic edges bulging outwards as the inner flesh strains, unable to hold itself together "

Depthlung trooper

Stats:

WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Body Mods:
Spanish Rally (t) Armour rejuvenating ports are inserted under each rib, after an attack roll however much AC you lost to try and regain some
Arm pair (+) Qain a second pair of arms, you can hold 4 one-handed weapons and gain +2 agility and Finesse (+3 Qrotesque)
Abilities:
Veined épée -2 Qrotesque Melee dAgility + 8 One-handed
Doctor Axe 60 Lucre (o) -2 Medicine Electrical d8 + Bulk Large, One-Handed
Description: "The man hung there in the ocean surrounded by the vast empty and a small school of fish, he raises his sword, a gesture of respect before he begins to drift towards you powerful legs pumping"

Packmule Datadoll Messenger

Stats:

WI-1 IN0 SP-3 QU-3 QL0 QR0 BU+1 VI+3 FI+4 MA-2 AQ-2 SU-4 HP10 AC25 MS4

Body Mods:
Distance Joggers (t) (+2 Qlamour +5 Agility +1 Quts -5 Bulk)
Lipo-Epiderma + (o) Allows you to fully change your facial appearance (+3 Manipulation +2 Qlamour -8 Qrotesque)
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 for 1 minute (-4 Vision -2 Finesse -2 Qrotesque)
Description: "A messanger, dressed in a bright blue and green combo with the star and wings that make out the insignia of their station, rushes past you in a blur, snow getting kicked up behind her as runs away from you. Her cargo, the politically cogent letter you've been sent to stop. Leaving in a spray of white.

Enemy Taxonomy

Cloudkin trooper

Stats:

WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Body Mods:
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 Qlamour -6 Insight)
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 Qrotesque)
Abilities:
Yeller's Flashpan (·) -3 Speech Parasitic dQuts+dBulk-8 Small, Loud, one-handed
Description: "standing on one thin wafer of a cirrus cloud the woman watches you as you fly past, a hook she swings in her hands glints under the midday sun, the same glint as her reflective insectoid eyes"

Plugpool Chimera

Stats:

WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Body Mods:
Quad Arm pair (+) Qain 4 pair of arms, 6 in total, you can hold 6 one-handed weapons (+2 to bulk and Finesse +6 Qrotesque)
Spine Palpus (·) 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 Qrotesque +2 Bulk)
Abilities:
Keratina Thumb-Shiv 1 Lucre (·) -2 Insight Melee dBulk + 1 Messy, Small, One-Handed
Nayantzi Qlaive 100 Lucre (t) -4 Qrotesque Leech d10 + Finesse Large,two-handed,Silent
Tendon Whip 20 Lucre (o) -2 Survival Melee Burning 2 dBulk Small, One-Handed
Wind Wheel 200 Lucre (t) -5 Finesse -2 bulk Leech 2d12 + Qlamour Large,two-handed
Doctor Axe 60 Lucre (o) -2 Medicine Electrical 1d8 + Bulk Large, One-Handed
Description: "The hulking mass of flesh that was once a man shambles towards you, a cacophony of limbs twitching and grasping. Bulbous, mismatched eyes blink from various points on their body, their gaze unsettling and predatory. Six arms, each wielding a different weapon, lash out in a flurry of attacks."

Hivehead trapper

Stats:

WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Body Mods:
Insect runnels (t) Allows you to keep any swarm type creature within your body, keeping them safe from the cold (+5 Qrotesque -3 Qlamour)
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 Qrotesque)
Abilities:
Tendon Whip (o) -2 Survival Melee Burning 2 d BulkSmall, One-Handed
Poison contact Psalmskin (-) -3 Qlamour Toxic d6 + Medicine Messy, two-handed
Pets:
Pale fox:(wild) Insight 2 Quts 2 Survival 3 Bulk 5 Agility 4 Agility 3 Finesse 4
helmet tick:(swarm) Insight 1 Quts 2 Survival 2 Bulk 6 Agility 3 Agility 2 Finesse 1
Description: "a swarm of insects stream out from under their fingertips, pooling out from under their eyelids and out of their nose, they point at you, and a horrific buzzing fills the air"

Animal Taxonomy

This section of the document contains several prefabricated animals that are mountable and/or tameable, written for use by a Storyteller. These animals can be used as-is or modified to fit your specific campaign setting. Remember to adjust the stats and descriptions of animals in accordance with their Domestication level (see Hivehead Details).

Qiant Mollusc

Type: Wild Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Description: A hulking behemoth with a glistening, segmented exoskeleton. It moves with surprising speed for its size, its multiple legs carrying it across the frozen wasteland. It has a prehensile tongue that it uses to gather food and defend itself.

Snow Strider

Type: Domesticated Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Description: A common sight in the frozen wastes, the Snow Strider is a reliable and hardy mount. It is well-suited for traversing icy terrain, and its thick fur provides ample insulation against the cold. Snow Striders are herbivorous and relatively docile, making them easy to care for. They are frequently used as pack animals or for transportation, and some are even trained for combat, but these are rare.

Polar bear Exo Skeleton

Type: Nonsentient Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Description: A Polar bear, hollowed out from the inside and fitted with a synthetic organ replacement that lies flat along the exterior of a second inner rib cage, serves as a suit for people to wear in construction and cargo hauling efforts.

Helmet Tick

Type: Swarm Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Description: Helmet Ticks are a bio-engineered insect, originally designed for pest control in high-density urban farming. They are named for their hard, chitinous exoskeletons.

False Snow

Type: Swarm Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Description: the Larval stage of the False Iceberg, False Snow is a small insectoid creature that disguises itself near trees and small bushes as a light covering of snow, their hardened mandibles are discarded as they age but at their Larval stage can burrow through just about anything.

Plastic Drone

Type: Swarm Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Description: Bred to work in the waste pits outside major cities, Plastic Drones are modified splicing of the old world silkmoth. Their abdomens secrete a thick, viscous plastic that hardens into a surprisingly strong plastic used in commercial products. Prized by those who can't afford expensive synthetic fabrics, keeping them is fairly easy. Their bites are not deadly but incredibly painful, causing intense itching and swelling that can last for days.

Cloud Pot

Type: Nonsentient Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Description: large pot. A ring of helium filled intestines line its ceramic interior with ridges underneath the lip used to guide it's flight, lacking most organs it must be replaced and fed a maintenance slurry after each 10 hour flight, lest it stop being able to control it's flight and lose it's riders among the clouds.

Walrus

Type: Wild Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Description: A massive, creature with thick fur and sharp tusks. While not particularly fast, it is incredibly strong and resilient, able to withstand even the harshest conditions. The Walrus can be trained as a pack animal or, for the particularly bold, a mount. It can often be found near hydrothermal vents, where it warms itself and feeds.

Slugbunny

Type: Wild Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1 AQ-3 SU+3 HP10 AC0 MS4

Description: A small, blubbery creature with thick fur and a set of baleen mandibles. While not particularly fast, they are adorable, long lived and kept as pets in most settlements.

Cargo Ferrier

Type: Hulking Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1
AQ-3 SU+3 HP10 AC0 MS4

Description: A massive, hollow blubbery creation, like the Cloud pot, the inner section of this creature is mostly filled with a maze-like layout of intestines bulging with helium.
Used as carrier ships for troops of soldiers back in the day, the gene schematic used for their creation has been thrown out as they were too skittish and unable to fly into battle.

Without the original gene schematic, Ferriers are now mostly bred by hand and used purely for long distance flights.

dopples

Type: Feral Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1
AQ-3 SU+3 HP10 AC0 MS4

Has a weakness and fear of electricity, and a strong aversion to high radio frequencies.

Description: A predator built by the C&I Compos genetic engineering branch. It looks human and it sounds human but it isn't. Instead, it's a creature that can only be told apart by a particularly strong sense of the uncanny valley. Physical features present as variable across its species, and it has gotten harder to tell apart as they have interbred. However, common indicators of one include but are not limited to unusual eye sizes, ears the wrong away around, too many teeth, arms that are too long, and other such features that are off.

Another way to tell them apart is that they cannot speak like a normal human. Rather, they use words and phases they hear before predation on a human.

The reason they have survived so long is due to the massive prevalence of body modification and how humans no longer look how they once did, leaving the only solid way to tell them apart being to try and have a conversation, that is, if you catch them with a group. But if you're alone, you're dead.

Cloud Mimic

Type: Hulking Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1
AQ-3 SU+3 HP10 AC0 MS4

A large vapour like creature, massive. Its interior sections cracked from the weight of itself, bloody pools with buildings stacked inside like the stilt houses in the forest swamps down on land

Silhouette jumper

Type: Domesticated Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1
AQ-3 SU+3 HP10 AC0 MS4

Description: A giant Chameleon like creature that uses it's large flat body to create a silhouette of a person on it's skin, it is largely harmless and can usually be told apart from an actual person once within 10 meters.

It hangs around settlements and steals clothing to create a nest for plastic consuming insects

Largely stationary, if it detects that it's found out it will attempt to grab the clothing off the person it has been detected by and scurry off.

They taste delicious, but hunting parties usually are usually hesitant to go after them as they leave them naked and vulnerable to the freezing elements.

Helios Boar

Type: Wild Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1
AQ-3 SU+3 HP10 AC0 MS4

A tall, bipedal, highly mutated species of boar. Mostly hairless, its skin is thicker and tougher than a normal boar. The forelegs hooves are long and ragged, and its head is malformed greatly. It can only sense heat, and will rabidly attack any heat signature it doesn't recognize. Heat suckers are unable to maintain body temperature, going into semi-hibernation if they do not have a steady supply of food. This also leaves them in a near permanent state of starvation.

Their constant need for calories drives Heat Suckers to commonly attack campfires and anything else that gives off a lot of heat.

Trapper Keeper

Type: Wild Stats:
WI+1 IN+2 SP+5 QU-4 QL0 QR-3 BU+1 VI-4 FI-3 MA+1
AQ-3 SU+3 HP10 AC0 MS4

A Spider like creature the size of a human head. Snow white in color fuzzy with green tinges like rotting meat.

High skittish and fearful. Will not hesitate to bite if attacked or threatened in any way.

It's bite temporarily removes all cold resistance, and your heat can't increase in stage. Lasts 4 hours.

Weaves large spike shaped webs. These webs will slowly attract moisture, turning the webs into long icicles as hard a a Spear with the sharp tip of a lance. It will hunt by ,dislodging These spikes, causing them to fall straight to the ground. Once it has impaled its prey, it will slowly climb down and begin burying The creature under the snow where it will keep its stockpile of food, adding to it whenever this stockpile gets low.

Running a Campaign

Setting the Scene: Worldbuilding

Although you are completely free to come up with your own unique environments, here are some pre-set ideas that you can use as a starting off point when crafting your campaign.
Examples include:

Large flat cities heated by steam, pockets of humanity sequestered in crowded close packed spaces for heat conservation.

Underwater tunnels leading into the deep ocean where small towns dig down to heated thermal vents in the water instead of dealing with the frozen surface above.

Cloudscapes controlled by roving bands of pirates and criminal gangs, floating settlements visited by ornithopters and other living modes of transportation.

Forests so dense that the cold has a hard time penetrating the inner sections, where strange creatures and untamed beasts hold power.

Make exploration interesting, if players go from high up in the air to deep below the ground in an underwater tunnel, utilise environmental modifiers that affect gameplay, such as potential low gravity zones in cloudscapes or high pressure in underwater settings that needs special attention, the frostbite system is a good building off point, and you can add small tweaks for various areas to keep players attentive and interested in their environment.

Factions: Incorporate factions that reflect power struggles between corporate elites, street-level gangs, and independent adventurers like a Cloudkin or Packmule. These factions create layers of alliances and conflicts, offering the players both potential allies and enemies.

2. Campaign Structure

Adventures: The SNS setting benefits from a modular adventure structure with rising stakes as characters level up. While traditional campaigns often follow a linear progression, SNS encourages open-world exploration and freeform narratives.

Adventure Hooks: Craft missions and personal goals that are tied to each character's archetype (e.g., Cloudkin evading powerful corporations, or Syphoner struggling to survive without revealing their nature). These individual arcs can intersect with broader corporate or gang-related conflicts, driving the overall story forward, if a player has crafted a unique backstory however have that hold more sway than any pre-built details for more player engagement & enjoyment.

Consequences: Choices made by the players should have far-reaching consequences. Whether they decide to ally with certain gangs, work with corporations, or stay neutral, these decisions should shape the world and impact their futures. Clear indications on how players are affecting the world and how their lives are affected because of their decisions is a must!.

3. NPCs and Role-Playing

NPC Design: Characters in SNS should be equally grotesque & beautiful, heavily modified by biopunk technology, morally ambiguous, anything that would make that character interesting. From high earth elites to underworld figures, every NPC should have a hidden agenda or personal vice, adding complexity to what would otherwise be a straightforward social interaction. Some may be allies or foes depending on the players' choices, creating a dynamic where alliances are fragile and ever changing.

Social Dynamics: Navigating the social web of the SNS world requires careful planning. Some characters with skills in speech or manipulation (like the Idol or Bigwig archetypes) can exploit social situations to their advantage, influencing or deceiving others to achieve their goals.

4. Rules and Mechanics

Character Progression: As players progress, offer multiple rewards, you should only allow players to loot enemies with some sort of role or caveat for failure so as to not have power-scaling be changed too quickly, levelling should be given out based on roleplay, rather than combat rewards, the more you roleplay the more you level up. As looting in combat will usually give many rewards on its own that aren't levelling related.

Combat and Challenges: Combat in SNS often revolves around the use of augmented abilities at later stages. For example, Packmules are skilled in mounted combat, while Syphoners gain an edge by siphoning energy from their enemies. Focus on survival and resource management, as characters frequently face dangerous situations where resources are scarce, limiting bullets can easily heighten tension, and make sure to have various combat scenarios so the players feel like they have to prepare for anything.

Ancillary lore

A Speculative Timeline for Synesthesia Synthetica

Early 21st Century (2000-2050)
Rise of Biotechnology:
Biotechnology starts to advance, with early break-throughs in genetic engineering and bio-augmentation allowing for gene-editing. Governments and corporations invest heavily in research, aiming to harness the potential of biotechnology for various applications, including medi-cine, agriculture, and military purposes.
Early Cognitive Experiments: Driven by ambition and a desire for strategic advantage, governments begin experimenting with creating Cognitives, individuals with enhanced cognitive abilities. These early experiments are shrouded in secrecy and often yield unpredictable and unstable results. Coming off the designer babies trend, a gene is isolated allowing for psychokinetic abilities.

Mid 21st Century (2050-2100)
Initial Body Modification Trends: Body modifications, initially driven by practical needs and medical advance-ments, begin to gain traction as a form of self-expression and social differentiation. The first commercial body mod-ification clinics open, offering a range of enhancements from cosmetic alterations to functional augmentations, political and social tensions around topics like designer babies and gene spliced sex changes cool down due to relatively positive outcomes.
Unprecedented Social growth: The quiet continuation of biotechnological growth allows for a quieting of tensions around global warming and the lessening of resources. Pollution levels decrease, and natural resources while dwindling are used more efficiently, setting the stage for space expeditions involving meteor mining where bulk raw materials to be brought back to earth, to help in mining efforts a permanent base on the moon is estab-lished.

Late 21st Century (2100-2150)
Crisis event/the great dying (circa 2120-2130): Due to a glitch in the meteor stasis array a large majority of the mining infrastructure breaks causing a multiple-impact event, thinking the bombardment is a prelude to nucle-ar war the world superpowers panic though later it is confirmed as AI interference, letting loose all decommis-sioned/holdover intercontinental ballistic missiles and plunging the planet into a perpetual nuclear winter. This event shatters the old world order and irrevocably alters the course of human history.
High Earth Orbit Settlements Established (circa 2120-2140): Scientists and engineers on space expeditions now rendered permanent establish settlements in high earth orbit using resources from the moonbase. Resources are stretched thin as the moonbase is forced to provide for multiple people without aid, these orbital habitats offer limited safety and comfort while watching the earth get destroyed, using the quickly dying digital connections they have to earth a malware packet is sent to the AI destroying it and rendering the earth silent.
The Great Adaptation: Humanity is forced to adapt to the harsh new environment, due to a strengthening of the human genetic genome over the past century nuclear fallout proves to be less deadly than it once would have been. Initially underground settlements created out of reused bomb shelters are established near hydrothermal vents to utilise geothermal energy. Then as humanity begins to coalesce once more large stacked cities begin to rise as a solution to heat conservation.

Early 22nd Century (2200-2250)
Emergence of Offshoot Races: As humans adapt to the changed world, distinct offshoot races, such as Syllabubs, Datadolls, Hellions, and Feikin begin to emerge, spurred along by radioactivity, some of the races are simply better suited to the new environment like the Syllabubs, while others, like Datadolls and Feikin, likely emerge as a direct result of bioengineering advancements made in response to the great dying.
Reestablished Orbital Contact: the humans living in high earth orbit are so changed by the pressures of space living that once contact is re-established they name themselves the Thurrin, due to the Thurrin modifying themselves so heavily to survive in high earth orbit a large majority of the population is sterile and genetically homogenous, so requesting resources from earth a tenuous trade link is established, biomass and perishable goods and new ge-netic stock are requested from earth in return for valuable metals and gene stabilisers.
Body Modification Becomes Ubiquitous: Body modifica-tions become the norm, a large governmental push for gene stabilisers is doled out and the races solidify into 7 unique groups, due to genetic differences bio-technology becomes increasingly sophisticated, eventually allowing for modification to be picked up on a worldwide scale.

Mid 22nd Century (2250-2300)
The Rise of Modicative-Fuge: The prevalence of extreme body modifications leads to a surge in cases of Modica-tive-Fuge. This mental illness becomes a stark reminder of the potential downsides of unchecked bio-augmentation, particularly for those who lack access to proper psycholog-ical care.

Economic Imbalance: Due to economic imbalances be-tween those in high earth orbit and those on earth, goods and services between the two groups become more and more unbalanced, orbital biotechnology proves to be so highly advanced from the years not having to survive in a frozen wasteland that people on earth have to play catch up, the earth providing a large majority of its goods while those in high earth orbit mostly just profit.

Modern day (2280-2290)
The Present.

Character Creation

Character creation in SNS is fairly simple, you need to choose a Race and an Archetype.
Once a race is picked you enter the information in the character sheet and then add or subtract the stats provided by the archetype along with entering the information and stats of your archetype of choice

Once all the information has been entered you have to roll your lucre and then use the resulting roll to buy your weapons and armour, you can of course choose to save your money.

Then you can decide to equip body mods which are specified by your archetype and you are done.

Character creation in SNS is simple and streamlined, a full character sheet should be able to be done in under an hour.

Rolling Resolution

In combat:
When rolling to complete an action in combat it is pretty simple, your roll against the enemy if your roll is higher you hit, if their roll is higher you lose.
To keep combat fast and frantic this simplicity is needed as a lot of the gameplay complexity comes from the characters and enemies combat capabilities rather than rolls.
Duel Wielding, if you have a weapon that is one handed you can equip two at once and you can shoot/attack twice in the same round of action. If you have multiple hands you can equip multiple one or two handed weapons based on the amount of hands you have.
Every weapon takes one action to equip/unequip.

Out of combat:
When rolling in roleplay however this is where the ST can shine in keeping things interesting and complex, instead of rolling one 1D20 the player will roll a 2d20.
Players can level up to level 100, so in a potential min max scenario a high level player could have a +50 potentially in one of their stats.

Taking into account advantage and disadvantage, if an advantage roll is high but the roller has low stat for that action make the outcome more than just a full success, same for a fail.
When a character attempts an action, the player will roll 2d20 and compare the total result to the character's relevant stat level.
Stat Check: Each character has a stat level for various tasks (e.g., Finesse, Guts, Speech, etc). These stats determine how adept the character is at performing that action.
Compare the Total to the stat:
If the total rolled is equal to or less than the character's stat level, the action is successful.
If the total exceeds the character's stat level, the action fails.
For example if a character needs to roll speech to convince someone, and they have a +5 in speech they would roll a 2D20 and have to get less than 5 to be considered successful

Handling Low Stat Levels
When a character has a low stat level (2 or lower), succeeding at tasks becomes significantly challenging. The rules for handling low stat levels are as follows:
When the ST applies a positive modifier i.e. a +5 and the player has a stat that is 2 or lower that same modifier is also applied to the characters stat
Success: With a stat level of 2 or lower, without a positive modifier the only way to succeed is by rolling a total of 2 on the 2d20
Failure: Any roll higher than 2 results in failure.
Critical Failure: Rolling two 20s (a total of 40) constitutes a critical failure, potentially resulting in negative consequences or complications, determined by the ST.

Bonuses and Negatives
You can use modifiers to adjust difficulty, so if convincing someone would be difficult you would reduce the needed roll, for example with a -3 modifier. If they had no bonus they would then need to get a 2 to be successful.
This is up to the Storytellers discretion but examples of positive bonuses might be:

+5 from using appropriate tools,
+3 from taking extra time,
At earlier levels don't be afraid to give players larger bonuses (in the double digits) as they will most likely have a - in most stats and as such giving them double digits only increases their chances by a small amount, they are still low level after all.
Do make sure to remind players that they can also assist someone in performing an action, thus giving them Advantage, If a player rolls to do something and it fails the first time, every subsequent failed attempt will gain them a disadvantage countering advantage if applied.

Dictating Hypothermia

When running a game of SNS, it can be challenging to remember when to apply hypothermia to your players. And even when you do, when to use it effectively. Below is a few tips and tricks to help incorporate this mechanic to best affect your players, outside of specific scenarios like falling into icy water or suffering the effects of a Freezing status that would demand the use of the clock as a consequence.

Rest and Hypothermia Management:

During short or long rests, players are typically recovering from their wounds or warming themselves by a fire. These moments present a natural opportunity to update their status on the hypothermia chart. Narratively, you can describe how their actions—or lack thereof—affect their condition. For example, players might roll a D2 to determine if they move up, down, or remain stable on the hypothermia scale. This adds tension and a sense of progression tied directly to their choices and circumstances.

Environmental Awareness:

The world of SNS is an unforgiving frozen wasteland. Hypothermia should reflect this by being influenced heavily by the environment. Consider the ambient temperature, the presence of shelter, and weather events. For instance:

If players are caught in a snowstorm, increase hypothermia checks to one or two between rest gaps.

Emphasize the impact of their gear and preparation on these checks.

Highlight these environmental effects narratively, drawing attention to frost forming on clothing or the bitter wind cutting through inadequate layers.

Timers for Exposure:

When players are exposed to the elements for extended periods without adequate protection or heating sources, implement a timer either to remind yourself, when the timer ends you can decide to ignore the check if it doesn't feel right. This is a good way to provide periodic hypothermia checks until the group takes steps to mitigate the cold, such as setting up camp, lighting a fire, or utilizing specialized gear. This approach keeps the stakes high while allowing them opportunities to adapt and survive.

Urban and Insulated Zones:

In cities or well-insulated communities, hypothermia mechanics can take a backseat. The dangers in these areas should arise more from the inhabitants and societal conflicts rather than the environment. This shift in focus makes excursions into the wilderness more impactful by comparison, as players leave behind relative safety for the harsh and unpredictable outdoors.

Striking a Balance:

Hypothermia is a dangerous condition, and overuse can make the game feel overly punishing or unmanageable. Aim for a balanced approach that emphasizes preparation—appropriate clothing, regular access to shelter, and heat sources. At the same time, feel free to bend realism to ensure the game remains enjoyable if the players enter a forest perhaps the dense foliage emits enough heat to keep the worst effects of Hypothermia at bay.

Hypothermia mechanics should challenge players, not overwhelm them.

Enhancing Immersion:

The hypothermia mechanic isn't just a survival mechanic; it's an opportunity to deepen the storytelling. Use descriptive language to connect players to their environment. For example:

"Your breath crystallizes in the frigid air, a fleeting reminder of the warmth you're steadily losing."

"The campfire's glow casts long shadows, and while its heat eases the chill, frost clings stubbornly to the edges of your gear."

By thoughtfully weaving a sense of cold into the narrative, you can reinforce the struggle and intensity of the SNS world and heighten the stakes of survival.

Damage

Damage in SNS is a key mechanic in both combat and role-play, representing the harm inflicted on characters and creatures.

Combat damage is usually the way damage is calculated, where a player will roll to either cause or take damage from the enemy.

As such damage is calculated by the listed damage the weapon a player or enemy is holding, or if they aren't holding a weapon it is a D6+ their Bulk modifier.

Damage types

SNS features various damage types, each with unique effects, see the player document for more detail.

Psychic, Burning, Freezing, Toxic, Parasitic, Electrical, Leech, and Fungal.

In addition to the damage types listed above, other status effects can result from an attempt to avoid damage or by taking too much damage.

Torpor:
While technically damaging to the player this serves as more of damage in service of roleplay rather than damage in and of itself, with only the most severe end sections causing a lasting game play consequence.

Hypothermia:
This can result from combat damage, for example from a weapon that causes freezing, but most of the time this serves as a consequence of lackadaisical resource management.

Overkill

If a character sustains insurmountable damage or is trapped in an inescapable situation, they die immediately without entering Death's Door.

This should only appear if your players have made intensely bad choices or have taken an amount of damage in a way one would not logically be able to come back from, even in the hyper-illogical world of SNS, think diving out of a blimp into the freezing ocean, getting stomped on at low level as a feikin out of a taken over body.

Use this very sparingly if at all.

Falling damage

Falling damage is a 1d4 roll per 10 meters fallen, this stacks. And if a player falls a significant amount, at the ST's discretion should trigger Overkill, dependant on the rolls resulting number.