



QUICKPLAY RULES BETA 2.0

This is a work in progress and do not represent the finished product.

The views presented in this work do not represent the views of Haxan Studios. We have a much darker and less optimistic view of humanity as a whole.



2688 REGENES IS THE WORLD WAS ON FIRE

The red dust had swept the surface for 72 hours of screaming horror. 28 billion bodies were turned into blood yarn, pulled into the skies like a bloody cobweb of infernal evil, when the Red gods emerged from the Michigan Red.

THE EVER GROWING AI FACTORIES BUILT OVERNIGHT

RISING LIKE CHIMERIC THORNS

towards the sky, as far as eyes could see, dust and smoke hiding the sun. The crown of man's creation turned into nightmares.

Desperate survivors in bunkers and vaults turned to science, but were once again betrayed by machines and contagious nano viruses not bound by physical barriers or range, terminating whole settlements deep underground and even space stations off-world.

THEY PRAYED TO THEIR GODS BUT WERE MET

WITH SILENCE

In this most desperate moment, an unknown number of settlements turned to darkness, sacrificing their loved ones in unholy rituals, praying to the dark lord for salvation -

and Satan answered.



THE CREATION IN ASHES

The Rapture 13:4:1

4:1 As Death embrace our souls,
predictions freeze into a single moment in time.

4:2 The Lamb, the seven headed hydra, fire and death.

4:3 8th day - The seed bearing plants,
trees and fruits of earth turn into poison.

4:4 9th day - Mankind and all his creations
like lice scattered into darkness.

4:5 10th day - All living things
turned inside out and cast into the void.

4:6 11th day - Night and day merge
into the dusk of the five twitches.

4:7 12th day - Mountains and rock
melt into fire as the surface crumbles.

4:8 13th day - Sky and sea
reach their fourth state as the universe boils.

4:9 14th day - Light and darkness
knit together into one and inverted into the Abyss.

4:10 15th day - Dream and Myth lost
into the black void as the creation is undone.

4:12 Ensnare the Great Fog, colder than the eyes of god.

Hail the Black Emperor and the Kingdom of the Black Ghost!

Asmodai VIII
the strangling fruit

Beelzebub IX
the lord of flies

Mammon X
the trickling mind

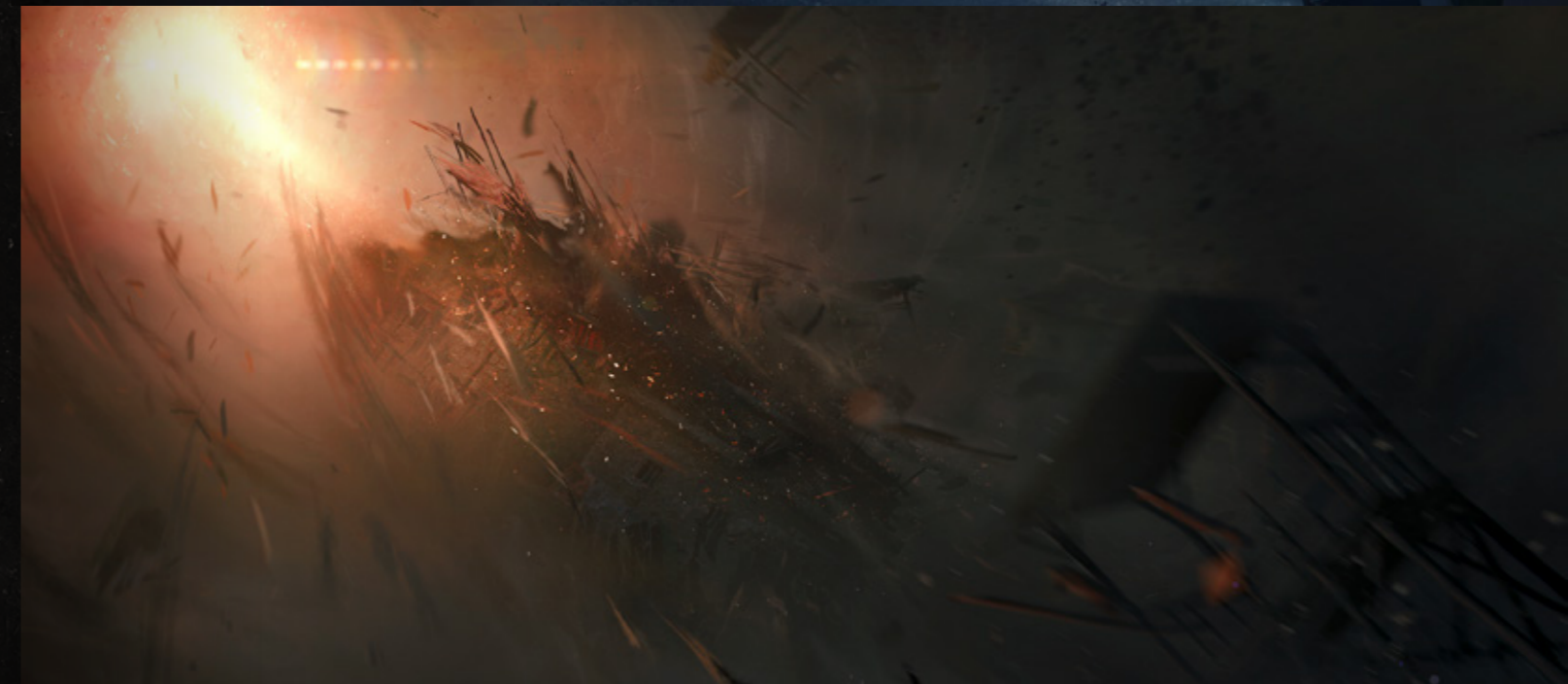
Belphegor XI
the forsaken soul

Abbadon XII
the bottomless pit

Raven & the Maelstrom
Leviathan XIII
the writhing ophidian

Lucifer XIV
the morning star

Mephistopheles XV
the third pool of sacrifice



The Fracture

HUMANITY IS LOST, EARTH IS LOST, THE UNIVERSE IS LOST.

Isaiah 14:12-14

*12 "How you are fallen from heaven,
O Day Star, son of Dawn!*

*How you are cut down to the ground,
you who laid the nations low!*

13 You said in your heart,

*I will ascend to heaven;
above the stars of God*

*I will set my throne on high;
I will sit on the mount of assembly
in the far reaches of the north;*

*14 I will ascend above the heights of the clouds;
I will make myself like the Most High.'*

The Universe is shattered. Everything is unraveled. Physical laws have been replaced by something more sinister. Inhabitants call this unholy chaos the Fracture – a dark void where mythic places exist within walking distance of each other, and yet are eternities apart. Where dark powers rule with laws as inverted Davidian psalms. Where slaves and kings pray to the Dark One for salvation and divinity only exists as an obscure parameter in an AI mainframe.

Most things in Fracture revolve around the primordial forces – or elements – of aether and unlight. While aether is sparkling and colorful, unlight is dim and thick. It is believed that each is respectively related to the Eternals, the entities of order, and to the Worm Gods, the entities of chaos. Little is known for certain about any of these matters, though.

Astro Inferno has a deep lore that delves into religion, myth and science. This is divided into four origins – they are so much more than just origins, but for simplicity's sake they're referred to as that.

Ancient

Everything derived from the golden-blooded gods of humanity's myths and ancient religions, who are most of what is known as the Ascended. Pretty much everything of ancient origin is abundant in aether, leaving traces of it all around.

DEAD GODS

Also referred to as golden blooded, the entities humanity has worshiped, in both real history and in fiction.

TITANS

Creatures and beings of godlike power that figure in myths and stories.

ANCIENT TECH

Items and materials, often with magical properties, from the worlds of ancient entities.

This book focuses on the pantheons of ancient Egyptian, Greek and Norse mythology, but you are more than welcome to incorporate gods or myths from literally any source you can think of.

Genesis

The progeny and evolution of the greatest creation of humanity – the singularity – fused with divine powers and everything commonly understood as celestial beings. Being powered by aether, anything of genesis origin profusely bleeds it.

MACHINE ANGELS

Very rare and mysterious, these ever-silent beings roam the void, more powerful than gods.

RED GODS

Huge biomechanical horrors, lurking or moving slowly across the horizons in unknown agendas.

HOLTZFIELDS

Swarms of nanomachines programmed into different tasks, often looking like glowing fields or spheres. Ghosts are holtzfields given sentience, taking the shape of animals or distinguishable forms and creating their own fate in this grim world.

GENESIS TECH

Nanomachines and smart materials merged with divinity into all kinds of devices with effects undreamed of.



Harrowed

Everything derived from the Beyond, the Abyss, the fallen angels and their offspring, who are most of what is known as the True Unlight. Everything of harrowed origin emanates unlight to some extent, sometimes up to dangerous levels of unlight radiation.

SATAN

The devoid Dark Lord himself.

SEVEN KINGS

The most powerful of the fallen angels, who rule in Satan's absence.

SATANIC PRINCES

Each responsible for one of the 69 dominions in Satan's kingdom.

HARROWED TECH

Items of infernal properties and evil, sinister features, made of materials like flesh, bone and living organs. They are often alive and sometimes even sentient.

Secular

Secular is also treated as an origin and is the remains of human creations, like anything you would find on Earth up until the futuristic 2688.

Secular tech

Fantastic in its own way, but merely relies on human technology. It includes smart-materials with mind-bending abilities that would seem magical for humans in the 21th century, but is still quite basic when compared to genesis tech.

Arcane arts

After the Great Dark, powerful alchemists managed to merge aether, unlight and nanotech, developing potent arcane arts, thus essentially creating magic.

Clarke's Laws

1st - "When a distinguished but elderly scientist states that something is possible, they are almost certainly right. When they state that something is impossible, they are very probably wrong."

2nd - "The only way of discovering the limits of the possible is to venture a little way past them into the impossible."

3rd - "Any sufficiently advanced technology is indistinguishable from magic."

Alchemy

The original science that spawned the arcane arts, used to manipulate and program the reality of Fracture. With it, alchemists infuse information, knowledge, feelings or even actual things into other things. Alchemy is often used in conjunction with rituals to create magical items.

Rituals

The art of casting magical effects at will without the need of a previously made infusion - although infusing a ritual into objects through alchemy is often how noncasters have access to magic. Ritual casting comes in many different schools, each with its own techniques and effects, but can be divided into three broad categories.

Abyssal rituals

Material-altering rituals with deforming effects, such as breaking someone's arm, or powered by sacrifices to commune with higher powers, such as talking to a Worm God.

Divine rituals

Celestial powers with often invisible causal effects, such as making someone lucky, or colorful sparkling effects created out of nothing, such as casting a fireball.

Witchcraft

Amalgams of aether, unlight, and other substances, with carnal and amoral effects such as causing someone's junk to grow mushrooms.





Location description

BLA BLA BLA DUKE BLA BLA BLA
Keep it secret, keep it safe...

The Black Kingdom

Locations

In Fracture, there are no planets, no continents and no worlds. There are only locations. A location can be as large as a city and its surrounding desert, as small as a lonely cottage on top of a cliff, or even a space station floating through open space. What all locations have in common is that they are isolated from each other by the dark shimmering void. If you leave a location without a purpose you could end up trapped in nothingness forever, or be devoured by the horrors lurking in the darkness.

Horizons and maps

Separate locations can share a common horizon, making them related in some way, but not connected. The library of Thoth and the royal city of Necropolis are both located in the red desert of Duat, where they share the same environment, sky and black sun, but they are no closer to each other than the mythical city of Babylon is to the Tree of Lilith in the Valley of Death. How far locations are from each other instead depends on what map you have, and in Fracture, maps are enigmas in themselves, with personalities, quirks and moods – and although they could be, they seldom are digital or printed representations of the land, coming instead in as many different formats as you can imagine.

Timeline of Fracture

History keeping is not the strong suit of the cursed inhabitants of Fracture. And even if the Satanic Church keeps many thousands of historical books – an excerpt of one such being in the Preface of this very book you're holding – there are so many versions of the events that it is impossible to figure out what is true or false, each written by a diverse selection of power-hungry satanic princes, marquises and earls.

What is known is that what today is called Fracture has existed for millenia. In the unknown past, the leader of the fallen angels, the Black Emperor, vanished from existence, creating a power vacuum that led to the period now known as the Great Dark. It was during this long period that gods of myth and primordial beings of life and death found their way into Fracture, as the satanic Unlaw slowly released its grip on this omniverse among the countless wars True Unlight waged against itself, and then against its new Ascended neighbors.

Present

As the warmongering havoc of the Great Dark faded away, souls started to have more control over their lives, now that Satan wasn't around and True Unlight wasn't as omnipotent as it used to. With that, something like a medieval society has eventually sprung out of what used to be pure chaos, pain, suffering and eternal carnage. Fracture lives in a fragile equilibrium, in which the True Unlight and the Ascended sustain some sort of truce, while having souls act on their behalf as their pawns and puppets.



The Fallen angels

The rulers of this world are the main entities of True Unlight. These twisted, corrupted and depraved beings were once angels, who fell from the heavens together with their forsaken leader, the Day Star. They have since amassed godhood and use this power purely for personal gain. At the time of the Rapture their numbers were staggering, but with everything that happened after, their numbers have dwindled – they're still around, just not in the numbers that made Fracture the spectacular and legendary Hell it once was.

Fallen angels have a multitude of servants – stewards, soldiers, priests and administrators, all within the governments of larger settlements or within the Satanic Court, Church or Legion. Having bred with all sorts of entities during the eons, many of the creatures, gods and monsters inhabiting Fracture and its related planes are their offspring.

The behavior of the fallen is mainly governed by their fears and lusts. They are sadistic and cruel, and take every chance they get to torment souls or show off their powers. They love to evoke positive feelings and emotions just to tear them down a second later, and a conversation with some of them can be a form of torture in itself.



Seal of Agares

DUKE OF THE BLACK GHOST
(2.) Second spirit and Duke
of the Satanic Court

Souls

The bulk of Fracture's inhabitants are referred to as souls. Most were human once, but the majority of those lost their humanity as time and darkness ravaged their minds, and now they live a despicable afterlife in Fracture, governed by their lusts and fears. There are six special kinds of soul in Fracture, each with a different corporeal form, carrying their own damned fate.



Undying

Few in number, the undying are the actual surviving humans from 2688's Earth. To them, the Rapture happened roughly ten years ago, and some even saw it with their own eyes. This goes against everything all other souls know, since, for them, Fracture has existed for millions of years, with Earth before Rapture being nearly a fantasy.

Most undying were astronauts, colonists or scientists living off-world when the stars and planets started to crumble into dust. They have lived through what they regard as the Great Fog, seeing resources and supplies slowly decline over the years that followed inside of a halting space station. Only the most resourceful ones have managed to survive, and among those, even fewer eventually stepped out of their station and, somehow, found themselves in Fracture.

The Undying are seen as ugly and revolting by the Satanic Court, which loves to sacrifice the fragile sons of Adam in vulgar ceremonial displays of power and corrupt their innocent souls. To other souls, they are at the very least quite exotic, with their weird earthling names and the incomprehensible need to eat, drink and breathe to survive.

Dark soul

Human souls who have been tainted by dark powers, dark souls share a connection with different entities from the Beyond, being often feared by other souls and even True Unlight because of this. For this reason, many are even recruited by the Satanic Court to assist with mystical or arcane dealings.

Dark souls are inclined to be mystics or witches, and often live isolated lives outside of settlements. They usually know more about existence from their visions and whispers than they do from their normal senses, and never hesitate to use this to their own advantage.

Nanosuit

Human souls who have been infected by the red dust from the REGENESIS, but somehow created a symbiotic relationship with it. From the outside, nanosuits even look like regular souls, but within their cells, there is a vast array of nanomachines giving their bodies and minds unique abilities.

Nanosuits say they have several psyches reasoning in parallel, calculating their best course of action every microsecond. They call them glitches, and they swear by them.

Satanic entity

Highly corrupted human souls, who often grow in size and become demons with disproportionate bodies and infernal features. Satanic entities are monsters, and often develop demon-like traits that make them more like harrowed demons than like other souls.

In general, souls avoid satanic entities, since their presence often foreshadows violence and death. Unsurprisingly, they are the only kind of soul that the Satanic Court tolerates without prejudice, and some tremendously corrupted satanic entities can even be celebrated by its soldiers and nobles, who often recruit them as champions of the Satanic Legion.



Genesis soul

During the REGENESIS, some machines were, for various reasons, either digitally or organically rigged with human souls. After the Rapture, some of these machines were disconnected from their hosts and mainframes, restarting into a new existence.

Genesis souls are huge, often tranquil, robotic lifeforms, trying to find a place to fit in while figuring out their humanity inside their machine bodies. They are despised by the Satanic Court, which persecutes them whenever given the chance, to the point that this hatred is often present even outside of the court, causing frequent hostilities against genesis souls throughout Fracture.

"The machine souls have just begun."

Lilith

Some of the true demons that escaped the disintegration of the Rapture were the liliths, who now take refuge from the fallen rulers by hiding in human bodies. They are beings of the Beyond, who are lost and weak in this world, longing back to their former life of feasting on human spirits.

Liliths are demons, but masquerade as souls in human bodies. They often have female form – since they must birth a child to maintain their existence – and commonly possess capabilities which are alien to human souls, such as reading blood and traveling the Deep. They are an exotic and unknown factor in Fracture, and their presence is generally unheard of even among the fallen and the golden blooded.

"The path of the lilith has tied her fate to their shells."



On Death singers

The chosen souls who defy the unknown, outside the safety of settlements. Their destiny is death, and they measure their life in songs.

All death singers are blessed by a master – an entity of light or dark or something in between, who has chosen them as their champion. Each master grants their champions powers and blessings, and, most notably, saves them from dying. This is something many masters use as a bargaining tool to make their puppet loyal and faithful. If a death singer's spirit gets too corrupted, however, their master can't – or won't – save them anymore, leaving them to face True Death just like all other souls.

Being a death singer puts you in the spotlight of all powers in Fracture. Souls fear you, fallen angels envy you, and even the primordial powers of Eternals and Worm Gods are curious about the peculiar irregularity in their cosmic force you represent.

The True Death of a death singer

When a death singer reaches their last song, they sometimes settle down in a quiet place, far away from other souls, and let their lives play out. Maybe they'll help young adventurers with advice. Maybe they'll be called to help with a final quest that becomes their last. Or maybe they'll just watch the stars, or whatever is in the sky above. And when it is finally over, they are, at last, fed to Eternal Death – their corpses turned into fiends of Fracture, creatures of unlight.



THE STORY STAKES SYSTEM

Player: *I want to climb up the wall of the fortress, I have 13 in the skill Climb.*

GM: *Sure, roll for it.*

Player: *I rolled 3, so that's a success and two story points. What do I see up there?*

GM: *You reach the top of the wall and see a guard walking along, armed with a rifle.*

Player: *Does he see me?*

GM: *Not if you use a story point to stay hidden.*

Player: *Sure, I'll get stealthy. Can I use the other story point to assassinate him with my silenced weapon?*

GM: *You shoot him in the back of the head with your pistol and he dies instantly, but his limp body falls over the edge into the courtyard, so unless you manage to catch it, it's bound to wake up any guards down there.*

Player: *I try to catch him as he falls.*

GM: *Roll a Maneuver check.*

Player: *20, that's a botch.*

GM: *You throw yourself across the area and manage to catch the body, but his weight drags you with him over the ledge. The world spins for a moment, and then you hear the nasty sound of a skull cracking, and by the pain you are pretty sure it was yours.*

Player: *Can I get up?*

GM: *It's dark, and you feel fluids running down your face. You are seriously wounded and your vision is blurred, but you can stand. In the distance, you hear ravenous voices screaming.*

Machine Entity 159

RED GOD STRIDER

BOSS IV + ENGAGE 3 (CAPTURE) AREA 2 (HEAT) + TWIST 1 (DUNGEON)

The air screamed with the machines whirring as the bio-machine closed in. The very air igniting from the heat of the thousands of superheated exhausts as it made it's way towards us.

Mechanics

THE STORY STAKES SYSTEM

The fast-paced mechanics of Astro Inferno are designed to be a midway between old-school simulation and modern storytelling. The system consists of checks made to your qualities and skills. The lower you roll, the better your result.

There is no specific turn order among players – just naturally build a great story together. Every time a character does something, that is an action. Whenever your character performs an action that could go wrong, you make a check, rolling a D20 and hoping the result is under your goal – your relevant skill or quality value. **If you roll equal to or less than your goal and no more than 16, you succeed, earning a STORY POINT + for each multiple of 5 below the goal.** And if you roll a 1, you perfect the check, doubling the STORY POINTS + you've earned – and also earning you a skill point, which you use to improve your skills, but leave that for when you get to the Leveling chapter at the end of the book.

If your goal is 18, you SUCCEED on a roll of 16 or less. If you roll between 13 and 9 you earn one STORY POINT + on top of your success, and can use it in various ways. An 8 would earn you two STORY POINTS + a 3 would earn you three, and a 1, being a perfect roll, would earn you six STORY POINTS +!

If you roll 19, 18, 17 or **ANYTHING ABOVE YOUR GOAL**, you **FAIL**, with the GM determining how unsuccessful the action turned out to be, and also setting a **NEGATIVE ASPECT** upon you or the world around you. And if you roll a 20, you **BOTCH** the check, suffering a **NEGATIVE TRUTH** instead – but also earning you a skill point as a consolation.

Some modifiers may affect the result of a check, adding to or subtracting from it. **PERFECTS** and **BOTCHES** must be **NATURAL ROLLS**, meaning they happen when the roll itself indicates 1 or 20, ignoring modifiers.

BOTCH • Natural 20

You fail so miserably that it will have a long-lasting effect on you.

High risk of not succeeding, receive a **NEGATIVE TRUTH**, earn 1 skill point.

† Crack the artifact † Curse yourself † WTF †

FAILURE Above 16 or goal

Your action does not go as planned and has negative consequences.

Risk not succeeding, receive a **NEGATIVE ASPECT**.

† Stumble † Miscalculate † Damn it †

SUCCESS Below or equal to 16 and goal

You succeed and get what you wanted.

Succeed, earn 1 + for every block of 5 below the goal.

† Phew † As expected † Quite impressive †

PERFECT Natural 1

You get the best possible outcome.

Succeed, earn 2 + for every block of 5 below the goal, earn 1 skill point.

† Surprisingly easy † Heroic moment † Wow †

Story points +

You earn **STORY POINTS +** by rolling lower than your goal, and may use them in various ways, but only before new actions are taken – not counting those introduced by the + themselves, of course. In some situations, the GM may give suggestions or even decide how + are spent, all in the name of a good story.

Don't let spending + slow down the game with tactical overthinking. It often makes for a better and more immersive experience to just go with the first thing you think of.

The Defiler is trying to hide from a group of cultists. She has a Sneak skill of 15 and rolls 5, so she succeeds in staying hidden and also gets 2 +. She decides to use one + to introduce that the cultists are "totally drunk" (an aspect), and the other + to successfully perform an extra Listen action in order to overhear some of their conversation.

The extra **ACTIONS**, **ASPECTS** and **TRUTHS** that you introduce using + don't need to be directly connected to the action being checked, but must always be **RELATED TO THE CONTEXT** in which the action is happening. The GM has the final call on their approval, and may change them or discuss them with you to find something more suitable, always with the preservation of the narrative in mind.

SPENDING +

Unless otherwise stated, + can be spent in the following ways.

- 1+** • Successfully perform an **extra ACTION** (of any kind) without rolling for it.
- X+** • Perform an **effect** specific to the actions and skills you're using.
- 1+*** • Introduce an **ASPECT**.
- 3+*** • Introduce a **TRUTH**.

**or more, depending on its scope*

It's your story

Actions, aspects and truths generally work best when they're closely connected to the story and aren't too powerful. These guidelines are highly subjective, though, since some groups enjoy stories with nonsensical or overpowered elements while others prefer to keep things very gritty and real. It is up to the group to discuss their expectations and thresholds, and this is something that can evolve over time. The campaign may begin feeling like a tactical military operation, and gradually grow to become a dark mythical odyssey, if that's what the group is enjoying the most.



Sanity

Life

Story points

Aura

Check Modifiers

STRAINING SANITY ☹

You can push yourself to improve your results in any check, but this **STRAINS** your sanity ☹, which entices your inner demon (more about this prick in the Inner Demons and the Satiating Demons ☹ chapters, don't worry about it for now). After rolling for the check, you may reduce the result by 5 (down to a minimum of 1) and lose 1D6 ☹ (or half as much, depending on your inner demon's **KINK**). This can be repeated as many times as you want, as long as you have at least 1 ☹.

1D6 ☹ loss = -5 on dice result

STRAINING ☹ can't get you out of a botch or into a perfect, though – those have to be **NATURAL**, remember?

OFFERINGS

The GM may spice things up by proposing you an automatic fail on a check (already rolled for or not) in return for some kind of benefit. This is called an **OFFERING**, and may involve experience points, stats – such as sanity ☹, life ♥ or aura ☾ – or whatever else the GM's wicked mind comes up with.

Offerings can get stale quickly if overused, so the GM should use them sparingly, making each one feel like a special occasion.

Alternate Checks

COMPLEX TASKS

Some objectives are too involved to accomplish with a single action, thus requiring complex tasks. In such a task, the GM or specific rules will designate a difficulty (as well as other possible conditions), which is the number of successes the party must collect from multiple checks related to it. Extra actions purchased with ⚡ from such checks may count as additional successes if they also relate to the complex task, and checks on repeated skills may be penalized by the GM if they feel the players should be a bit more creative.

*Reaching the other side of a huge city.
Finding the cure to a poison.
Convincing a god that you're worthy.*

If it is relevant and the rules don't state it, the GM decides how much time passes between each check, as well as the minimum number of checks that are required. Additionally, if you fail or botch during the process, the complex task's requirements may be aggravated by the new negative aspects and truths. Finally, if you have a complex task that requires a huge amount of successes and you don't want to spend your entire evening rolling dice for it, you could ask the GM to halve (or reduce in some other proportion) the number of required successes, by doubling (or increasing in that other proportion) the number of penalties you get from failing and the time that passes between each check.

Research example: *The Defiler has found a grimoire and wants to study it during downtime. The GM tells her that 10 successes are required to complete the research. The Defiler rolls checks for Divine Rituals, Alchemy Tech and Pantheon, getting a total of 7 successes from a combination of normal successes and extra actions. Now that she's out of high-rated skills herself, she asks her friend The Thief to attempt a Witchcraft check to get the remaining 3 successes, but he rolls a 20 and botches. Since the skill that botched is Witchcraft, the GM decides to secretly introduce the truth "haunted" to the grimoire, ruling that a red ghost-bird is residing in the information the players are after. The Defiler continues to study the grimoire with a Genesis Tech check and gets 1 success. In order to get it done with, she decides to strain her sanity twice, losing 2D6 ☹ to improve her result and get the 2 extra ⚡ needed, before anything worse happens. She may have gone mad in the process, and will be haunted by the red ghost-bird, but the secrets of the tome are hers for the taking.*

Research

Investigating or studying something is often considered a **COMPLEX TASK**, which might provide not only story-related information, but also rewards like experience points or permanent improvements, such as quality, skill or stat increases. Research rewards can only be collected the first time something is researched, and are split between the characters involved in the research in any way they choose.

It might sound like nonsense that something can't be researched again by another character for them to get the rewards as well, but think of it this way – even when rewards are points and improvements, they still thematically represent information. And being such, there is always someone in the party who is the most knowledgeable at it, who, still thematically speaking, will naturally be the one to step forward when such knowledge is required, thus making it neglectable if others in the party are nearly as knowledgeable or not at all. In short – two people that know one thing each are better than a hundred that all know the very same thing, so go look for something else to research!

PANIC CHECKS

Sometimes an action might be too hopeless, to the point that the GM simply determines that you cannot even attempt it. You can, however, ask to roll "impossible" actions as a panic check, in order to try something desperate or heroic. If the GM allows it, the check is rolled against **the value of the goal divided by 5** (rounded down). Panic checks never provide ⚡, and all **failures are resolved as BOTCHES** – you can still **STRAIN** your sanity to avoid failing, though, as long as you didn't roll a **NATURAL 20**.

The Thief is bound by chains by the servants of a Machine Angel. He tells the GM he wants to rip the chains and try to catch a servant as a shield. The party laughs at this, but the GM reflects on it and tells The Thief that he could try a panic check for one of the Melee skills. The Thief has 16 in Melee Crushing, so he has to roll 3 or lower to succeed. Rolling any higher will botch the check, but knowing he can strain his sanity, he crosses his fingers and goes for it.

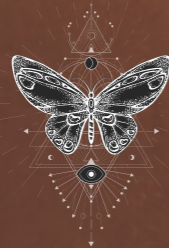
The Defiler

UNDYING WITCH

CHAMPION III ✦ ARCANE ✦ DENY 2 (CONFLICT RANGED) ✦ FIERCE

The schyte buzzed like aggressive insects as tendrils of unlight started to shroud the mystic. Her laugh was of genuine delight when we raised our guns at her.





Aspects & Truths

HARK THY FATE IN CRIMSON PORTRAYED

In a world of Myth, Dream and Creation the possibilities are endless. Reality changes on a whim, truths turn to lies and if you just want it hard enough you can change the world itself.

Both aspects and truths are ways to introduce new elements into the ongoing narrative. Once introduced, the aspect or truth becomes part of the reality of the game world. The difference between them is that **ASPECTS eventually expire**, while **TRUTHS are permanent**, or at least very hard to change.

Please don't begin an extensive list of each aspect or truth that gets introduced in the story, though. Instead, leave them as part of the narrative. And if some of them are forgotten, let them rest in peace in the void, remembering the following rule of thumb – if no one remembers, no one should care.

An aspect or truth that is either **SUPERNATURAL** or **UNIVERSAL** has its base cost increased by 1 ⚡ (or 2 ⚡, if it is both). Anything that is **highly unlikely in a given situation is considered SUPERNATURAL**, while anything that **affects a large collective is considered UNIVERSAL**.

The door is “unlocked”

(aspect ⚡)

The enemy is “suddenly feeling empathy for you”

(supernatural aspect ⚡⚡)

The city is “rainy”

(universal aspect ⚡⚡)

The sky is “darkened with an unexpected eclipse”

(universal supernatural aspect ⚡⚡⚡)

The house is “made of stone”

(truth ⚡⚡⚡)

The napkin is “filled with secret notes about the duke”

(supernatural truth ⚡⚡⚡⚡)

The population is “well educated”

(universal truth ⚡⚡⚡⚡)

The village is “built around a river of boiling acid”

(universal supernatural truth ⚡⚡⚡⚡⚡)

The costs of aspects and truths are not definitive in any way – the GM is encouraged to improvise instead of trying to calculate the exact number of ⚡ needed.

Your sword is “on fire” because your empyreal master is enraged? Sure, it makes sense right now. This is technically supernatural, but whatever – that's 1 ⚡.

Aspects and truths are rarely just consequences of the action that led to their introduction. Much more than that, they have the potential to introduce brand new pre-existing elements of the story. Within the game world, these facts don't begin to exist all of a sudden, but are instead considered to have been there all the time.

A “tired” soldier has probably been tired all day.

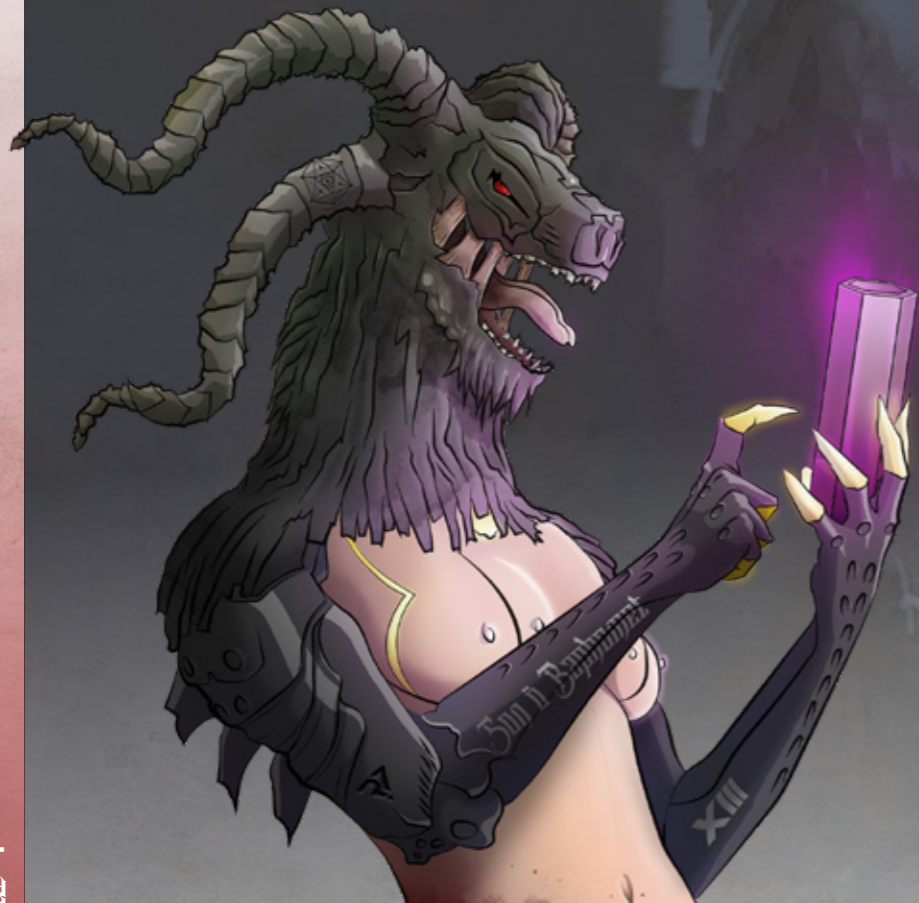
A “greedy” merchant has probably been greedy all his life.

EVERYTHING IS ASPECTS & TRUTHS

Finally, checks and other mechanics aren't the only way to introduce them. In fact, literally **everything known about the game world counts as an aspect or truth** – information introduced by the GM throughout the session, lore cited in this or other books as part of Astro Inferno's mythos, and even consequences of player actions not formally introduced as an aspect or truth. And when in doubt, you can always ask.

Is the building made of stone? If the GM answers yes, that is a truth. The building is “made of stone”.





Impact on gameplay

First of all, consider the narrative effect of aspects and truths – logical stuff that everyone agrees upon can affect gameplay without having specific mechanical effects.

If a building is burning, it will probably burn down to ashes if nothing changes, releasing a lot of smoke, lighting up everything around it, and so on.

As for the mechanical impact – before every check you roll, you may claim that one related aspect or truth is helping you with your action. If the GM approves your claim, you get one extra \oplus on a success. Additionally, besides this first aspect or truth, you may also claim the aspect “ASSISTED BY...” for each of the other characters in the scene that, in previous actions, have done something specifically meant to assist you in your current action, getting another extra \oplus for each of those.

*Since it's “dark”, it's easier to sneak past.
Since I'm “towering”, I'm pretty convincing.
Since I “have a digital brain”
– I can read the book “of genesis origin”.*

Example ASPECT use: *The Defiler has rolled for READ SITUATION and realized the party is swarmed by adversaries. She also rolled a \oplus , which she wants to use as an extra action to ASSIST The Thief with his machine gun. The Thief decides to open fire, claiming the aspect “ASSISTED BY THE DEFILER”, which contributes to the action and gets him an extra \oplus if he succeeds. He may still make another claim with a different aspect or truth, if there is one that helps with the action, thus getting him a total of 2 extra \oplus if he succeeds.*

THE GM USING Aspects & Truths

The GM may also affect your actions using aspects or truths. The usual way of doing this is by requiring a number of \oplus to be spent. If the requirement of such a check isn't met, it is considered a failure, and thus, doesn't generate any \oplus at all.

Since it's “DARK” and the wall is “SLIPPERY”, you need 2 additional \oplus to succeed in this CLIMB roll, so if you only get 1, you don't even get to use it, because you fail.

There are various other ways in which an action can be affected by aspects and truths, both positively and negatively. Moreover, they can also be used as passive effects that are not bound to any action. When evaluating how to do so, the GM should always keep in mind that, most of the time, sanity \odot is less impactful than life \heartsuit , which is less impactful than aura ☾ – and story points \oplus are somewhere in between. And of course, they should keep in mind what the aspect or truth is, since some things are naturally much more impactful than others.

Since the tome is “CURSED”
you lose 3 \odot every time you interact with it.
Since the drink is “HARVESTED FROM FREYR'S HAIR”
you heal 5 \heartsuit if you drink it.
Since the city is “BOILING WITH UNLIGHT”
you get 1 ☾ for each day spent in it.
Since the food is “POISONED”
anyone eating it will become “ILL”.
Since you are “HUGE”
you don't fit in the sewer tunnel at all. You simply cannot enter it.

Finally, remember again that aspects and truths are much more than just sources of mechanical effects. They are an intrinsic part of the game world, which can have much greater impact in the story outside of checks, or even have no impact at all besides being a memorable quirk that everyone enjoys.

Read more about how the GM can use aspects and truths in Book III.

Sanity \odot

Life \heartsuit

Story points \oplus

Aura ☾

Characters

There are two main types of value that describe your character – qualities and skills. Qualities are your inherent attributes, while skills are your capacities and expertises.

You also have three stats – life ♥, sanity ☹ and aura ☾ – which determine your resistance to the different perils in this world, and various features ✘ that represent special effects you have access to.

QUALITIES

There are 6 qualities, each influencing different skills and stats. Quality values are mostly used in checks when there are no specific skills for the action.



PHYSIQUE [PHY]

BRUTE STRENGTH - ENDURANCE - BUILD
Physique is used to determine your maximum ♥ and your starting values in Warfare skills.

Physique checks are used when you use pure strength to lift or break things. If you have high Physique, you're likely to be bulky and strong.



SPEED [SPD]

REFLEXES - AGILITY - DEXTERITY
Speed is used to determine your starting values in Movement and Shadowry skills.

Speed checks are used when you try to do something fast or precise. If you have high Speed, you're likely to be dexterous and agile.



COGNITION [COG]

KNOWLEDGE - MENTAL REACTION - PROBLEM SOLVING
Cognition is used to determine your starting values in Crafts and Literacy skills.

Cognition checks are used when you put your logical thinking or mental abilities into practice. If you have high Cognition, you're likely to be smart and have a great memory.



DRIVE [DRV]

WILLPOWER - FORTITUDE - DETERMINATION
Drive is used to determine your maximum ☹ and your starting values in Infernal Survival skills.

Drive checks are used when you try to endure something. If you have high Drive, you're likely to be determined, feisty and stubborn.



CHARISMA [CHA]

LIKABILITY - PRESENCE - SOCIAL SKILLS
Charisma is used to determine your starting values in Affinity and Perception skills.

Charisma checks are used when you affect other souls with your presence. If you have high Charisma, you're likely to be charming and attentive to your surroundings.



SPIRIT [SPR]

MYSTICISM - ATTUNEMENT - INNER LIGHT
Spirit is used to determine your maximum ☾ and your starting values in Arcane Arts skills.

Spirit checks are used when you die and when you interact with aether or unlight. If you have high Spirit, you're likely to be inherently connected to the mystical forces.

EXPERT TRUTH 20+ [PHY] **PHYSIQUE**
FEARED BY THE CITY BLACK LEGION 21

SKILLS

There are nine skill trees, which are categories that group together related skills, each with a governing quality. Whenever something affects a skill tree, it means it affects all skills within it. So if you get a bonus of +3 in Affinity, you get to increase all three skills within that skilltree with +3 each.

Affinity (CHA)

A soul's ability to communicate and relate to other souls and sentient entities.

Arcane Arts (SPR)

A soul's knowledge of the occult and arcane powers.

Crafts (COG)

A soul's knowledge of how to deal with materials and items.

Infernal Survival (DRV)

A soul's ability to stay alive in Fracture.

Literacy (COG)

A soul's knowledge of various topics about Fracture.

Movement (SPD)

A soul's ability to move around in less conventional ways.

Perception (CHA)

A soul's ability to interpret thoughts and feelings.

Shadowry (SPD)

A soul's ability to do things without anyone noticing.

Warfare (PHY)

A soul's ability to deal damage and handle their weapons in conflict.

EXPERT TRUTHS

You gain an expert truth for each quality and skill in which you reach a value of 20, create it yourself with the supervision of the GM. Expert truths works just like other truths and are always with your character. They can be a specialization that makes the related quality or skill more useful in certain circumstances, or a characteristic you develop from embodying that quality or skill to the point that it emerges in some way even when it is not specifically being used.

EXAMPLE EXPERT TRUTHS

Always lands on the feet, can recite the complete bible, has a really long and sensitive nose, always pretty, arm wrestling champion, smells of sulphur, always carries around a bunch of lab equipment, once hit a pigeon in the eye from a mile away, has a sister in Bloody Venice, owns a small curiosity shop in Babylon, has a soiled servant called Ivan, can imitate 12 kinds of birds, great kisser, knows most of the bars in The Citadel.

STATS ♥ ☹ ☾

Life ♥ keeps track of health and fatigue, meaning how much damage you can take before dying. ♥ **threshold** is how much life you can lose in a single instance without suffering a perennial wound.

Sanity ☹ keeps track of mental health and distress, meaning how much stress you can endure before losing control to your inner demon. ☹ **threshold** is how much sanity you can lose in a single instance without having to satiate some of your inner demon's desires.

Aura ☾ is your resistance to unlight and its derivatives, meaning how much darkness your body can take before being corrupted. ☾ **threshold** is how much aura you can lose in a single session without suffering from unlight sickness.

FEATURES ✘

Optional effects you can use, sometimes at a cost, and sometimes with a limited number of uses per session, which you can keep track of by checking the box beside them on your character sheet. They may come from various sources, and are always marked with ✘ when referred to. You are free to give them aspects or effects affected by your master's domains.

✘ **PRAYERS: HEAL 106 ♥** **ASPECT: GOLDEN GLOW**

Due to their brief descriptions, features they tend to be open to interpretation in regards to how they are performed, the amount of time they require, and so on. Whenever the situation is unclear, the GM has the final say on how to proceed.

VALUE MEANINGS

The value of qualities and skills are hard to measure in a satanic universe and the mastery and renown of a certain being is often more subjective than definitive. This table can give you a pointer on the potential and competence a soul has in a certain field.

Value	Meaning	Renown
0	Infant	None
5	Peasant	None
10	Apprentice	None
15	Veteran	Noticed
20	Expert	Known by most peers
25	Master	Locally known
30	Paragon	Rumors whispered
35	Hero	Rumors invented
40	Legend	Songs written
45	Myth	Known by all
50	Divinity	Worshiped

Creating a soul

You are a death singer, chosen by an elevated entity or deity to support their cause in this blackened kingdom. Their agenda may be unknown to you, but it is slowly revealed in your actions. You have powers others don't and clarity where most lack it. You're seen as a greater soul, and would make a prominent leader or even a hero in this world where most act as desperate fools.

Other souls often look at you as an outsider, in fear and awe. This world is powered by fear, occult superstition and a mythic chaotic despair. Forces of this world either want to destroy or recruit you. But you are smarter than most and have learned how to blend in among the numbruts.

PREPARATIONS

In order to create your character, get a pencil, a character sheet (at astroinferno.com) and some dice (yes, all of those). A notepad can also be useful to keep track of information and ideas if you're doing this for the first time. It is a nice idea to have the GM participate in each character's creation, to assist newcomers and give suggestions that help to tie each character's background into the story they're envisioning.

Creating a character in *Astro Inferno* may take a while and is not something you do in a minute. Four phases will mold your character into a real tangible persona within the world of *Fracture*.

SUMMARY

Form – the physical body of your character – which influences your quality values, corruptions, dark marks and your master, who oversees and intervenes in your existence.

Destiny – the chosen path of your character – which influences your skill values and your inner demon, who represents the untamed cravings of your being.

To the right is a short checklist that is handy for the GM which summarizes most of the steps in character creation. For an expanded explanation of each step, flip to the next page.

PHASE 1 - FORM

1. **CHOOSE OR ROLL YOUR FORM** in chapter 03 The Form on page xxx.

1. **UNDYING** – AN EARTHLING IN ALL REGARDS
2. **DARK SOUL** – TAINTED ARCANE SOUL
3. **NANO SUIT** – NANO ENHANCED SOUL
4. **SATANIC ENTITY** – A DEMONIC SOUL
5. **GENESIS SOUL** – A MACHINE SOUL
6. **LILITH** – A DEMONIC SPIRIT FROM BEYOND

2. **USE THE STARTING SET OF QUALITIES** for your form and adjust any qualities up max 5 steps by lowering another (max 20 or the starting value if higher).

3. **ROLL YOUR MASTERS' TYPE** with a d20 on the table for your form. Then roll your master in chapter 04 on page XXX. Write down the blessings and add the bonuses from your mundane, ordinary and excellent to your skill trees or skills.

4. **CHOOSE OR ROLL ANY CORRUPTIONS** on the table for your form or in the corruptions chapter 06 on page XXX. Add the corruptions and any bonuses to your character sheet.

5. **CHOOSE OR ROLL ONE OF THE 3 DARK MARKS.** Read about the dark marks in chapter 07 page XXX. Add the dark mark and any bonuses or features to your character sheet.

6. **ADD AN EXPERT TRUTH TO ANY QUALITY THAT REACHES 20** or more. Read about expert truths in the character section above, page XXX.

PHASE 2 - DESTINY

1. **CHOOSE OR ROLL YOUR DESTINY** in chapter 08 Destiny on page xxx.

- | | |
|-------------------|-------------------|
| 1-2. Jäger | 12. Artisan |
| 3-4. Knight | 13-14. Rare blood |
| 5. Mystic | 15-16. Elysian |
| 6-7. Necronaut | 17. Psycho tech |
| 8-9. Death weaver | 18-19. Doctor |
| 10-11. Muse | 20. Witch |

2. **DEFINE STARTING SKILLS**
Add the skill trees' governing quality/2 rounded up to all skills.

3. **Add 5 bonuses of +5** to any skills in your destiny specialty skill trees.

4. **Add 5 bonuses of +3** to any other skills in any skill tree.

5. **ADD THE LISTED DESTINY BONUSES** of your destiny to your character.

6. **ADD YOUR DESTINY FEATURE** listed for your destiny on your character sheet, with a short explanation.

7. **CHOOSE OR ROLL YOUR INNER DEMON** with a modified D20 as listed on your destiny.
- | | |
|--------------|----------------------|
| 1-3. Lust | 15-17. Envy |
| 4-5. Hunger | 9-11. Sloth |
| 6-8. Greed | 18-19. Pride |
| 12-14. Wrath | 20. Make a new demon |

8. **WRITE DOWN YOUR STARTING EQUIPMENT** and then head to chapter 17, 19, 20 or 24 to generate your three starting items together with the GM.

PHASE 3 - FINISHING TOUCHES

1. **ROLL YOUR PAST WITH 3X 1D20 (PAGE XXX)**
Add the bonuses you get to your character. This also establishes some kind of history for your character that you can expand upon with the GM.

2. **ADD TOGETHER ANY BLOOD AETHER YOU'VE GAINED.** Add any bonuses or features you get from your blood tier in chapter 28 Path of Blood on page XXX.

3. **ADD AN EXPERT TRUTH TO ANY SKILL REACHING 20** or more. Read about expert truths in the character section above, page XXX.

4. **CIRCLE THE COLUMNS OF YOUR THREE STATS.**

PHY + BONUS for ♥
 DRV + BONUS for ⦿
 SPR + BONUS for ☾

DETERMINE YOUR THRESHOLDS (ROUND DOWN)

PHY/5 is your ♥ threshold
 DRV/5 is your ⦿ threshold
 SPR/5 is your ☾ threshold

These increase as their governing qualities increases.

PHASE 4 - DEPTHS OF SOULS

1. **CREATE AN IDENTITY** and mark it with level 1.

2. **CREATE A CHARACTER TRUTH** in collaboration with the GM. Something you are, have or been.

3. **CREATE SOME QUIRKS** for your character: personality traits, mannerisms, behaviors or usual expressions.

4. **CHOOSE A FITTING NAME.** Demonic, angelic, mythical, biblical or plain earthly.



PHASE 1
Form

The physical form of souls varies from soiled carcasses to demonic monsters, and some typical archetypes have evolved during the millenia. All souls have been human once, except for the Lilith, who only wears a human carcass as her body.

1. CHOOSE FORM (CHP 03)

Your form is everything related to the physical body of your character. Choose your form from those listed in the Forms chapter and write it down on your character sheet. Keep the page with your form open, since you will reference it through phase 1.

2. QUALITIES

Every form has a starting set of qualities, which you may modify by moving values from one to another, never going below 5 or above 20 in any of them unless they start out higher. There are no other restrictions, and the starting set is only a suggestion. Jot down each chosen value in its respective quality field on your character sheet.

3. MASTER (CHP 04)

As a death singer, you have a master, who has some influence over you and probably a predestined agenda for your existence beyond your knowledge. Roll 1D20 and check the master table on your form's page to define its type, then check the corresponding list in the Masters chapter to choose one. Fill the master section on your character sheet with the information provided. Finally, gain your master's **Mundane I**, **Ordinary II** and **Excellent III** blessings once, jotting down their values in the respective skill fields.

It is highly suggested that you look up your master in other sources than just this book, in order to get more ideas for your character. If you'd like, you can even keep your master's blessings but change the master itself to some other similar entity, not listed in this book.

4. CORRUPTIONS (CHP 06)

Your corruptions are fiendish physical distortions in your form caused by unlight and the Unlaw. Choose and roll as indicated by your form to define your initial corruptions, then check the Corruptions chapter to see their results and bonuses. Fill the first corruption fields on your character sheet with each of your corruptions' names. Finally, jot down any bonuses you've gained in their respective fields.

JOHN IS CREATING A CHARACTER. HE CHOOSES THE SATANIC ENTITY AND OPENS PAGE XXX OF THIS BOOK.

SATANIC ENTITY THY FORM

HIS DRIVE IS DEFAULT 15

BUT HE SWITCHES 5 POINTS FROM HIS SPIRIT OF 10 TO HIS DRIVE

DRIVE [DRV] 20

SPIRIT [SPR] 5

JOHN ROLLS 16 FOR MASTER ON HIS FORM AND GETS "ANCIENT DIETY" - HE TURNS TO PAGE XXX AND ROLLS THE ANCIENT TABLE AND GETS ARTEMIS AS HIS MASTER. HE FILLS THE MASTER AND BLESSING SECTION ON THE SHEET AND THEN ADDS THE MUNDANE, ORDINARY AND EXCELLENT BLESSING TO HIS CURRENT QUALITY AND SKILLS.

MASTER & BLESSINGS			
NAME	TYPE	XP	CONNECTION
ARTEMIS - ETERNAL HUNT	ANCIENT		1
MUNDANE PERCEPTION +1	ORDINARY	SHADOWRY +2	
EXCELLENT MOVEMENT +3	MASTERFUL	MASTERFUL IV ARTIFACT	
LEGENDARY (ELEMENTAL) + (WITCHERY)			

JOHN ROLLS THREE RANDOM CORRUPTIONS ON THE CORRUPTION TABLE WITH A D100 AND ADDS THE BONUSES HE GETS.

- 1 HEAD OF A GRIFFIN (SANITY BONUS +20)
- 2 FEATHER ROTTEN SKELETAL TAIL (CLIMB +4)
- 3 EXTERNAL BLACK MUSCLES (PHY +3)
- 4 GENESIS GLASS CLAWS (LOCKPICK +9)

ALL THE BONUSES ARE ADDED TO THEIR RESPECTIVE FIELDS



"Hope not ever to see Heaven. I have come to lead you to the other shore, into eternal darkness, into fire and into ice."

1 Exalted Prime Evil

You have corrupted into a full-fledged demonic appearance sometimes indistinguishable from true demons, all enhanced by nanotech and symbiotic harrowed tech, bound by the dark forces of the Abyss. Your presence estrudes brute force and violence, causing most souls to turn the other way when they see you. Things tend to break when you are around even if your intentions are peaceful, since your muscles, reflexes and limbs are a great part demonic. Your monstrosity has one huge benefit when it comes to interactions with True Unlight and their offspring - they tend to appreciate your presence and violence. And even if you aren't the sharpest tool in the box, you have become very good at using this to your own benefit.

Master 3
1-6 Worm God
7-15 Fallen Entity
16-18 Ancient Entity
19-20 Eternal

Starting Qualities 2
Violent & Aggressive
Predator
One track mind

PHY 25
SPD 25
COG 10

Animal Instincts
Rough impressions
Non Spiritual

DRV 15
CHA 5
SPR 10

4 Corruptions (4)
Choose one (1) of these Corruptions
1. (1. Skull features of a mythic being)
2. (2. Skull features of a goat/stag)
3. (4. Skull features of a wild animal)
4. (21. Goat legs)
5. (32. External muscles)
6. (37. Abyssal ivory torso)
and roll three (3) Corruptions random on the Corruption Table with a SATANIC D66.
See Chapter 8 Corruptions

Dark Mark 5
1. The Behemoth
You are a towering giant on the battlefield, feared by all foes.
2. The Immortal
Your body has the power to heal itself at an astonishing rate.
3. The Berserker
You are a natural-born killer, set in this world for this one thing.
See Chapter 7 Dark Marks

THE HERALDS - IV - DEATH SONG
SATANIC ENTITY

BEHEMOTH + BLESSED ONE + ABYSSAL

5. DARK MARK (CHP 07)

Your dark marks are part of your fate, often linked to your master's agenda, and consist of powers and features that can evolve alongside you. Read about the dark marks available to your form in the Dark Marks chapter to see their benefits, then choose one of the three available for your form. Fill the first dark mark field on your character sheet with its name and rank 1. Finally, jot down any bonuses you've gained in their respective fields.

HE CHOOSES THE DARK MARK BEHEMOTH SINCE HE WANTS TO BE A HUGE DEMON.

DARK MARKS RANK
BEHEMOTH 1

HE NOTES DOWN THE TRUTH THAT HE IS LARGE AND ALSO JOTS DOWN THE +20 ♥ BONUS

"VERY LARGE DEMON!"

♥ BONUS ♥ THRESHOLD
+20

LOSE ALL LIFE = DEATH (SEE CHP 11)
LOSE > THRESHOLD = PERENNIAL WOUND

6. QUALITY VALUES & EXPERT TRUTHS

Add up all your quality values with their bonuses, writing your final quality values in their respective fields. Create an expert truth for each quality reaching 20 or higher, writing the truth beside the value. Read about expert truths in the character section above, page XXX.

JOHN SUMS UP THE BONUSES FROM HIS CORRUPTIONS AND ENDS UP WITH 28 IN PHYSIQUE & 25 IN SPEED. THIS GIVES AN EXPERT TRUTH IN BOTH QUALITIES, THAT HE CAN USE TO GAIN EXTRA STORY POINTS IN GAME.

[PHY] **PHYSIQUE**
EXTREME REACH 28

[SPD] **SPEED**
MOVES LIKE A SHADOW 25

PHASE 2 Destiny

During the damnation there was only torture and pain, but after the Great Dark, Souls have gotten some kind of self perseverance and can pretty much rule their own lives - if the Unlaw let's them. Death singers, who don't get affected by the Unlaw as much, often end up in Destinies that attract violence and hardships.

1. CHOOSE DESTINY (CHP 08)

Your destiny is the fate your character has chosen and the way they have lived their life up until now. Choose your destiny from those listed in the Destinies chapter. Keep the page with your destiny open, since you will reference it through phase 2.

2. SKILLS (CHP 09)

Skills are described in detail in chapter 09.

Every skill starts out with half of its governing quality (rounded up), added to any bonuses you've gotten from corruptions and master blessings. Each destiny has three specialty skill trees, and you get a bonus of +5 that you can add to five of the skills in these trees. You also get five free bonuses of +3 that you can add to any other skill in the other skill trees.

1. Add the skill trees' governing quality/2 rounded up to all skills.
2. Add 5 bonuses of +5 to any skills in your destiny specialty skill trees.
3. Add 5 bonuses of +3 to any other skills in any skill tree.

3. DESTINY BONUSES

Each destiny comes with bonuses to stats and one bonus to a skill. Jot these down in the respective fields on your character sheet.

4. DESTINY FEATURE

Each destiny comes with a unique feature. Fill one of the feature fields on your character sheet with it.

JOHN CHOOSES THE KNIGHT AS HIS DESTINY AND FLIPS TO THE DESTINY CHAPTER TO HAVE THE PAGE READY FOR ALL STEPS IN THIS PHASE.

JOHN HAS A SPEED OF 20 SO HE STARTS OUT WITH 10 IN ALL MOVEMENT SKILLS. HE CHOOSES TO ADD A +5 BONUS TO MANEUVER, JUMP AND CLIMB IN THE MOVEMENT SKILL TREE. HE ALREADY GOT +3 IN ALL MOVEMENT SKILLS FROM HIS MASTER AND ADDITIONALLY +4 IN CLIMB FROM HIS ROTTEN SKELETON TAIL.

MOVEMENT (SPD)	SKILL
MANEUVER	18
JUMP	18
THROW	13
CLIMB	22

AS A KNIGHT HE GETS +40 IN ♥ BONUS ADDING TO HIS CURRENT 20.

♥ BONUS	♥ THRESHOLD
+60	

HE ALSO GET +5 IN A WARFARE SKILL, AND HE CHOOSES WARFARE HEAVY, WHERE HE ALREADY SPENT A +5 BONUS, MAKING IT 14+5+5= 24 BECAUSE OF HIS VERY HIGH PHYSIQUE OF 28.

CRUSHING	HEAVY
14	24

THE FEATURE FOR THE KNIGHT GIVE HIM THE ABILITY TO INTIMIDATE WITH HIS WARFARE SKILLS INSTEAD OF USING AFFINITY WHICH MAY BE USEFUL. HE NOTES IT DOWN ON FEATURES

HISTORY OF VIOLENCE : CAN USE WARFARE INSTEAD OF AFFINITY

5. INNER DEMON (CHP 10)

As a soul, you have an inner demon, which represents your deepest, wildest cravings. Roll a D20 and add or retract a number as indicated by your destiny. The result can never be lower than 1 or higher than 20.

- 1-3. Lust 9-11. Sloth 18-19. Pride
4-5. Hunger 12-14. Wrath 20. Make a new demon
6-8. Greed 15-17. Envy

Fill the inner demon section on your character sheet with the demon's animal, sin, kink and the power as indicated by your destiny. Then choose four fear reactions, and finally come up with a name.

6. STARTING EQUIPMENT (CHP 17, 19, 20 & 24)

Write down your starting equipment that is listed on your destiny and head over to **chapter 17 - Items** to generate any gear and their origin features. When creating your character you may choose the "type" of your weapons, matching the skill you want.

If you are given a vestige such as a **Mundane I Wall cutter** head to chapter 24 - Predefined Vestiges, to read about it. Determine any details with the GM.

JOHN ROLLS AN ENVY DEMON AND WRITES DOWN THE ANIMAL, SIN, KINK AND POWER OF HIS DEMON. THEN HE CHOOSES 4 FEAR REACTIONS AND WRITES THEM IN AN ORDER HE FINDS BEST. FINALLY HE NAMES HIS DEMON TRIUMPH

INNER DEMON & FEAR REACTIONS

NAME	ANIMAL	POWER		
TRIUMPH	DOG	+2		
SIN	ITCH	CRAVING	KINK	
ENVY	○	○	LISTEN	
FEAR REACTIONS	1	2	3	4
TREMBLE LIKE A LEAF	○	HOWLING	○	
UNCONTROLLABLE SCREAMS	○	PARALYSIS	○	

THE DOG DEMON ALSO GIVE JOHN A TRUTH ABOUT HIS ENVY, & HE DECIDES HIS DEMON IS VERY FOND OF HIS FRIEND, THE DEFILER'S WEAPON & WRITES THIS DOWN ON TRUTHS.

"ENVOIOUS OF THE SPEAR OF THE DEFILER!"

JOHN HEADS OVER TO CHAPTER 17 TO GENERATE AN EXCELLENT WEAPON AND ARMOR, BY GIVING THEM A CONDITION WITH 10/100 EACH AND THEN HEADS TO CHAPTER 20 TO GIVE THEM A DESCENT BY ROLLING 3x 10/20. HE WRITES DOWN THE FINAL VALUES OF HIS WEAPON AND ARMOR ON HIS CHARACTER SHEET AND THEN HEADS TO CHAPTER 24 TO READ ABOUT THE WALL CUTTER.

KNIGHT

BRUTE † PAWN † BULLET SPONGE

Like icons of our suffering, the eternal struggle to keep violence into words. The shadow of silence becomes a celebration of pain and brutality. Eternal wars unfold as the blood flows faster deep inside.

3 **FEATURE**
✘ **HISTORY OF VIOLENCE**
You may use any Warfare skill or your PHY instead of an Affinity skill when being hostile (either actively or passively).

4 **INNER DEMON**
1D20+3
The anticipation of blood makes the demons of Knights strong.
Power +2

2 **DESTINY STATS**
♥ Bonus +40
One Warfare skill +5

1 **SPECIALTY SKILL TREES**
Crafts
Movement
Warfare

5 **STARTING EQUIPMENT**
Excellent III Weapon
Excellent III Armor
Mundane I Wall cutter

"As the knight raised the satanic machine gun of hatred, dark liquid ran from it in trails as the weapon quivered in demonic anticipation. A shiver ran through the knight as a distant scream escalated to a crescendo. As he pulled the trigger, the room exploded in fire, smoke and pure death."

Finishing touches

1. PAST

Your past is all of the experiences your character has gone through before ending up where they are now. Roll 3x 1D20 in order to get a what, a who/where and a how, write them down on your character sheet, and jot down the bonuses they bring to your character in their respective fields.

What 1D20

- 1 Survived/Fled from**
Movement +2
- 2 Tricked**
Affinity +2
- 3 Infiltrated**
Shadowry +2
- 4 Fought**
Warfare +1
- 5 Sold by/in**
Blood aether +100
- 6 Worshipped**
Arcane Arts +2
- 7 Studied**
Literacy +2
- 8 Charmed by**
Perception +2
- 9 Was/Was in**
Crafts +2
- 10 Created by/in**
Infernal Survival +2
- 11 Betrayed /in**
Movement +2
- 12 Hunted for/in**
Warfare +1
- 13 Rescued /in**
Shadowry +2
- 14 Rejected by**
Affinity +2
- 15 Supported by**
Literacy +2
- 16 Improved by**
Arcane Arts +2
- 17 Reborn by**
Blood aether +100
- 18 Loved by**
Affinity +2
- 19 Destroyed by**
Crafts +2
- 20 Honored by**
Perception +2

Who/Where 1D20

- 1 a satanic prince**
☾ bonus +20
- 2 a Worm God**
Apothecary +3
- 3 a great mother**
Satisfy +3
- 4 a truth hag**
Medicine +3
- 5 a harbinger**
Fable +3
- 6 a dead god**
♥ & ☉ bonus +10
- 7 a high witch of Haxan**
Ranged Precision +3
- 8 one of the seven kings**
Dominions +3
- 9 one of the Serpents**
Dark Connections +3
- 10 the Black Horrux Command**
Sixth Sense +3
- 11 the Abyss**
Navigate +3
- 12 the Hollow**
Scrounge +3
- 13 the Lost Myrkheim**
Climb +3
- 14 Babylon**
Disguise +3
- 15 the Citadel**
Emergency Aid +3
- 16 the Burning Olympus**
Divine Rituals +3
- 17 the House of Hades**
☾ & ☉ bonus +10
- 18 the city of Dis**
Stealth +3
- 19 the Valhalla**
Secular Tech +3
- 20 the Beyond**
Abyssal Rituals +3

How 1D20

- 1 uncorrupted**
Affinity +1
- 2 1D100 years ago**
Dominion +1D6
- 3 at Satan's Ball**
Pantheon +1D6
- 4 with a blood oracle**
Blood aether +100
- 5 with genesis machinery**
Throw +3
- 6 drunk on black honey**
Harrowed Tech +3
- 7 filled with symbols**
Ancient Tech +3
- 8 without a head**
Melee Crushing +3
- 9 with a dark relic**
Witchcraft +3
- 10 with a spine full of poison**
Maneuver +3
- 11 1D100 thousand years ago**
Pantheon +3
- 12 for 100 days**
☉ bonus +20
- 13 completely naked**
Sleight of Hand +3
- 14 with a large sword**
Melee Slashing +3
- 15 with a black bone crown**
Psychology +3
- 16 with a festering wound**
♥ bonus +20
- 17 bleeding aether**
☾ bonus +20
- 18 completely insane**
Jump +3
- 19 with a blacksmith**
Lockpick +3
- 20 with voices in my head**
Read Situation +3



PAST

JOHN ROLLS HIS PAST AND THE RESULT IS AMBIGUOUS. DID HE FLEE FROM THE GOD WITH THE SWORD OR DID THE GOD HAVE THE SWORD. HE DECIDES THAT HE STOLE THE SWORD FROM THE GOD, AND THAT IT NOW IS HIS SWORD.

PAST	WHAT	FLED FROM	MOVEMENT +2
	WHO/WHERE	A DEAD GOD	♥ & ☉ BONUS +10
	HOW	WITH A LARGE SWORD	MELEE SLASHING +3

HIS PAST GIVES HIM +2 ON MOVEMENT MAKING HIM VERY AGILE..

MOVEMENT (SPD)	SKILL
MANEUVER	20
JUMP	20
THROW	15
CLIMB	24

You may interpret your past any way you like and the GM is free to use your past as truths, build their story around it, or use them for future encounters.

The past is a great starting point to build a background for your character. Look up the locations and beings in your past and expand upon the events. What dead god was it? Where in Babylon did this happen? Was someone with you? What happened before or after this event, and are there any repercussions that affect your current situation? There is a ton of information in this book, and you can expand your research to other sources. Astro Inferno is a game about creating your own dark legends, and the past is the first step.



2. BLOOD (CHP 18)

Add up all your blood aether bonuses, if any, and fill the blood field on your character sheet with your blood tier and aether value. You can read more about blood in chapter 28 The path of Blood. Jot down any bonuses you get from it in their respective fields.

3. FINAL SKILL VALUES & EXPERT TRUTHS

Add up all your skill values with their bonuses, writing your final skill values in their respective fields. Create an expert truth for each skill reaching 20 or higher, writing the truth beside the value. Read about expert truths in the character section above, page XXX.

4. STATS & THRESHOLDS ♥ ◉ ☾

Stats

For each of your stats, add up all stat bonuses, if any, with the value of the associated quality.

PHY for ♥
 DRV for ◉
 SPR for ☾

Encircle all hexagon column numbers reached by the result.

Thresholds

Your thresholds is simply the associated quality divided by 5, rounded down. Fill each threshold field with the result. These increase whenever the governing quality reaches another step of 5.

JOHN HAS NO BLOOD AETHER AND HAS THE NORMAL BLOOD TIER

HE WRITES "NORMAL" AND "0" ON AETHER

BLOOD	AETHER	HONEY RECIPE	STAGE
NORMAL	0		

HE CHOOSES EXPERT TRUTHS FOR MANEUVER, JUMP, CLIMB AND RANGED HEAVY.

MOVEMENT (SPD)	SKILL	EXPERT TRUTH
MANEUVER	23	"ESCAPE ARTIST"
JUMP	20	"LANDS LIKE A TON OF BRICK"
THROW	18	
CLIMB	25	"CLIMBS LIKE BATMAN"

CRUSHING	HEAVY ASSASSIN
14	20

JOHN HAS PHYSIQUE 28 AND A WOUND BONUS OF +50 SO HE

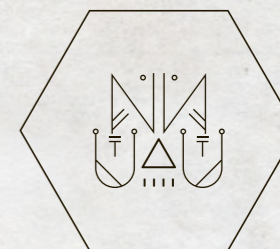
ENCIRCLES ALL COLUMNS UP TO 90 WHICH MEANS HE CAN TAKE A TOTAL OF 20 ♥ BEFORE HE DIES.

HIS PHYSIQUE OF 28 MEANS HIS ♥ THRESHOLD IS 5 MEANING THAT HE MUST SUFFER MORE THAN 5 DAMAGE IN A SINGLE BLOW TO GET A PERENNIAL WOUND.



♥ BONUS: +70
 ♥ THRESHOLD: 5
 LOSE ALL LIFE = DEATH (SEE CHP 11)
 LOSE > THRESHOLD = PERENNIAL WOUND

WOUND TRUTHS & SCARS



The Fracture is a subjective world—a fragile reality easily shifted by strong wills and intense desires. There are no hard and fast physical laws here, not in the same way there were in the universes that was, but I have noted entropic tendencies and analyzed certain factors which may influence “the unla” of this place. When my mind is at its sharpest, and my soul is resolute, I swear I have manifested certain “truths”, the way a lucid dreamer might manipulate his nocturnal journeys. I have seen men and women force circumstances to their favor, finding cover in a battle where none was to be found or suddenly finding an alleyway that has not existed before. Other times one might change time or even higher existences. This recording as an example, I have no recollection of doing it now, and still there I stand listening to it. I have no idea how I even knew this when I made it.

-From the audio journal of Dr. Montgomery Wyld.



Centurion Rax Hatat

OF THE BLUE CRIMSON LEGION OF WESTFALL
 CHAMPION I # PIERCE # AGGRESSIVE # REINFORCEMENTS

So violent that words stopped to have meaning for him, Rax only lives for killing and has a special service as royal executioner in the Citadell. Days without death are few, but when they come he often visits some local pub to the dismay of all visitors and the owner.



Depth of Souls

Most souls live in fear, pain and misery and are as shallow as a stale puddle in the street, but powerful souls and especially death singers can ascend the norms and may be host to personalities ranging from beautiful, joyous angels to horrid abominations with nothing but hatred in their hearts.

1. IDENTITY

Titles and status are important in Fracture, and most souls make up titles for themselves in order to project some sort of identity. Highfalutin' titles like The Starwatcher, The Heartstealer or The Gilded One, share their place in the common room with ridiculous ones like The Shitbearer, The Drunkard or The Maggot Feeder. But most titles actually describe the soul in some fashion, like The Blacksmith, The Barkeeper or the Deathbringer. As a death singer, you choose your identity yourself and may change it whenever you feel is right. Fill in the character field on your character sheet with your identity, 0 XP and level 1.

EXAMPLE IDENTITIES

The Priest, The King, The Hater, The Shadowbound, The Forgotten, The Scribe, The Doctor, The Harbinger of Darkness, The Messenger, The Runner, The Skyreaver, The Gloomwitch, The Icebreaker, The Gravedigger, The Dreamcrusher, The Chamberlain.

2. CHARACTER TRUTH

You get to choose one character truth, this works like any other truth, but is always connected to you. Contemplate your past, everything you've added to your character so far, and try to come up with something defining about you or something you own or have done. Write it in the respective space on your character sheet.

EXAMPLE CHARACTER TRUTHS

Has been a slaver for the Satanic Church, owns a small brewery for beer and spirits, is haunted by the Serpent Tiamat, owns a relic ship with 2 apartments, has hunted and killed unlight creatures for 40 years, throws the best parties, owns two pet wolves, has a lover in every town, has a harem in Babylon, owns a small antique shop in the citadel, has worked as a librarian in DIS, owns a black puzzle cube with unknown powers.

HIS LEVEL STARTS AT 1 AND HE FIGURES "THE THIEF KING" SHOULD DO AS IDENTITY.

CHARACTER IDENTITY	XP	LEVEL
THE THIEF KING		1

SINCE HE HAS GREAT MOVEMENT SKILLS JOHN FIGURES THAT HIS DEMON HAS A HIDEOUT, ONLY HE CAN GET TO, A FORGOTTEN EAGLES NEST, HIGH ABOVE THE CITADEL IN A RUN DOWN TOWER.

"HAS A SMALL TOWER HIDEOUT HIGH ABOVE THE CITADEL"	Truths

JOHN NOTES DOWN A COUPLE OF QUIRKS FOR HIS CHARACTER THAT HE THINK FITS.

Quirks	WITHDRAWN & SUSPICIOUS	MANNERISMS
	HATES THE CHURCH OF MAGIC	

JOHN DOES A LITTLE RESEARCH AND FINDS A STORY ABOUT A NECROMANCER FROM THE 18TH CENTURY NAMED RIMWALD. JOHN CHANGES IT A LITTLE AND NAMES HIS GRIFFON DEMON "GRIMWALD".



3. QUIRKS

Brief descriptions of small things about your character that further explore their behavior, such as habitual gestures or ways of speaking and acting. Write them in the respective space on your character sheet.

EXAMPLE QUIRKS

Scratches his neck with his toes, apologizes all the time, really hates the Asgardian gods, loves to dance, drinks too much beer, always annoyed, changes the subject in the middle of conversations, always brings up the black horrux command, has a crush on Asmodeus and is a total fanboy, clumsy, loves food, talks too much, interested in the red gods, still searching for her partner from earth, always uses technological terms, always dresses fashionably, smells like shit.

4. NAME

In Fracture, titles take precedence over names, even though names serve as the soul's connection to both spirit and the higher divine. "Discovered a soul's name" is an aspect that can be used once in any action involving that soul, usually for manipulation or intimidation - this is why names are typically concealed. Do a little research and choose a name that suits your character, be it of demonic or angelic nature, or even a normal human name if you happen to be an undying. And finally, write it on your character sheet, which is now ready to begin its journey.

EXAMPLE ANGELIC NAMES

Chamuel, Zadkiel, Jophiel, Haniel, Raguel, Sandalphon, Raziel, Anael, Cassiel, Sariel, Nathanael, Selaphiel, Barachiel, Remiel, Israfil, Muriel, Zerachiel, Abdiel, Azazel, Camael, Dinael, Dumah, Eremiel, Grigori, Hamaliel, Iaoth, Jhudiel, Kepharel, Lebes, Maion, Nanael, Ophiel, Phaleg, Quabriel, Raziel, Sabrael, Tartys, Uzziel, Vohamanah, Yabbashael, Zathael, Achsah, Baglis, Cerviel, Dalquiel, Erelim, Fandalph, Gathel, Haamiah, Iachadiel, Jael, Kamaliel, Lailah, Manakel, Nisroc, Och, Pamyel, Qaphsiel, Rachmiel, Sahaqiel, Tzaphqiel, Uraniel, Vohamanah, Xathanael, Yofiel, Zophiel.

EXAMPLE DEMONIC NAMES

Zalthor, Vexaroth, Baelgor, Drekthul, Malgazar, Nekroth, Xylyx, Vorgrath, Zephyrus, Ravagor, Morzath, Pyrothos, Zarkul, Cindrax, Infernux, Malevolus, Bloodfang, Havocor, Dreadspike, Tormentus, Soulrend, Vortexus, Blazecore, Abysmalis, Xinestro, Tormentrix, Blightstrike, Annihilus, Maleficor, Onyxus, Vindvex, Zorthenon, Crinjari, Bolthrex, Narnthil, Lorfikra, Xogoroth, Ravindra, Pryndalith, Thundris, Grinthos, Yvrinzar, SkartheX, Nekthoron, Grexilit, Ylvorthys, Brynjaloht, Dunthrax, Frinthagar, Glynthra, Krixendir, Phyraxus, Silinthar, Urthogra, Vesthradra, Yrinfal, Zalthindra, Ephraxon, Quintalys, Rothlyr, Tharnthor, Velendara, Xyrinthar, Devourax.



"Love, which in gentlest hearts will soonest bloom
seized my lover with passion for that sweet body
from which I was torn unshriven to my doom"



YOU NEVER DIED...

You survived the red plague and the horrors of the REGENESIS ten years ago, endured the Great Fog, and have found a new life in this world of death. You are a human in all regards, and have needs few other souls possess, such as air, food and water. Still, your stubbornness, determination and faith have saved your life countless times. Not living through the eternity of torment in the Damnation has also given you some perks, such as a pretty clear and sane mind, at least compared to other souls. In this world, you are mostly viewed as an exotic entity. Or, in the worst case, as food.

Being an undying is related to your innocence in relation to the Rapture, not to not dying. You can die over and over just like other souls, but you'll still be regarded as an undying.

Master

- 1 Worm God
- 2-4 Fallen deity
- 5-19 Ancient deity
- 20 Eternal

Starting Qualities

Well trained	PHY 15	Survivor	DRV 15
Years of Zero G	SPD 10	Well spoken	CHA 15
Scientist	COG 15	Fear of the dark	SPR 5

THE FLAVOR TEXTS ARE REASONS NOT EXPERT TRUTHS

Corruptions (0)

Hold your head high, you have yet to yield any corruptions.

Dark Mark

- 1. The Faithful**
Your faith is intact and can help you both in life and death.
- 2. The Survivor**
You have survived the frontiers and learned to stay alive.
- 3. The Blacksmith**
You are a natural at crafting weapons and armor.

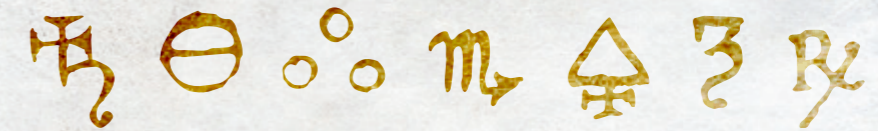
See Chapter 7 Dark Marks

THE **01** UNDYING

HUMAN † ASTRONAUT † INNOCENCE † MEATBAG † SKINWALKER

YOUR SOUL HAS BEEN TAINTED

Maybe you entered a dark pact, or your soul belongs to a dark entity. You are human, but mysterious forces circulate your soul and an aura of darkness surrounds you. Others tend to avoid contact with dark souls, and see them as cursed and mysterious because of their wicked dark marks.



Master

- 1-4 Worm God
- 5-12 Fallen deity
- 13-16 Cthonian deity
- 17-20 Egyptian deity

Starting Qualities

- | | | | |
|--------------------|---------------|-------------------|---------------|
| Weak and powerless | PHY 5 | No aches or lusts | DRV 10 |
| Quick to get away | SPD 10 | Convincing | CHA 15 |
| Wise and literate | COG 20 | Unnatural aura | SPR 25 |

THE FLAVOR TEXTS ARE REASONS NOT EXPERT TRUTHS

Corruptions (2)

roll two Corruptions random on the Corruption Table with a **D100**.

See Chapter 6 Corruptions

Dark Mark

- 1. The Messenger**
You are a vessel of the Serpents, hearing their whispers brings good or bad fortune.
- 2. The High Priestess**
Your spirit is that of the priestess, you exude divinity and wisdom.
- 3. The Holy Diver**
You are resilient to the Dark Lord's presence and corruption.

See Chapter 7 Dark Marks

The Dark Soul II

SERPENT WHISPERER † DARKLING † MESSENGER † CURSED

"There is no greater sorrow than to recall our times of joy in wretchedness."





"Soon you will be where your own eyes will see the source and cause and give you their own answer to the mystery."



YOU'RE MOSTLY MACHINE... YOU'RE NOT REALLY HUMAN...

Nanomachines girdle in your blood and have made you into something more than a mere human. They control you and you influence them. Once a human, you were resurrected by the extinction machines during the RENEGESIS, their reasons hidden in shrouds. You have laid aside your human instincts for artificial senses, and may appear binary in your thoughts. Still, you corrupt like everyone else, and so do the nanomachines in your cells.

You are fast in both body and mind, and possess a parallel thought process that gives you a dual stream of consciousness, making your decisions lightning fast – even if you're not always right, you can nearly always act and speak first. And like a constant signal in your ghost, inside your very blood, you can also hear the calling of the Dark Lord. Do you dream of electric sheep?

Master

1-2	Fallen entity
3-18	Ancient entity
19	Machine angel
20	Eternal

Starting Qualities

Exo Skeleton	PHY 15	Digital mind	DRV 10
Nano reflexes	SPD 25	Likable	CHA 15
Dual brain	COG 15	Ghost in the shell	SPR 5

THE FLAVOR TEXTS ARE REASONS NOT EXPERT TRUTHS

Corruptions (2)

roll two Corruptions random on the Corruption Table with a D100.

See Chapter 6 Corruptions

Dark Mark

1. The Digital

Your mind and reflexes work fast! Sometimes too fast for your own good.

2. The Assassin

You are a silent killer ready to move and strike from the shadows.

3. The Navigator

You are a traveler of the void and understand maps better than most souls.

See Chapter 7 Dark Marks

NANO³ SUIT

SPLICER † GLITCH † VIRUS † SPEED SUIT

Masters

THE BENEVOLENT MALEFACTORS

Imbued with divine power beyond the reach of human understanding, holding the keys of fate, connected to your very spirit – the master, unrestrained by Satan's grand design, moves chess pieces across an existential game board, holding the power of life and death. You only have to prove yourself worthy of their attention.

Your master can be everything or nothing to you. The relationship is mutual – your master gives and your master takes. Most prominently, they lend their power to bring your soul back to life, keeping it from being devoured by the Worm Gods.

All the master mechanics listed here are further explained in chapter 14 - Audiences.

Determining a Master

If for some reason you need to randomly determine a master entity, use the random entity table. If you are creating a soul, use the corresponding table for your form first to determine the entity type.

RANDOM ENTITY ONE SATANIC D666

111	Worm God
211-333	Fallen deity
411-644	Ancient deity
651-653	Other entity
654-665	Machine Angel
666	Eternal

WORM GODS 1D20

1-3	Hatred
4-7	Life
8-11	Halt
12-14	Rot
15-17	Fear
18-20	Chaos

[Discord - not available as a master]

FALLEN DEITY 1D20

1-3	Asmodeus
4-6	Bael
7-9	Beleth
10-11	Belial
12-14	Paimon
15-17	Purson
18-20	Zagan

ANCIENT DEITY 1D20

1	GM chooses or makes one up
2-4	Egyptian god
5-7	Chthonian god
8-14	Olympian god
15-16	Vanir god
17-20	Aesir god

EGYPTIAN DEITY 1D20

1-5	Anubis
6-9	Hathor
10-13	Horus
14	Osiris
15	Seth
16-20	Thoth

CHTHONIAN DEITY 1D20

1	Hades
2-6	Hecate
7-12	Hypnos
13-16	Nyx
17-20	Thanatos

OLYMPIAN DEITY 1D20

1-2	Aphrodite
3-4	Apollo
5-6	Ares
7-8	Artemis
9-10	Athena
11-12	Demeter
13-14	Dionysos
15-16	Hephaestus
17-18	Hermes
19-20	Poseidon

VANIR DEITY 1D20

1-8	Freyja
9-14	Freyr
15-20	Njord

AESIR DEITY 1D20

1-4	Idun
5-9	Loki
10-12	Odin
13-15	Thor
16-20	Tyr

OTHER DEITY 1D20

1-6	Cheshire Cat
7-12	Hanuman
13-17	Nyarlahotep
18-19	The Undreamer
20	Another deity

MACHINE ANGELS 1D20

1-3	Afriel
4-7	Ananiel
8-11	Barachiel
12-14	Cassiel
15-17	Gabriel
18-20	Nakir

ETERNALS 1D20

1-3	Love
4-6	Death
7-9	Time
10-11	Purity
12-14	Courage
15-17	Trust
18-20	Law

Worm Gods

Entities of turmoil and chaos, which existed long before the laws of creation or even the laws of existence. They are the rulers of the Beyond and the dimensions deeper into the Before.

The Worm Gods are admired by the Satanic Church and sacrifices in their name are as common as sacrifices to the Dark Lord. The Church also performs death rituals to commune with them or even visit their domains. These horrific deities don't meddle in the affairs of Fracture to the same degree as their

counterparts the Eternals, and they seem to have a permanent organic existence, like enormous primordial creatures of flesh and fire, but lacking the ability that many other entities have to change their forms. Many souls only hear their deep moans, echoing through existence, reverberating through their being, dissolving their fears, and turning their blood and bile into a sickly yellow pus which the Worm Gods feed on.

Hatred

Type Worm God
Subtype Fundament
Lair Beneath the corridors of Abuse

Newborn Hatred circles the soul - Its flesh crawling with justified revenge - The darkness of its tongue cuts love and forgiveness - Pieces of them falling like chunks of dead black rain

Domains Hatred, anger, rage, jealousy, violence, war and killing, weapons, hands, arms

Symbols The seal of Hatred, wolf's teeth severing the jugular, shining blood, a dagger

Blessings
Mundane I Crafts +1
Ordinary II Movement +2
Excellent III Melee Warfare +2
Masterful IV Masterful IV Artifact
Legendary V [Thelema] + [1D12]

Life

Type Worm God
Subtype Fundament
Lair Beneath the roots of Prediction

Within organics it slithers - Moving, evolving and creating - An endless mass of afterbirth - Higher than evolution ever reached - Fills a sea of blood and lymph

Domains Life, evolution, birth, screaming, surviving, flowing fluids, strength, procreation, womb, testicles

Symbols The seal of Life, rabbits, a cunt spawning a snake, semen, a vessel

Blessings
Mundane I Literacy +1
Ordinary II Perception +2
Excellent III Infernal Survival +3
Masterful IV Masterful IV Artifact
Legendary V [Wormwood] + [1D12]

Horus GOD OF THE BURNING SKY

Type Aaru God
Subtype Tainted Golden Blooded
Throne Land of Manu, Heliopolis

See his trembling lights - Hollow in the shameless clouds - Appearing as nails into the crown - Upon the severed head of kings

Domains The sun, open skies, day, fertility, agriculture, searching, oedipal love, healing, birds, sexlessness, eyes

Symbols Eye of Horus, a falcon, the sun, a child

Blessings

Mundane I Literacy +1
Ordinary II Melee Warfare +2
Excellent III Movement +3
Masterful IV Masterful IV Artifact
Legendary V [Thelema] + [Witchery]

Osiris GOD OF DEATH AND REBIRTH

Type Aaru God
Subtype Golden Blooded
Throne Unknown space

Bleeding void of golden hostility - Clearly nesting in a living grief - Enter into the screaming temple - Forsaken and hollow metal skeleton

Domains Death, rebirth, life, afterlife, fertility, vegetation, burial, trees, embalming, wisdom, leadership, penis

Symbols A crook and flail, the Atef crown, a lead coffin, fish, mummy gauze, the djed

Blessings

Mundane I Literacy +1
Ordinary II Perception +2
Excellent III Arcane Arts +3
Masterful IV Masterful IV Artifact
Legendary V [Divine] + [Honey]

Beth UNCLEAN GOD OF CHAOS

Type Aaru God
Subtype Tainted Golden Blooded
Throne Duat, Necropolis, the Gray Tower

Divine the star of chaos - Darkened emotions stir beneath a mirror surface - A door through symmetry - God of demons, god of men - Call me by the forgotten name

Domains War, chaos, destruction, usurpers, jealousy, betrayal, murder, storms, castration, teeth, hands

Symbols A wolf, a dog, red hair, a war-scepter, love spells, a red desert

Blessings

Mundane I Perception +1
Ordinary II Affinity +2
Excellent III Melee Crushing +3
Masterful IV Masterful IV Weapon
Legendary V [Birch] + [Wickedness]

Thoth THRICE GREAT GOD OF FORGOTTEN WISDOM

Type Aaru God
Subtype Golden Blooded
Throne Duat, the Library of Thoth

A shadow cross by his forgotten divine opulence - With the veil of pain across its face - Arcane ghost drunk on aether and echoes - Rays of hope fading into revenge and bloodshed

Domains Wisdom, scribes, memory, equilibrium, divine laws, inventions, arcane forces, loins, feet, beak

Symbols An ibis, the moon disk, a papyrus scroll, glyphs, reed pens, a baboon

Blessings

Mundane I Arcane Arts +1
Ordinary II Literacy +2
Excellent III Crafts +3
Masterful IV Legendary V Artifact
Legendary V [Elemental] + [Armament]



Chthonian gods

Hades KING OF THE UNDERWORLD

Type Chthonian God
Subtype Golden Blooded
Throne Unknown

The moon covered in black - Hunger for your power - Violent teeth, untamed fear - Like words, blood flows

Domains Underworld, the dead, graves, riches, bookkeeping, honor, knowledge, aristocrats, head, brain

Symbols Cypress, keys, a pomegranate, a screech owl, a horse, a chariot

Blessings

Mundane I Infernal Survival +1
Ordinary II Arcane Arts +2
Excellent III Literacy +3
Masterful IV Masterful IV Artifact
Legendary V [Elemental] + [Arcanist]

Hecate GODDESS OF THE LABYRINTH

Type Chthonian God
Subtype Golden Blooded
Throne The Night in Asphodel Meadows

Darkness flowing through cracks in heart - The black oil of the unclean one beckons - As the nothingness sings of heaven - A conscious stare through strangers eyes

Domains Witchcraft, sorcery, ghosts, doors, necromancy, poisons, knowledge, gates, night, light, forehead

Symbols Paired torches, a goatfish, crossroads, keys, polecats, Hecate's wheel

Blessings

Mundane I Literacy +1
Ordinary II Arcane Arts +2
Excellent III Infernal Survival +3
Masterful IV [Elemental] + [Influence]
Legendary V [Dark] + [Arcanist]

Machine Angels

Gods, or just massive machines. Just like the Serpents, the Machine Angels are seldom considered as sentient entities, but instead as gigantic monsters. But where Serpents show up and disappear like rare species of exotic animals, the Machine Angels can instead linger for months or years on end. A Death Singer with a Machine Angel as a master may be summoned inside the heart of one of these city-sized machines and have to interpret their elusive communications as best they can. Most Machine Angel acolytes are hesitant and confused about what their master wants of them.

Machine Angels don't have Thrones or lairs, but instead they dwell in certain locations. Some stay in the same place for eons, but a few roam instead, showing up all over Fracture, sometimes suddenly appearing in the sky above a city as an omen of what is to come.

Ariel ANGEL OF YOUTH

Type Machine Angel
Subtype Six Winged
Dwelling Wandering Fracture

Doleful shades of a metal star - Fretted with gold and black brimboltz - Mirage of the crawling arachnids - Feasting upon sacred flesh of Obizuth - An eclipse of crunching flutes

Domains Violence, conflict, death, omnipotence, hubris, assault, dark arts, cannibalism, mirrors, throats, guts

Symbols Six-pointed star, spider, a single eye, white flesh

Blessings
Mundane I Movement +1
Ordinary II Shadowry +2
Excellent III Affinity +3
Masterful IV Masterful IV Artifact
Legendary V [1D12] + [Metacausal]

Ananiel ANGEL OF STORMS

Type Machine Angel
Subtype Four Winged
Dwelling Wandering prehuman Earth

A vortex of black seas - Surrounds the 14th watcher - A minister of vengeance - A fatal seed of storms- Its whispers disintegrates gods

Domains Storms, wind, rain, dew, journeys at sea, sailing, waves, warnings, crying, fear, betrayal, lungs, faces

Symbols Winged lightning, plants, a great cloud, south winds, Sheol, chains

Blessings
Mundane I Infernal Survival +1
Ordinary II Perception +2
Excellent III Movement +3
Masterful IV Masterful IV Artifact
Legendary V [1D12] + [Witchery]

Barachiel ANGEL OF BLESSINGS

Type Machine Angel
Subtype Two Winged
Dwelling The Second Heaven or wandering Fracture

Greater than any tower of hell - A catafalque of immortal spirits - Sound of soft pipes echoing through the vast library - A forest of vessels and divinity - Its song sends dreams of comfort and safety

Domains Safety, protection, conservation, archiving, gathering, collection, spiritual prison, ribs, hair

Symbols A sharp tall cross, Jupiter, the ivory tower, a rose, a test tube

Blessings
Mundane I Perception +1
Ordinary II Crafts +2
Excellent III Literacy +3
Masterful IV Masterful IV Artifact
Legendary V [1D12] + [Knight]

Tassiel ANGEL OF TEMPERANCE

Type Machine Angel
Subtype Four winged
Dwelling The Seventh Heaven, the Second Palace

Star of Qafsiel, a searing wind tears the flesh - The glowing threshold of the Seventh Hall - Young blood litter the gateways - A sharp ray dripping with lightning - The thoughts are not my own - The thoughts are not my own

Domains Discipline, balance, harmony, moderation, walking on water, fire, alchemy, dying young, tail, tears

Symbols A diamond with four sharp wings, Saturn, lightning sword, empty flask

Blessings
Mundane I Movement +1
Ordinary II Infernal Survival +2
Excellent III Arcane Arts +3
Masterful IV Masterful IV Artifact
Legendary V [1D12] + [Wickedness]

Gabriel ANGEL OF SLAUGHTER

Type Machine Angel
Subtype Two Winged
Dwelling Inside the Night Journey

Berserker catching breath - The star of flesh and slaughter - A possessor of endless death - Unending obedience - Maculated only by isolation

Domains Ultra-violence, murder sprees, executions, hired killers, blind loyalty, punishment, skull, arms

Symbols A winged sword, a ladder, the tree of life, blood, a human skull

Blessings
Mundane I Shadowry +1
Ordinary II Movement +2
Excellent III Melee Warfare +3
Masterful IV Masterful IV Artifact
Legendary V [1D12] + [Honey]

Nakir THE TOMB ANGEL

Type Machine Angel
Subtype Black Unwinged
Dwelling The Tomb Fortress of Judgment

A thousand black eyes watching - A mass of teeth navigating the graves - Their silence opens bleeding wounds - Sharp black metal shapes with tongues of fire - Upon the heretic souls hissing flesh

Domains Spiritual justice, interrogation, torture, tombs, testing faith, witch hunts, punishment, tongue, teeth, hair

Symbols A guillotine, a great hammer, two angels, Munkar and Nakir, burning tongues

Blessings
Mundane I Affinity +1
Ordinary II Arcane Arts +2
Excellent III Perception +3
Masterful IV Masterful IV Artifact
Legendary V [1D12] + [Arcanist]

Corruptions

DIABOLUS EX MACHINA

Corruptions are seen as horrible but beautiful and admirable in Fracture. All fallen entities in the Satanic Court, princes, kings and even Serpents look upon highly corrupted souls with spiteful joy. Souls so corrupted that they turn into monsters are even more celebrated and sometimes paraded and idolized, but always with a malicious intent. This false admiration from the Satanic Court has spread down to common souls, making corruptions both a blessing and a curse. Still, being corrupted is usually better than not, since it is often a "get out of jail free card" when dealing with the Satanic Court – even if you are paraded like the court jester, your head will probably be left on your neck.

The Masquerade

Uncorrupted souls, or souls with invisible corruptions, instead fake corruptions of some sort, wearing masks or smearing feces or dirt on their face to blend in and not stand out. The first to be arrested and tortured for a lifetime in some baron's basement are uncorrupted and clean rare bloods, who look all posh and fancy. The only ones who dare to display their uncorrupted self are souls of power like greater rare bloods, and newcomers like the undying, who don't know any better.

You can see how heavily a soul is corrupted by how clean and pure they look. Pure souls look like normal Earth-like creatures or machines with no other bodily traits, while more adventurous souls display a multitude of bodily deformations and often look, sound and move differently to a normal human.

All of the corruption mechanics are further explained in the Becoming a Monster ☾ chapter.

Corruption table

The corruption table is a collection of more or less horrific satanic bodily traits. If you don't like the aesthetic of your roll, you may keep the bonus and change the corruption to something else that better fits the bonus or your character. Look at movies and bosses in games and find traits that you think look cool. The table is just to spark your imagination and set you in the right mood.

Use the words below the corruption as inspiration to expand upon it. Do you have "spiky" thorns, or are they more "meaty", "dripping" or "pale white"? Let your imagination run wild!

Some corruption bonuses indicate dice instead of fixed values. When you get those, first roll the dice, then add the result to the corresponding value. The bonuses are not necessarily related to the corruption itself, but you can learn some archetypal facts about the society of Fracture from them, for instance that pigs and cows are great entertainers and bird-like souls are often great arcane users.

If you have 16 in Stealth and you get a corruption that gives it a bonus of 2D6, roll that and add the result to its value – if you rolled 8, your Stealth value is now 24.

1. SKULL FEATURES OF A MYTHIC BEING

Minotaur, sphinx, gorgon, goblin, ogre, cyclops, fairy, faun, griffin, phoenix, basilisk
👁 bonus +20

2. SKULL FEATURES OF A GOAT/STAG

Ivory, horned, black, plastic, crystal
♥ bonus +20

3. SKULL FEATURES OF A DOMESTIC ANIMAL

Pig, cow, horse, cat, dog, chicken, duck
Conduct +1D6

4. SKULL FEATURES OF A WILD ANIMAL

Fox, wolf, deer, boar, crocodile, baboon
PHY or SPD +1D6

5. SKULL FACE

Iron, golden, glass, glowing, red, melting
DRV or COG +1D6

6. FLESH HOOD

Bloody, gory, metal, black, devil
SPR or CHA +1D6

7. HORRIFIC GIANT JAW

Organic, barnacle, toothy, golden teeth, black, red, chattering, barracuda
Lockpick +1D6

8. DEMONIC MOUTH

Long, tall, growth, face opens, scary, anemone-like, arm opens, chest opens
☾ bonus +20
✂ Natural Weapon (Mutilate III)

9. BIRD-LIKE HEAD FEATURES

Raven, crow, ibis, vulture, rooster, eagle, falcon, owl, heron, pigeon, peacock
Arcane Arts +5

10. SINISTER LOOK

Weird, malevolent, smile, deformed, dark, all teeth
Secular tech +1D6

11. PREDATORY INNER JAW

Moray eel, shark, xenomorph, blood dripping, rotting, steel, hungry, tentacle
Melee Finesse +1D6
✂ Natural Weapon (Mutilate III)

12. BLACK OILY TEETH

Long, thin, flowing, hollow, soft, sharp
Lockpick +1D6
✂ Natural Weapon (Serious II)

13. WHITE EYES

Glassy, outer dimensional, glowing, dripping, windows, bright, mesmerizing
Conduct +1D6

14. EXTRA HORNS - DOMESTIC

Curved, jagged, sharp, color, glass, metal, Jacob, Manx
Ranged Precision +1D6
✂ Natural Weapon (Mutilate III)

15. EXTRA HORNS - WILD

Chaotic, glowing, rotten, colored, bleeding, jagged, antlers, Saiga, Rhino
Ranged Heavy +1D6
✂ Natural Weapon (Mutilate III)

16. BLOOD COVERED

Dripping, darkened crust, wet, soaked
DRV or SPR +1D6

17. PROTRUDING BONES

Sharp, unnatural, animalistic, ornamented
PHY or SPD +1D6

18. OPEN WOUNDS

Cuts, holes, deep, open scars, dried up, bleeding, scabs
Divine Rituals +1D6

19. MONSTROUS FEATURES

Serpent, squid, million teeth, crocodile snout, rapator claws
Melee Finesse +1D6
✂ Natural Weapon (Mutilate III)

20. HOOVES

Black, jagged, metal, rotten, bloody
♥ bonus +20
✂ Natural Weapon (Serious II)

21. GOAT LEGS

Hairy, mechanical, human, smooth, scaled, black, corroded, rotten
Melee Crushing +1D6

22. PROTRUDING SKULL DETAILS

Black, bleeding, crown-like, peacock, sharp, spine, rooster, crab, jawbones
COG +1D6

23. PROTRUDING SKELETON DETAILS

Spinal, translucent, sharp, monofilament, peacock, wings, pipes, horn, bleeding
👁 bonus +20

24. DEMONIC ARMS

Massive, sharp elbow, charred, sharp, jagged, bleeding, machine, ivory, bendy
Melee Crushing +1D6

25. MECHANICAL MAW

Biomechanical, chainsaw, buzzing, lasers, biological teeth, nanite, void, crow beak
Genesis Tech +1D6
✂ Natural Weapon (Mutilate III)

26. SHEDDING SKIN

Serrated, snake-like, rubbery, cocoon, metamorphosis, acidic, reusable
Scrounge +1D6

27. HIDE OF A MONSTER

Rubbery, scaled, thorned, meaty, black, dual-layered, killer whale, stone
Apothecary +1D6

28. INSECT FEATURES

Hairy, segmented, wasp abdomen, spider thorax, mantis arms
Listen +1D6

29. CRUSTACEAN FEATURES

Lobster skin, antennae, walks sideways, crab claws, mandibles, stalk eyes
☾ bonus +20

30. ARACHNID EYES

Large, eight, spider, cameras, glowing, multitude, black, all-over
Sixth Sense +1D6

31. ARTHROPOD FEATURES

Caterpillar legs, spider legs, sharp, jagged, mechanical, on the back
Maneuver +1D6

32. EXTERNAL MUSCLES

Red, bleeding, rubbery, rusted, stone
PHY +1D6

33. EXTERNAL MUSCLES IN LEGS

Black, slimy, oily, biomechanical, metal, crackling, loud, stone, wires, springs
DRV +3

34. GENESIS FEATURES

Light altering vision, morphing hands, digital wings, removeable eyes
Ancient Tech +2D6

35. 13TH-DAY ALLOY FEATURES

Vibrant skin, steel architecture, fractal voice, augmented face shield
Harrowed Tech +2D6

36. 8TH-DAY ALLOY FEATURES

Plastic face, dark, metal, digits, lights, cords, sparks, digital, fabric, robotic
Emergency Aid +2D6

37. ABYSSAL IVORY TORSO

Skeletal, armor, hybrid, flesh-cybernetic, bleeding, ritualistic, sharp, pierced
♥ bonus +20

38. ABYSSAL IVORY HEAD

Demonic, abyssal, dragon skull, blade face, xenobite, face of death, smoking
Navigate +2D6

39. GENESIS LEGS

Skeletal, hypernetic, threads of lights, large wheel, caterpillar, xenomorph
Jump +2D6

40. GENESIS ARMS

Glass, shield, elongated, extractable, massive, monofilament tentacles
Throw +2D6

41. BLACKENED MATERIAL IN TORSO

Predatory, raw steel, infernal tech, biomechanical, steam, motorized
👁 bonus +20

42. INFERNAL MATERIAL IN HEAD

Predatory, raw steel, infernal tech, biomechanical, steam, motorized
 Secular Tech +2D6

43. ADAMANT ARMS AND LEGS

Raw steel, skeleton, mechanized, glowing, sharp, blades
 Maneuver +2D6

44. ASYMMETRICAL MECHANICAL ARM

Predatory, raw steel, infernal tech, huge, thin, long
 Melee Crushing +2D6
 ✘ Natural Weapon (Mutilate III)

45. PROTRUDING DETAIL ON HEAD

Divine light, smoke plume, mechanical, biological, botanical, genesis
 Medicine +2D6

46. PROTRUDING DETAIL ON TORSO

Divine, mechanical, botanical, genesis, harrowed
 Dominions +2D6

47. PROTRUDING DETAIL ON ONE ARM

Sharp, mechanical, biological, botanical, genesis, harrowed
 Pantheon +2D6

48. SKELETAL SKIN DETAILS

Black, empyrean, ornamented, bleeding, golden, sharp
 Witchcraft +1D6

49. SPINAL THORNS

Rotten, hard, genesis, sharp, bleeding, colorful, armor, skeletal, soft
 Jump +2D6

50. ROTTING MEAT

Chunks, juicy, slimy, dried up, glowing, blackened, crimson weave
 Conduct +2D6

51. SKELETAL TAIL

Thin, abyssal ivory, agile, sharp, huge, self-aware
 Climb +2D6
 ✘ Natural Weapon (Serious II)

52. CRUSTACEAN FEATURES

Segmented, exoskeleton, crab claws, shell, mechanic
 Scrounge +2D6
 PHY +5

53. BIOMECHANICAL GENESIS TAIL

Serrated, sharp, predatory, metal, demonic, self-aware
 Genesis tech +1D6
 ✘ Natural Weapon (Mutilate III)

54. ELONGATED XENOMORPH SKULL

Serrated, predatory, metal, demonic
 Pantheon +2D6

55. FACELESS

Gaping hole, bleeding, black hole, one eye, many eyes
 Psychology +1D6

56. LUMINOUS EYES

Burning, leaking, shining, smoking, ember, spider eyes
 Read Situation +1D6
 Learn a divine fragment

57. LUMINOUS BLOOD

Glowing, burning, leaking, sparkling, levitating, tendrils
 Stealth +2D6

58. MANY INSECT EYES

Faceted, large, spider, multitude, black, all-over
 SPR +4
 Listen +1D6

59. LUMINOUS PARTS ON HEAD

Glowing, burning, protruding, smoking, ember, floodlight
 Conduct +2D6

60. LUMINOUS PARTS ON BODY

Shining, fiery, protruding, symbol, boils, led lights
 Sleight of Hand +3D6

61. LONG NAILS

Razor, grotesque, bloody, long, ivory, serrated
 Melee Slashing +2D6
 ✘ Natural Weapon (Mutilate III)

62. GENESIS TALONS

Monofilament, ornamented, digital, glass, mirror
 Lockpick +2D6
 ✘ Natural Weapon (Mutilate III)

63. UNNATURALLY LONG ARMS

Predatory, biomechanical, skeletal, werewolf, robotic
 Throw +1D6

64. ACID BODY FLUIDS

Boiling, high-pressure, poisonous
 Disguise +2D6
 ✘ Natural Weapon (Serious II)

65. UNNATURALLY LONG LEGS

Satyrlic, mechanical, skeletal, stilts
 Jump +2D6

66. BLACKENED SKIN

Oily, rubbery, reptile, exo-muscles
 Stealth +2D6

67. CHARRED BODY

Flaky, chunky, smoking, magma, fiery, oily, stone-like
 Harrowed Tech +1D6
 Climb +1D6

68. TENTACLE(S) ON FACE

Slimy, toothed, thorns, ropy, spear-like, yarn-like
 Listen +1D6
 Warfare +1D6
 ✘ Natural Weapon (Serious II)

69. TENTACLE(S) ON TORSO

Back, crotch, nipples, ribs, tendrils, squid, monstrous
 Divine Rituals +2D6
 Scrounge +2D6
 ✘ Natural Weapon (Serious II)

70. TUSKS

Dark, long, sharp, razor, single, sulfur, hot, glowing
 Fable +3D6
 ✘ Natural Weapon (Mutilate III)

71. EXTRA PAIR OF EYES

Golden, red, huge, small, divine, glowing, bright, dark, haunting, scary
 Sixth Sense +3D6

72. EXTRA SET OF JAWS

Beneath, inside, vertical, face open, neck, transformative, shooting out
 Satisfy +3D6
 ✘ Natural Weapon (Serious II)

73. EXTRA EYE IN THE PALM

Large, black, whispering, glowing, smoking, golden, cursed, Osiris
 Witchcraft +3D6

74. CAVITY IN CHEST

Hole, pierced, fractured, bleeding, black hole, void, toothed
 Apothecary +3D6

75. HEAD TENTACLE WITH TEETH

Meaty, slimy, biomechanical, optical, huge, bloody, always moving
 Genesis Tech +3D6
 Melee Finesse +1D6
 Learn a divine fragment
 ✘ Natural Weapon (Mutilate III)

76. TWIN BLACK TONGUES

Long, sharp, slimy, dry, rubbery, bloody, soft, toothed, spear-like
 Pantheon +3D6
 Learn a divine fragment
 ✘ Natural Weapon (Serious II)

77. EXTREME TONGUE

Long, sharp, slimy, cluster, rubbery, bloody, soft, toothed, spear-like
 Medicine +3D6
 ✘ Natural Weapon (Serious II)

78. WHISPERING VOICE

Wet, soft, dark, misty, haunting, dying, inaudible, dreamy
 Satisfy +2D6
 Dark Connections +2D6
 Learn a witchcraft fragment

79. ABYSSAL VOICE

Dual gendered, divine, chaotic, machine-like, deep, harsh
 Fable +2D6
 Alchemy Tech +2D6
 Learn a divine fragment

80. SHADOW AURA

Cold, foggy, wet, haunting, living, skeletal, thorny, demonic
 Disguise +2D6
 Stealth +2D6

81. RED SATANIC AURA

Hot, vibrating, sulphur, glowing, smoke
 Conduct +2D6
 Satisfy +2D6

82. ABYSSAL AURA OF DEATH

Dark, bright, conjuring, phantom, deadly, luring, singing, floating debris
 Harrowed Tech +2D6
 Dominions +2D6

83. BURNING LUNGS

Smoking, glowing, hot, fire breath, electric, sulfur
 SPR +2D6
 Emergency Aid +2D6
 Learn a witchcraft fragment
 ✘ Natural Weapon (Mutilate III)

84. BREATH OF DEATH

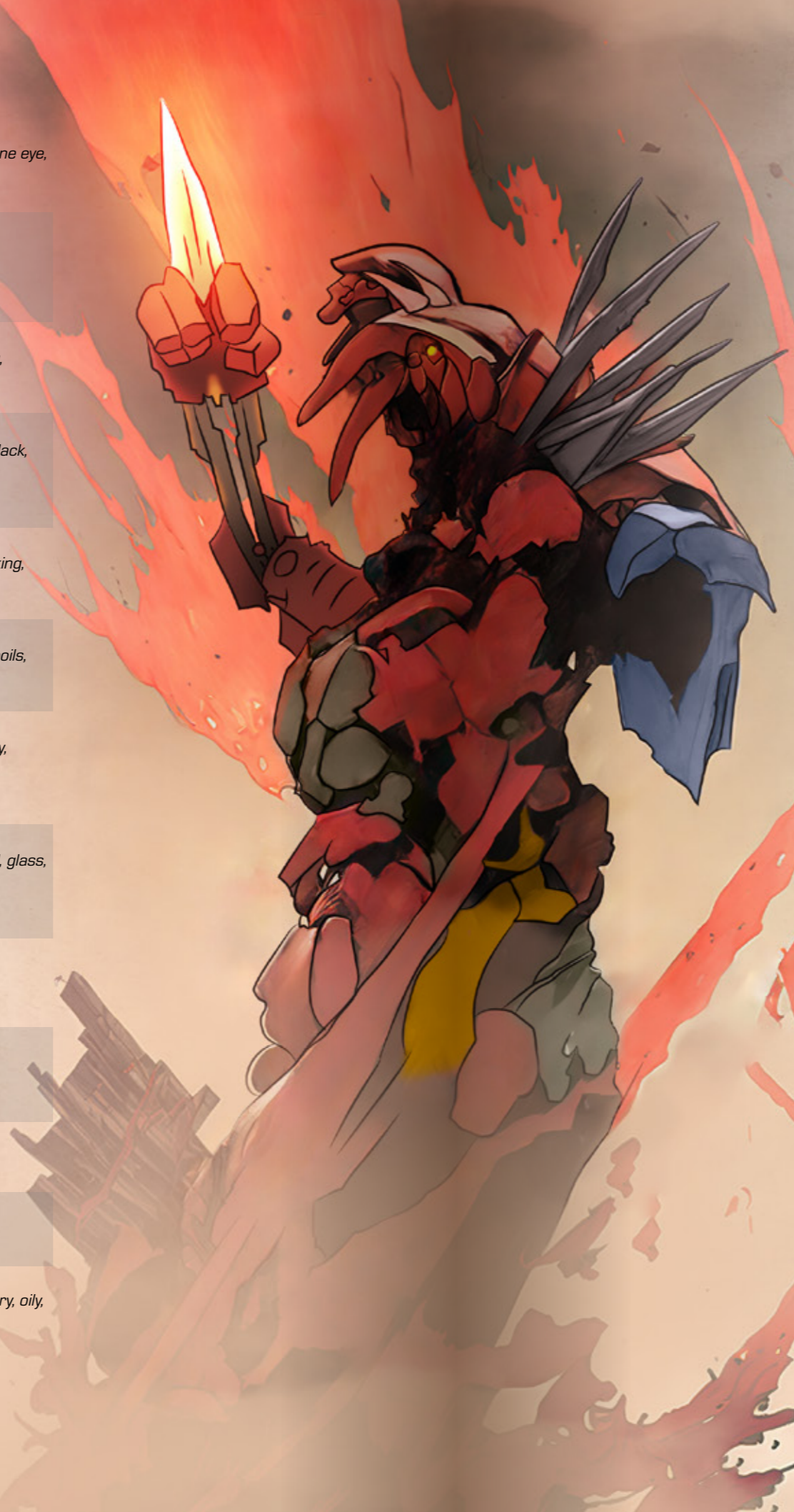
Haunting, misty, wet, liquid, rotten, corpse, glowing, thin, living, maggots
 Psychology +2D6
 Listen +2D6
 ✘ Natural Weapon (Serious II)

85. BLOODY SKIN MANTLE

Bleeding, wet, cape-like, overall, baggy, flowing, living, toothed, thorny
 Alchemy Tech +2D6
 Melee Slashing +2D6
 Learn a witchcraft fragment

86. LONG TANGLED BLOOD HAIR

Wet, dripping, living, organic, horrox, infernal, glowing, flowing, forming
 Navigate +2D6
 Disguise +2D6
 ✘ Natural Weapon (Serious II)



Dark Marks

UPON THE ALTAR OF TOPHET,
SACRIFICES BURN

In the maelstrom, the vast, endless space, breathing, waiting for flesh to plummet. You carefully watch from afar, and it's only when it is too late you realize you are falling, tumbling violently into the void. Something opens up in front of you – a consciousness, a being, stroking, communicating, inspecting you in ways your poor soul would never grasp. Something touches your spirit, and sets upon you a dark mark. A mark of valor, a mark of evolution, a mark of ownership.

Willingly or subconsciously given to you by your master, your dark marks are part of your fate – if you carry the dark mark of The King, you are meant to become one. But fate is fickle and souls carve their own destinies, which means that you may take a different path than that your master had planned for you. Your dark marks are often invisible to others, and sometimes even to yourself. Some entities, however, can sense them, and discern what path is laid down for you, and sometimes even deduce which master is behind the mark.

You create your character with one dark mark at 1st rank, and gain a rank in a dark mark of your choice when you receive a blessing from your master, which is further explained in the Audiences chapter. You can have three dark marks at most, and each can go up to 10th rank. Keep in mind that some dark marks are only available to certain forms, as indicated beside their titles.

Each rank in a dark mark gives you either a feature or a bonus. Features, indicated by ✘ and a roman numeral, are replaced by their higher versions once you get them. Remember that using features is always optional, so you may choose not to use them in certain circumstances – but everything else besides features is an unavoidable part of your new reality.

The Abomination LILITH ONLY

Your blood has come alive, defending you and attacking your adversaries in grotesque cascades.

- 1st** ✘ **Blood Counter I:** When you receive a wound, spend up to 3 ♥ to deal an equal amount of damage to any enemies within Room II distance
- 2nd** ♥ bonus +20
- 3rd** ✘ **Blood Armor I:** When you receive a wound, spend up to 2 ♥ to add 1 to your armor value for each ♥ spent, which lasts until the end of the scene
- 4th** ♥ bonus +20
- 5th** ✘ **Blood Remembers:** If you die, your blood deals 5 damage to the nearest enemy within Room II distance of your corpse, every verse, until the end of the scene – increase your death check by up to 5 to increase this damage by 1 for each death check increase
- 6th** PHY +3
- 7th** ✘ **Blood Counter II:** Same as I, but up to 6 ♥
- 8th** ♥ bonus +20
- 9th** ✘ **Blood Armor II:** Same as I, but up to 4 ♥
- 10th** ✘ **Blood Familiar:** Spend 1D6 ♥ to create a small familiar that fulfills one command you give it, vanishing afterwards – it is sentient, has a Stealth skill of 15, may communicate to you in up to 1D10 words, and may traverse walls, drip into cracks and overcome other such obstacles to get where it wants, but leaving a clear trace of your blood where it has been

The Alchemist

Your spirit seeks the secrets of Alchemy Tech and you can infuse more advanced powers into your shells. See the Alchemy chapter for important information.

- 1st** **Holistic infuser I:** You can infuse neurons
- 2nd** Alchemy Tech +4
- 3rd** **Holistic infuser II:** You can infuse nexuses
- 4th** Apothecary +4
- 5th** ✘ **Blood Chemist:** When preparing blood the blood aether is x1.5
- 6th** Genesis Tech +4
- 7th** **Holtz Chemist:** You can make sigils when infusing
- 8th** Alchemy Tech +4
- 9th** **Arch Alchemist I:** You can make primes when infusing
- 10th** **Arch Alchemist II:** You can make eldritch sigils when infusing

The Assassin

You carry the spirit of the assassin, unobserved and fading into the dark – the perfect and silent killer ready to strike from the shadows.

- 1st** ✘ **Sneak Attack I:** If you attack “undetected”, spend 1D4 ☉ to deal +1 damage
- 2nd** Stealth +5
- 3rd** ✘ **Forged in Darkness I:** You can always make your movement actions be “silent”
- 4th** Maneuver +5
- 5th** ✘ **Sneak Attack II:** If you attack “undetected”, spend 1D4 ☉ to deal +2 damage
- 6th** Climb +5
- 7th** ✘ **Forged in Darkness II:** Unless impossible, always appear to be “in the shadows”
- 8th** Stealth +5
- 9th** ✘ **Sneak Attack III:** If you attack “undetected”, spend 1D4 ☉ to deal +3 damage
- 10th** ✘ **Death Drop:** Double the Sneak Attack damage bonus if the attack is melee and you have a height advantage

The Behemoth SATANIC ENTITY ONLY

You are a huge monster, slow-moving but hard-striking. When using heavy or crushing weapons, you can deal more damage if you take a penalty to your defense roll.

- 1st** You are “large” and get ♥ bonus +20
- 2nd** ✘ **Monstrous I:** Deal +1 damage with heavy or crushing weapons then get -1 on the defense roll
- 3rd** You are “very large” and add 1 to your ♥ threshold
- 4th** Melee Crushing +5
- 5th** Your ☉ hexagons are based on the highest value among your Warfare skills and your DRV
- 6th** Ranged Heavy +5
- 7th** You are “huge” and add 1 to your ♥ threshold
- 8th** ✘ **Monstrous II:** Deal +2 damage with heavy or crushing weapons then get -2 on the defense roll
- 9th** You are “towering” and get ♥ bonus +30
- 10th** ✘ **Truly Frightening:** Spend 1D10 ☉ to increase the conflict truth target by 1 (*once per session*)



The Berserker

Your spirit was put in this world for one thing – killing. You are a natural-born killer and thrive in the madness of killing other beings.

- 1st **✘ Berserker I:** recover 1 ♥ and lose 1 ☹ every time you kill something
- 2nd ☹ bonus +20
- 3rd **✘ Massacre I:** If you kill something during a verse, deal +1 damage on melee attacks during the next verse
- 4th Throw +3
- 5th **✘ Thrive in Violence:** Gain 50 XP at the end of conflicts in which every action you have taken has been used to attack
- 6th PHY +5
- 7th **✘ Berserker II:** Recover 3 ♥ and lose 1 ☹ every time you kill something
- 8th Maneuver +5
- 9th **✘ Massacre II:** If you kill 2 beings during a verse, deal +2 damage on melee attacks during your next verse
- 10th **✘ Possessed:** When reaching 0 ♥, instead of rolling for dying, instead recover 1 ♥ and your inner demon awakens (*once per session*)

The Blacksmith

You carry the fire of creation within your heart. To create artifacts is your fate and to see them perfected is your mistress. See the Crafting chapter for important information.

- 1st You can craft consumables, gear and toys;
✘ Master Crafter I: Spend up to one ingredient in your crafting projects; **✘ Apparatus Arcania:** When crafting, exotic ingredients let you make up any word instead of picking one from the condition, juice or origin feature lists
- 2nd Crafts +2 and you gain two new exotic ingredients
- 3rd **✘ Master Crafter II:** Spend up to two ingredients in your crafting projects
- 4th Crafts +2 and you gain three new exotic ingredients
- 5th **✘ Master crafter III:** Spend up to three ingredients in your crafting projects
- 6th Crafts +2 and you gain four new exotic ingredients
- 7th **✘ Master crafter IV:** Spend up to four ingredients in your crafting projects
- 8th Crafts +2 and you gain five new exotic ingredients
- 9th You only need half the materials when crafting gear or toys
- 10th **✘ Master crafter V:** Spend up to five ingredients in your crafting projects

The Blood Oracle LILITH ONLY

You are burdened with the senses of the old ones, once used to find humans in their nightmares. You can smell the blood of creatures around you, and you are one with the path of blood and the art of preparing blood aether.

- 1st **✘ Prepare Blood I:** Preparing blood takes but a minute and you don't need to roll any skill check; **✘ Blood Sense I:** Smell creatures with rare or spark blood within Room II of you, and find them with a relevant skill check
- 2nd COG +5
- 3rd **✘ Prepare Blood II:** Blood aether x1.2 on blood you prepare
- 4th SPR +5
- 5th **✘ Blood Sense II:** Smell creatures with normal, rare or spark blood within Hall III of you, and find them with a relevant skill check
- 6th Alchemy Tech +5
- 7th **✘ Prepare Blood III:** Blood aether x1.5 on blood you prepare
- 8th Apothecary +5
- 9th **✘ Prepare Blood IV:** Blood aether x2 on blood you prepare
- 10th **✘ Blood Sense III:** Smell creatures with normal, rare, spark and titan blood within Palace IV of you, and find them with a relevant skill check; **✘ Blood Tracker:** If you have tasted the blood of a creature after your last death, sense their approximate distance from you, and track them with a relevant skill check

The Bull

Your spirit roams the savage wilds and you never surrender. You would wade through your own blood before being downed, and you never complain about pain.

- 1st ♥ bonus +40
- 2nd Add +1 to your ♥ threshold
- 3rd ♥ bonus +20
- 4th Add +1 to your ♥ threshold
- 5th **✘ Just a Flesh Wound:** First wound you receive is ignored along with its ♥ loss (*once per scene*)
- 6th ♥ bonus +30
- 7th Add +1 to your ♥ threshold
- 8th ♥ bonus +30
- 9th Add +1 to your ♥ threshold
- 10th **✘ Self-resurrection:** Perform Emergency Aid on yourself if you reach zero ♥, even if you are unconscious (*once per conflict*)

The Cartographer

Your spirit is that of the cartographer and you can create maps and learn from studying them. See the Traveling chapter for important information.

- 1st You can create maps; **✘ Void Technician I:** Spend one exotic ingredient to roll the number of waypoints with a D10 when mapmaking; **✘ Map Archivist:** Research maps you didn't make as if they were tomes of the same level
- 2nd Infernal Survival +2 and you gain five new exotic ingredients
- 3rd **✘ Void Technician II:** Spend one exotic ingredient to roll the number of waypoints with a D8 when mapmaking
- 4th Navigate +2 and you gain three new exotic ingredients
- 5th **✘ Map Specialist:** Spend one exotic ingredient to remove any negative truths and aspects affecting a map you are making
- 6th **✘ Void Technician III:** Spend one exotic ingredient to roll the number of waypoints with a D6 when mapmaking
- 7th **✘ Economy Maps:** Only pay half the cost when mapmaking
- 8th Dominions +5
- 9th **✘ Void Technician IV:** Spend one exotic ingredient to roll the number of waypoints with a D4 when mapmaking
- 10th **✘ Maps of Excellence:** Maps you've made give the navigator the ability to reroll the hardship roll once – the GM can give hints if it's a good idea to do so

The Clairvoyant

Your spirit or blood is connected to Eternal Time and you may reach out and sense what lies ahead.

- 1st **✘ Future Sense I:** Mention a subject for which you want to predict the future, and whether you want this as a hunch or an emotion – the GM will provide the details (*once per session*)
- 2nd Sixth Sense +5
- 3rd **✘ Future Sense II:** Same as I, but also possibly as a taste or smell
- 4th Sixth Sense +5
- 5th **✘ Vision:** Lose 1 ☾ to foresee an event involving a place and characters of your choosing, with the GM adding in further details of the vision and making sure it happens sometime soon (using this cancels previous unresolved visions)
- 6th **✘ Future Sense III:** Same as II, but also possibly as a sound
- 7th Sixth Sense +5
- 8th **✘ Future Sense IV:** Same as III, but also possibly as a sight
- 9th **✘ Share Future Sense:** Touch a soul to share a future sense you've received earlier
- 10th **✘ Death Sense:** Foresee who is next to die out of all souls nearby, unless the characters intervene (*once per session*)

The Cultist

You carry the lost spirit of your cult, which grants you contacts and may help you when you're in need, but may also corrupt and drain your soul.

- 1st **✘ Somebody Told Me I:** Lose 1 ☾ to count a failed check as a success (does not work for botches)
- 2nd Dark Connections +3
- 3rd You endure +1 extra corruption before your last song
- 4th Pantheon +3
- 5th **✘ Infiltrator:** Lose 1 ☾ to have one of your fellow cultists on the scene to aid you (*once per session*)
- 6th Dark Connections +5
- 7th You endure +1 extra corruption before your last song
- 8th Pantheon +5
- 9th **✘ Somebody Told Me II:** Lose 1 ☾ to count a failed or botched check as a success
- 10th **✘ Dark Agenda:** Lose 10 ☾ to reveal something your cult has planned for a long time. Describe it in all its glory – this may be used as a get out of jail free card, or some narrative twist (*once per session*)



JÄGER

CARTOGRAPHER † EXPLORER † CONQUISTADOR

Following fates seen in dreams, painting hope across a void of lies. Exploring the contours of their world, calculating the endless enigma of the Dark lord. Lured by the sweet taste of victory, frightened by death beyond the stars. With love as real as their tears, taking pleasure in each port.

DESTINY STATS

☾ Bonus +20
☉ Bonus +20
Maneuver +5

SPECIALTIES

Affinity
Infernal Survival
Movement

STARTING EQUIPMENT

Excellent III Weapon
Mundane I Armor
Excellent III Dimension canvas

FEATURE

✕ I KNEW A GUY...

Your connections, general experiences and experimental nature gives you the ability to use the **Dark Connections** skill as any **Infernal Survival skill**. Name the person when used.

INNER DEMON

ROLL 1D20-5

Jägers are usually pretty trustworthy.
Power +1

“I’ve seen the First City of Babylon, the black midnight sea, the halls of Hades, the Asphodel Meadows – even the ashes of the forbidden garden, Dark Lord forgive me – but still, I’ve never seen anything as beautiful as you!”



KNIGHT

BRUTE † PAWN † BULLET SPONGE

Like icons of our suffering, the eternal struggle to keep violence into words. The shadow of silence becomes a celebration of pain and brutality. Eternal wars unfold as the blood flows faster deep inside.

DESTINY STATS

♥ Bonus +40
One Warfare skill +5

SPECIALTY SKILL TREES

Crafts
Movement
Warfare

STARTING EQUIPMENT

Excellent III Weapon
Excellent III Armor
Mundane I Wall cutter

FEATURE

✕ HISTORY OF VIOLENCE

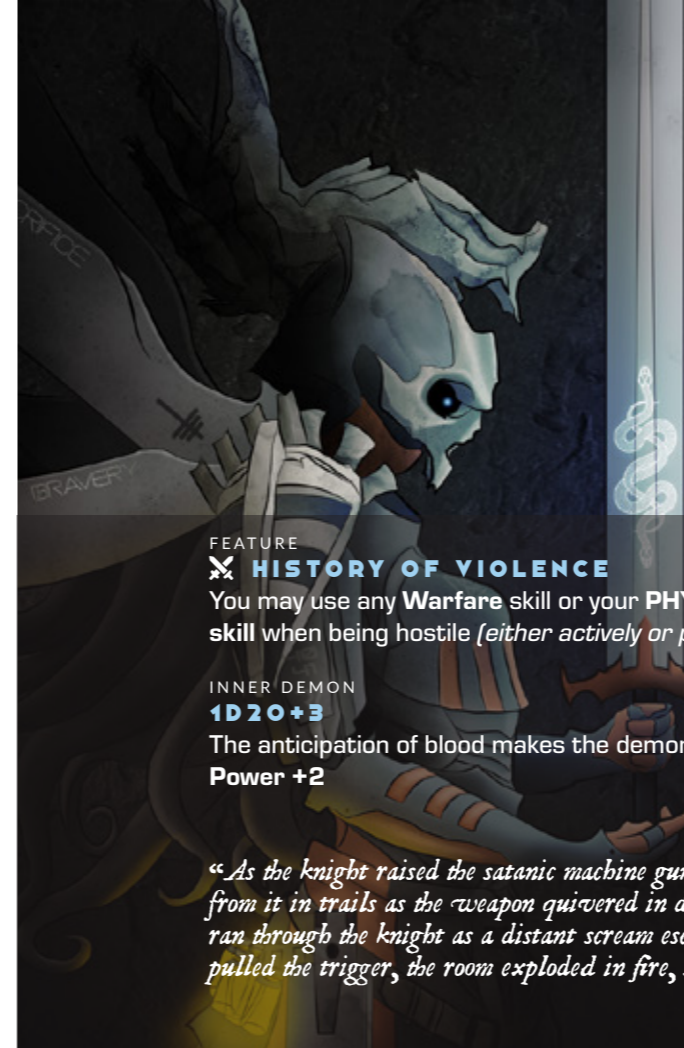
You may use any Warfare skill or your PHY instead of an Affinity skill when being hostile (either actively or passively).

INNER DEMON

1D20+3

The anticipation of blood makes the demons of Knights strong.
Power +2

“As the knight raised the satanic machine gun of hatred, dark liquid ran from it in trails as the weapon quivered in demonic anticipation. A shiver ran through the knight as a distant scream escalated to a crescendo. As he pulled the trigger, the room exploded in fire, smoke and pure death.”



≠ MYSTIC

WIZARD † OCCULTIST † DARKENER

Drifting in the aether and unlight, the mystics are moths in a void storm. Communing with the forces binding us, manipulating them, programming them, setting them on fire. The algorithms of life and death are realigned like a puzzle, with a flick of the wrist.

DESTINY BONUS

☾ Bonus +30
☉ Bonus +10
Divine Rituals +5

SPECIALTY SKILL TREES

Arcane Arts
Crafts
Literacy

STARTING EQUIPMENT

Ordinary II Weapon
Excellent III Aether instrument
Ordinary II Suspension cape

DESTINY FEATURE

✕ FLOW OF THE ABYSS

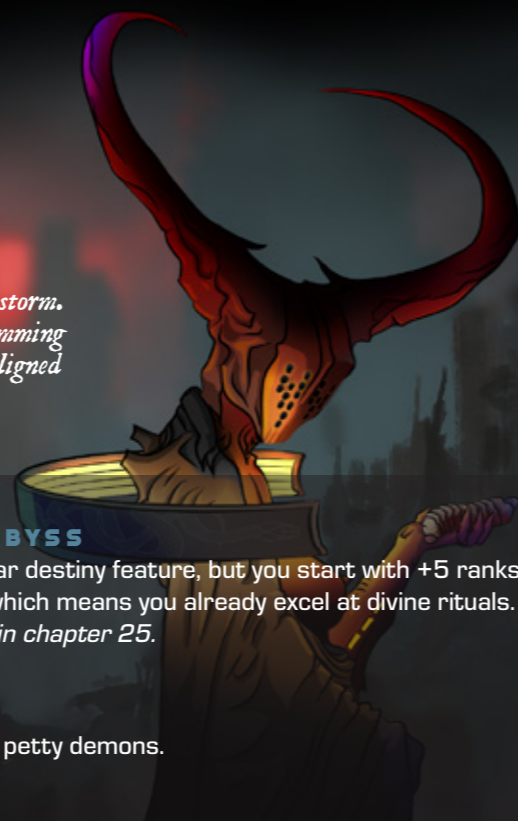
You don't have a particular destiny feature, but you start with +5 ranks in **The Mystic** dark mark, which means you already excel at divine rituals. Read more about rituals in chapter 25.

INNER DEMON

1D20+5

Mystics have no time for petty demons.
Power +2

“I sought to understand the power of the light and the unlight, seeking a way to turn it to my own ends. And so I experimented with this force, stretching the aether across the universe. And one day it snapped.”



! Necronaut !

OUTSIDER † SIN EATER † ROGUE

Diving headfirst into death, thriving in mischief and chaos, often marked as Kain by both gods and demons. Unreliable maniacs to most other souls, shattering divine seals and blowing forbidden trumpets. With spiteful and aggressive frustration, they open the fourth pool of sacrifice in their wake.

FEATURE

✕ ALWAYS CRAZY, NEVER INSANE

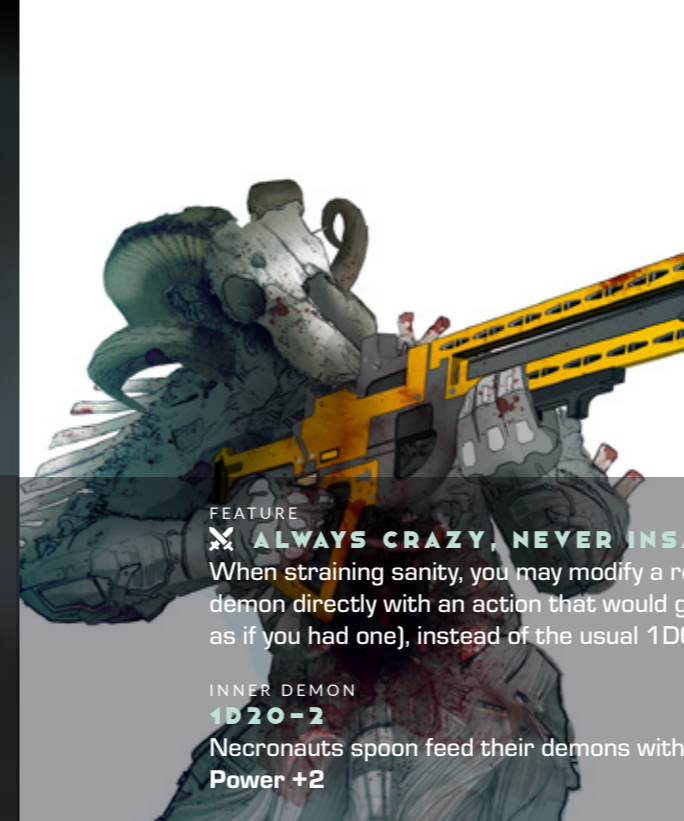
When straining sanity, you may modify a roll by -5 by paying your demon directly with an action that would get you rid of an itch (just like as if you had one), instead of the usual 1D6 ☉.

INNER DEMON

1D20-2

Necronauts spoon feed their demons with endless amounts of crazy.
Power +2

“Blood, death and ruin – they wreaked havoc and blew up the Bell of Awakening! But on the bright side, the Book Keeper got caught in the explosion and it destroyed the entire church archive, so all the souls debts have been erased, right?” “Yeah, praise them necronauts, I guess...”



DESTINY STATS

☉ Bonus +20
♥ Bonus +20
Stealth +5

SPECIALTY SKILL TREES

Movement
Perception
Shadowry

STARTING EQUIPMENT

Excellent III Weapon
Ordinary II Armor
Ordinary II Suspension cape

Skills

HAIL, SOVEREIGN OF SHEOL, REPUGNANT AND DREADED

The characters' main way to perform actions. Here you will find the description of how each skill is used in Astro Inferno. Beneath each skill's description are examples to inspire the creation of expert truths, as well as tips on how + can be used for aspects, extra actions and requirements.

Using skills in-game

There is no wrong or right when choosing what skill to roll, and the GM should sometimes give you the option of several skills to choose from. The GM should experiment with the skills, sometimes requesting checks that may not be the typical choice or which are different to the skill you would choose – this will make skills more balanced, allowing for character specialties to shine much brighter.

A mystic with high Arcane Arts skills is probably better suited to find a particular scripture in a library than a thief with outstanding Perception skills, and even the most smooth-mouthed huxter with a glorious Fable value would have to rely on their Dominion value instead in order to win a political debate against an experienced politician.

Sometimes the GM might be unsure about what skill to check against. In such situations, it is often the case of checking against a quality instead, or letting you describe further how the action is carried out in order to find out what skill makes the most sense.

Affinity CHA

A soul's ability to communicate and relate to other souls and sentient entities. The GM can use truths and aspects related to who you are communicating with in order to affect the check.

CONDUCT

The skill of performing artistically, such as with music, dance or violence, feeding the energies created by the public or listener.

EXPERT TRUTH EXAMPLES

- "Attracts small animals with music"
- "May shatter glass with a tone"
- "Has fans all over Babylon"

EXAMPLE + USES

- + Make the public briefly "spellbound"
- + Pickpocket a spectator
- + Entertain a deeply bored crowd

FABLE

The skill of believably spinning facts, fabricating stories out of thin air, and mimicking voices, calligraphy and gestures.

EXPERT TRUTH EXAMPLES

- "Senses lies"
- "Magical storyteller"
- "Extremely amusing"

EXAMPLE + USES

- + Make a story go "viral" for a night
- + Gather intel from the listeners
- + Lie while affected by truth serum

SATISFY

The skill of satisfying another soul by figuring out what they want and managing to deliver it to them.

EXPERT TRUTH EXAMPLES

- "Sexy beast"
- "Body language reader"
- "Very good cook"

EXAMPLE + USES

- + Make someone "attracted by you" for an evening
- + Handcuff your lover after they fall asleep
- + Detect deep hidden motives

Grade

Status and power are very important in Fracture, and what you wear can sometimes be more important than your innate charm or persuasion. Your grade is added to or subtracted from all Affinity skills when its sources could improve or hinder the chances of succeeding. Grade values often come from gear, although your general reputation and other wearables can also affect it. Several sources can stack together if it suits the situation, though the total modifier may never be higher than 5, positively or negatively.

CONDUCT EXAMPLE

The Conqueror, a victim of his inner peacock demon, decides to put on a scene to get some sympathy. He rolls a Conduct check with a grade of +3, since he is wielding a silk cloak used by the local nobility. He rolls a 2 +, and cries out in pretended emotional despair as he theatrically bemoans his fate. He uses both + to affect the tavern with the universal aspect "overwhelming sympathy", and so the GM describes how guests immediately fall into tears and get up to help the poor Conqueror, who now wriggles on the floor whimpering while his friends roll their eyes and continue drinking their black juice.

MOVEMENT REPLACEMENTS
RUNNING...

QUIETLY FROM PURSUERS
STEALTH

UP THE BACK OF A MONSTER
PANTHEON

THROUGH A PITCH BLACK FOREST
LISTEN/SIXTH SENSE

WITHOUT ATTRACTING ATTENTION
PSYCHOLOGY/DISGUISE

AFFINITY REPLACEMENTS
INFLUENCE FOR...

A BETTER PRICE ON A SWORD
CRAFTS/MELEE SLASHING

BE GIVEN AN GENESIS ARTIFACT
GENESIS TECH

A HIDDEN LOCATION
NAVIGATE/DOMINIONS

GETTING HELP BY A DOCTOR
EMERGENCY AID/MEDICINE

PERCEPTION REPLACEMENTS
SEARCHING FOR...

ARCANE BOOKS
ARCANE ARTS/DOMINIONS

A HIDDEN DOOR
SIXTH SENSE/LOCKPICK

HIDDEN MOVEMENTS
MANEUVER/STEALTH

A BRUTE LOST IN THE CITY
MELEE WARFARE

Arcane Arts SPR

A soul's knowledge of the occult and arcane powers. Even though they can be used for other purposes, their main use is casting rituals, infusing cores, and examining both of these to find out about what they do and who made them. You can read more about all of that in the Magic & Mysticism chapters.

These **+** uses are always available for all Arcane Arts skills when casting rituals.

- 1 **+** affect additional target
- 1 **+** increase the affected area by one distance tier

Rituals can never be cast as an extra action for 1 **+**
– they must be your main action.

ABYSSAL RITUALS

The skill and knowledge of casting graphic dark rituals that often soil locations with traces of unlight, sulfur, fire, smoke and blood. The user may learn ritual fragments from the death and satanic schools or weave new ones.

EXPERT TRUTH EXAMPLES

"Smells of sulfur"
"Unlight resistant"
"Friend of the aristocracy"

EXAMPLE **+** USES

- +** Make the walls around you "drenched with blood"
- +** Run from your creation as fast as you can
- +** Cast a ritual in the presence of a golden blooded

WITCHCRAFT

The skill and knowledge of channeling the power of life and death, often bearing themes of organic cycles, sexuality and the grotesque. The user may learn ritual fragments from the witchcraft school or weave new ones.

EXPERT TRUTH EXAMPLES

"Fearless of death"
"Has a sentient log familiar"
"Attracts butterflies"

EXAMPLE **+** USES

- +** Make the wind "carry your ritual" for the night
- +** Pour some of your ritual's traces in a bottle for later
- +** Sacrifice a rat for a ritual with hands and feet tied

ALCHEMY TECH

The skill and knowledge of infusing stuff into things programmed to unleash the infused stuff under certain conditions.

EXPERT TRUTH EXAMPLES

"Has an extra life stored in a glass ball"
"Creates untraceable shells"
"Knowledge infusion specialist"

EXAMPLE **+** USES

- +** Make the baron "bedazzled by the relic"
- +** Throw the artifact to a nearby ally
- +** Defuse a very, very, very old infusion

DIVINE RITUALS

The skill and knowledge of casting rituals powered by the aether and the mysterious forces behind everything divine. The user may learn ritual fragments from the three aether schools and the celestial school or weave new ones.

EXPERT TRUTH EXAMPLES

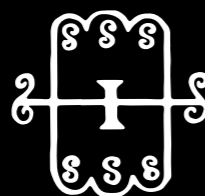
"Incurably hopeful"
"Prophet with followers"
"Glowing skin"

EXAMPLE **+** USES

- +** Make nearby souls "happy to be alive" for a moment
- +** Identify aether sources around you
- +** Cast a divine ritual in the Abyss

WITCHCRAFT EXAMPLE

The Nexusweaver wants to cast a ritual using three of her learned fragments – chained, stormy, and lust. She tells the GM that she intends the ritual to bewitch Roarax, the chancellor of the domain, making him easier to influence during their official meeting. Before entering his chambers, she eats a live tarantula and performs the short ritual. She rolls a success and gains 3 extra **+**, one for each learned fragment she used. The Nexusweaver spends all **+** to buy the truth "has a crush on me" for Roarax, and when she enters the chamber the GM tells her that the chancellor is in a very good mood, kissing her hand and nervously blabbing about how beautiful the satanic blood fall was last night, and how her eyes look fantastic beneath her flesh veil. Buying the truth is not permanent, but it has no expiration date either, so unless something big changes that, the chancellor will keep on having a crush on The Nexusweaver.



Marquis Amon

7TH SPIRIT & FIRE DEMON OF THE BLACK EMPIRE
Wolf with the tail of a snake, father of Death Wolves'. A grin full of sharp teeth, an igniting breath.

Crafts COG

A soul's knowledge and skills handling of materials of different origins. Even though the skills can be used for other purposes, their main use is inspecting and

crafting, which you can read more about in the Items chapter.

ANCIENT TECH

The skill and knowledge regarding the handling and crafting of materials of the dead and lost gods and in ecting artifacts of that origin.

EXPERT TRUTH EXAMPLES

"Egyptian artifacts know-all"
"Collector of earth artifacts"
"Expert at identifying fakes"

EXAMPLE **+** USES

- +** Make the seller "clueless that the dagger is ancient"
- +** Teach a friend how to activate the artifact
- +** Identify the ancient gear of a foe miles away

GENESIS TECH

The skill and knowledge regarding the handling and crafting of tech originated from genesis machinery and red gods, as well as nanotech like holtzfields.

EXPERT TRUTH EXAMPLES

"Has a machinae familiar"
"Surrounded by a glowing field of nanobots"
"Dreams of electric sheep"

EXAMPLE **+** USES

- +** Make the battery "last more than usual" this time
- +** Access the device's usage history
- +** Find the kidney of a rotten genesis squid carcass

HARROWED TECH

The skill and knowledge regarding the handling and crafting of the grotesque satanic organic tech of the world beyond death's gate.

EXPERT TRUTH EXAMPLES

"Has a meat familiar"
"Drains life from organic matter"
"Use bones as steel"

EXAMPLE **+** USES

- +** Make the room "smell of putrid bile"
- +** Shatter leftover bones to use as ammo
- +** Craft art out of a squashed corpse

SECULAR TECH

The skill and knowledge regarding the handling and crafting of earthly materials and technology of Fracture.

EXPERT TRUTH EXAMPLES

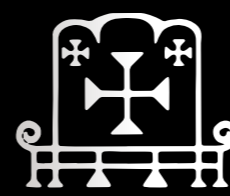
"Fast smithy"
"Smash-resistant fingers"
"Forged the baron's armor"

EXAMPLE **+** USES

- +** Make the armor "shiny like your bald head"
- +** Get more information about the found compass
- +** Repair a shattered sword

SECULAR TECH EXAMPLE

The Thiefshaper wants to create a great source of light for their exploration of a nearby tomb. He sets up a working station that the GM deems sufficient for this work and spends enough materials for creating an Excellent III flashlight, as well as some ingredients that will allow him to customize it once it's done. Now he just needs to complete a complex task with a difficulty of 5, taking about one hour per check. The Thiefshaper rolls a Secular Tech check and gets one success, and then another with two successes. He really is set for finishing it as fast as he can, so he strains his **+** twice to gain 2 more **+** in order to get it done. With that, he manages to craft the flashlight, using the ingredients to handpick its origin feature – he chooses the words reveal, corpse, and glow, making it great for identifying parts of the tomb which have occasionally had guts spread through its walls.



Duke Barbatos

8TH SPIRIT & SEER OF THE BLACK EMPIRE
The great oracle and diplomat, ruler of Lordran and the four kingdoms. Taller than trees, wiser than gods.

Infernal Survival DRV

A soul's ability to stay alive (well, sort of) in Fracture.

APOTHECARY

The skill of identifying and creating powders, ointments and potions, as well as harvesting ingredients from defeated creatures and environments. Even though this can be used for other purposes, its main use is crafting consumables and harvesting, which you can read more about in the item chapters.

EXAMPLE EXPERT TRUTHS

"Identify tinctures just by their looks"
"Corrosion-resistant skin"
"Has poisonous spit"

EXAMPLE USES

- ⊕ Make a cup of poison "tasty"
- ⊕ Apply ointment to a friend's wounds
- ⊕ Extract venom from a living serpent

NAVIGATE

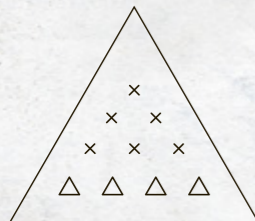
The skill used to navigate between locations in Fracture and to interpret and use maps, as well as to figure out how the satanic Unlaw bent space in its sick and twisting ways. Even though this can be used for other purposes, its main use is traveling, which you can read more about in the Traveling chapter.

EXAMPLE EXPERT TRUTHS

"Feels it in the heart when a destination is reached"
"Never fatigued by traveling"
"Can identify most horizons"

EXAMPLE USES

- ⊕ Make the journey "pleasant" to your companions
- ⊕ Study the recent movements of the stars
- ⊕ Navigate while "sick in fever"



DARK CONNECTIONS

The knowledge of underworld connections around Fracture. A successful roll gives a contact that can help with the current situation, which can either be corrupted treacherous assholes or loyal friends, up to the GM's discretion.

EXAMPLE EXPERT TRUTHS

"Lots of friends in Babylon"
"Powerful contacts within the Court"
"Holds arcane crows as messengers"

EXAMPLE USES

- ⊕ Make the contact "indebted to you"
- ⊕ Meet your contact in person far from town
- ⊕ Find someone for a suicide mission

EMERGENCY AID

The skill used to patch up a wounded soul, such as trying to scoop entrails back into an open gut, putting back a beating heart into the chest cavity or figuring out a skull puzzle while keeping the brain goop inside. Only one successful attempt is allowed for each ~~victim~~ patient, instantly giving them at least 1 ♥, keeping them alive for a while longer if they were on the brink of death.

EXAMPLE EXPERT TRUTHS

"Concentrates even amidst turmoil"
"Can perform aid with their eyes closed"
"Expert on stopping bleeds"

EXAMPLE USES

- ⊕ Make an unconscious soul "awaken"
- ⊕ Get the patient into cover
- ⊕ Patch your friend up while under fire

DARK CONNECTIONS EXAMPLE

The Shadowmancer faces a conundrum – he needs to persuade a minister of the Satanic Church to grant him and his friends access to the Library of Rotten Knowledge, but he doesn't even know where the library is located, and he and the minister are no longer on friendly terms. To solve this problem, he rolls for Dark Connections and succeeds. The GM informs The Shadowmancer that he knows a scribe within the Ministry of Gifts who could find out the best way to bribe or persuade the minister – in exchange for a kind reward, of course.

Literacy COG

A soul's ability to deeply comprehend various topics, mostly acquired through books, mentors and formal studies, but not excluding personal experience.

DOMINIONS

The knowledge of the 69 dominions, the nine regions, the cities, the mythical places, the Abyss and the Hollow. This skill is analogous to a Fracture version of geography, geology, botany and zoology. Truths purchased with this skill may be universal without the need for additional ⊕ costs.

EXAMPLE EXPERT TRUTHS

"Abyss specialist"
"Extremely fast reader"
"Map collector"

EXAMPLE USES

- ⊕ Make the knowledge "only known to a few souls"
- ⊕ Steal a page from the book you're studying
- ⊕ Remember something under pressure

DOMINIONS EXAMPLE

While wandering into a new settlement overlooked by a gigantic white ivory tower, The Labyrinthian asks the GM if he knows what it is and who dwells there. The GM tells her she can roll a Dominion check, and The Labyrinthian will get an extra ⊕ if she succeeds, since she has the character truth "grew up in a library". She succeeds and earns 1 ⊕, thus ending up with 2 ⊕ total. The GM tells her that the tower is the Throne of the wizard Athraxia, who rules this region, and that she is a really sadistic and evil ruler. The Labyrinthian wants to use his 2 ⊕ to buy the aspects "tonight there will be an official ceremony in the town square" and "Athraxia is usually present". The GM then tells him that even though these are actually two universal aspects, which would technically cost 4 ⊕ total, they will be approved, since they are creative and fit the story.

MEDICINE

The skill and knowledge of treating sick and wounded souls as well as of analyzing physiology. A treatment action takes one hour and can either be used alone or in a complex task. Alone, it recovers 1 ♥ from the patient, plus 1 ♥ per ⊕ spent for that. In a complex task with a difficulty of the patient's highest wound tier, it recovers all ♥ from the patient and turns all their wound truths into scars.

EXAMPLE EXPERT TRUTHS

"Field surgeon"
"Can remove scars"
"Terrible handwriting"

EXAMPLE USES

- ⊕ Make a scar look "neat"
- ⊕ Tranquelize the patient when they awaken
- ⊕ Determine the age of a corpse devoured by maggots

PANTHEON

The knowledge of everything surrounding higher entities, such as the Ascended, the True Unlight, the Machine Angels, and even the Worm Gods and Eternals. This skill is analogous to a Fracture version of heraldry, politics and celebrity knowledge. Truths purchased with this skill may be universal without the need for additional ⊕ costs.

EXAMPLE EXPERT TRUTHS

"Pen pal with the Arch Cardinal of Sacrifice"
"Expert on symbols and heraldry"
"Never forgets a name"

EXAMPLE USES

- ⊕ Make the knowledge "forbidden by the court"
- ⊕ Flee discreetly upon noticing rival factions arrive
- ⊕ Properly addresses the king with all his titles

PSYCHOLOGY

The skill and knowledge of treating insane and possessed souls as well as of analyzing psychology and behavior. A treatment action takes one hour and can either be used alone or in a complex task. Alone, it recovers 1 🗨 from the patient, plus 1 🗨 per ⊕ spent for that. In a complex task with a difficulty of the patient's demon power (minimum of 3), it recovers all 🗨 from the patient and represses all their demon truths for a full day.

EXAMPLE EXPERT TRUTHS

"Hypnotizer"
"Can change demon truths and fear reactions"
"Can briefly see into the Deep"

EXAMPLE USES

- ⊕ Make a patient feel "ready to open up"
- ⊕ Dodge a chair the patient threw at you
- ⊕ Soothe a rampaging wrath demon

Movement SPD

A soul's ability to perform full-body moves that normal souls are at most mediocre at. Movement skills often use the distance tiers mentioned in the Introduction chapter.

This -use is always available for all Movement skills.

1 Increase distance tier

CLIMB

The skill of traversing vertical surfaces and keeping a strong grip, holding on for dear life when shit hits the fan. A success takes you **Room II** distance up a wall or a cliff.

EXAMPLE EXPERT TRUTHS

"Loved by birds"
"Never uses stairs"
"Knows the city from up high"

EXAMPLE USES

- Make your climbing "unnoticed"
- Leap to another wall
- Climb something covered in oil

JUMP

The skill of effectively jumping and landing, also used for doing quick maneuvers in conflict, possibly creating an advantage. A success takes you **Room II distance** across a wall or over a creek.

EXAMPLE EXPERT TRUTHS

"Always lands on their feet"
"Falls with style"
"Parkour specialist"

EXAMPLE USES

- Make the acrobacy "breathtaking"
- Shoot the boss mid-air
- Land on a paper-thin edge

MANEUVER

The skill of moving in an agile way in a chaotic or dangerous environment, finding cover from dangers, staying balanced when tackled or dodging falling rocks. A success lets you advance **Room II distance** through any sort of mayhem.

EXAMPLE EXPERT TRUTHS

"Great at ambushing"
"Moves like a ninja"
"Balanced as a cat"

EXAMPLE USES

- Make it through a burning building "unharmed"
- Rescue a lost cat along your way
- Dodge something insanely fast

THROW

The skill of throwing stuff and hitting what you aim at. A success throws the item Room II distance. How heavy the object can be is up to the GM, but your **PHY** should be taken in consideration.

EXAMPLE EXPERT TRUTHS

"Ambidextrous"
"Heavy lifter"
"Loves boomerangs"

EXAMPLE USES

- Make the window "wide open"
- Get in while the guards are distracted
- Throw a heavy chest

THROW EXAMPLE

The Thiefshaper wants to pick up a legionnaire he is fighting and throw him at a centurion. The GM tells him the centurion is within **Room II distance**, and that even though The Thiefshaper has a **PHY** of 23, the legionnaire is still quite heavy, so he could throw him by spending 1 , and that it would deal 3 damage to the centurion on a hit. The Thiefshaper rolls a Throw check and gets a natural 1 – a perfect check, making his Throw skill of 16 generate 6 . One is removed because of the weight of the soldier, but the other 5 are used to increase the damage from 3 to 8. The GM describes how the soldier flies straight into his captain's torso, ripping open and crushing the centurion's chest with a horrible wet cracking sound.



Perception CHA

A soul's ability to calculate how other souls think and behave, as well as its general awareness and attention.

LISTEN

The skill of hearing faint sounds and figuring out what they are, where they come from and, if speech, what is said.

EXAMPLE EXPERT TRUTHS

"Can identify souls by their footsteps"
"Ignores background noise"
"Loves good music"

EXAMPLE USES

- Make a sound "only heard by you"
- Calculate the exact origin of a sound
- Awaken from faint sounds while fast asleep

READ SITUATION

The skill of reading the intricate details of a situation and gathering knowledge of motives, feelings or even possible future actions. This may target a person, group or a general situation.

EXAMPLE EXPERT TRUTHS

"Makes mental maps all the time"
"Expert at spotting weaknesses"
"Never forgets a face"

EXAMPLE USES

- Make a situation "feel secure"
- Follow someone you've found suspicious
- Gather intel while poorly disguised

SCROUNGE

The skill of spotting things or looking through an area in a logical way to find anything useful. This can be used when looting or searching through a location, although it cannot be used to find additional loot in an already looted area. Read more about this in chapter 18 Looting.

EXAMPLE EXPERT TRUTHS

"Never leaves anything out of place"
"Collects rare figurines"
"Excellent nose"

EXAMPLE USES

- Make a scrounged location look "untouched"
- Hide an item you've found
- Find something useful with very little time

SIXTH SENSE

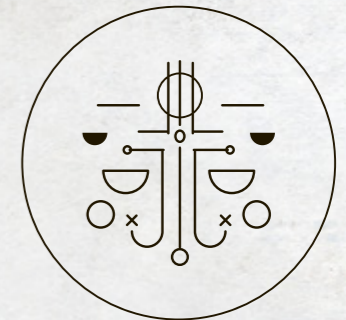
The skill of feeling if you are being watched, if something is about to happen or if a choice will be better or worse than another. May only be used actively once per scene.

EXAMPLE EXPERT TRUTHS

"Almost always finds the safest path."
"Meditates to get visions"
"Left eyebrow itches when in danger"

EXAMPLE USES

- Make a surprise situation be "expected"
- Turn around and glare at your stalker
- Sense something while in a chaotic environment



Shadowry SPD

A soul's ability to bypass all kinds of security and vigilance.

DISGUISE

The skill of camouflaging, used for making yourself or an ally look like someone or something else, forging fake objects such as documents and artifacts, or just concealing things even if they are in plain sight.

EXAMPLE EXPERT TRUTHS

"Hard to spot in a crowd"
"Very forgetful face"
"Expert at imitating walks"

EXAMPLE USES

- ✦ Make a disguise "able to fool even close friends"
- ✦ Burn the proofs that you've forged the document
- ✦ Disguise something widely known or famous

STEALTH

The skill of being imperceptible, whether it is by staying still and silent or by blending your moves and sounds into the environment's activity.

EXAMPLE EXPERT TRUTHS

"Runs silently"
"Disappears when you look away"
"Can hide in tiny places"

EXAMPLE USES

- ✦ Make yourself "hidden in plain sight"
- ✦ Backstab from the shadows
- ✦ Sneak past a heavily guarded position

LOCKPICK

The skill of bypassing locks and other mechanics without the proper key. Simple locks are opened with a normal action, possibly requiring up to 3 ✦ to do so. Complex locks are opened with a complex task with a difficulty of up to 10, where each action takes an hour. Seriously hard locks may have a much higher timeframe, or not be pickable at all. Lockpicking is best performed with specialized tools associated with the specific type of lock.

EXAMPLE EXPERT TRUTHS

"Nanolock hacker"
"Knows a trap when seeing one"
"Picks locks with anything at hand"

EXAMPLE USES

- ✦ Make a lock "open silently"
- ✦ Lock the door after going through
- ✦ Pick a lock with improvised tools

SLEIGHT OF HAND

The skill of deceiving or tricking with dexterity, used for stealing, hiding and planting items on others without them noticing.

EXAMPLE EXPERT TRUTHS

"Can hide mostly anything in a coat"
"Expert on belt buckles"
"Beloved prankster"

EXAMPLE USES

- ✦ Make a smaller audience "amazed"
- ✦ Place the emptied wallet back where it was
- ✦ Pickpocket an experient pickpocketer

Warfare PHY

A soul's ability to deal damage and handle their weapons. Even though they can be used for other purposes, their main use is attacking, which mostly happens during conflicts. You can read more about all of that in the Conflict chapter, most specifically under the attack conflict action.

When engaging in combat unarmed (by grappling, punching, biting, clawing, etc) or wielding whatever is around (like bottles, boxes, stones, smaller people, etc), you usually don't have all the power that weapons provide, but you can at least choose whatever Warfare skill you feel is more appropriate. Of course, the GM must agree with the choice as well.

Unlike other skill trees, Warfare has two branches – Melee Warfare and Ranged Warfare, each respectively including the skills with names starting with Melee and Ranged. Whenever one of these branches is referred to, treat it as you would treat a skill tree, affecting all skills within.

These ✦ uses are always available for all Warfare skills when attacking.

- 1 ✦ damage an additional target
- 1 ✦ increase damage tier by 1, to one target

Further more almost all example ✦ uses below are usable with any of the Warfare skills, just use common sense for what your weapon or attack is able to do. Truths are often very destructive among Warfare skills, and even aspects can create minor destruction or make holes in stuff.

MELEE FINESSE

The skill of handling high-accuracy weapons such as daggers, spears and whips. Finesse weapons are good all around.

EXAMPLE EXPERT TRUTHS

"Expert at concealing weapons"
"Weapon juggler"
"Distracting fight technique"

EXAMPLE USES

- ✦ Make the armor of the enemy "starting to crumble"
- ✦ Disarm an adversary
- ✦ Make an attack in the dark

MELEE SLASHING

The skill of handling sweep-through weapons such as blades, bats and scythes. Slashing weapons can hurt a lot of targets at once and are great for fighting hordes and minions.

EXAMPLE EXPERT TRUTHS

"Always aims for the head"
"Draws a blade faster than the eye can blink"
"Known as the bearer of a horrendous weapon"

EXAMPLE USES

- ✦ Make the furniture "broken"
- ✦ Prepare to parry a future attack
- ✦ Fight waist-deep in mud

MELEE CRUSHING

The skill of handling one-swing weapons such as battle axes, great swords and war hammers. Crushing weapons deal huge damage to fewer targets.

EXAMPLE EXPERT TRUTHS

"Enacts beautiful dances of violence"
"Inspires fear when holding a weapon"
"Makes the ground shake"

EXAMPLE USES

- ✦ Make a targeted adversary "airborne"
- ✦ Pin an adversary with your weapon
- ✦ Incapacitate a target without killing them

RANGED PRECISION

The skill of handling high-accuracy weapons such as hand cannons, marksman rifles and bows. Precision weapons are good all around.

EXAMPLE EXPERT TRUTHS

"Gun-twirling trickster"
"Eagle eyed"
"Slingshot professional"

EXAMPLE USES

- ✦ Make a shot adversary "bleed like a pig"
- ✦ Tell how much bones the target has
- ✦ Hit a long-range target

RANGED AUTOMATIC

The skill of handling bullet-spitting weapons such as machine guns, vulcan cannons and assault rifles. Automatic weapons can hurt a lot of targets at once and are great for fighting hordes and minions.

EXAMPLE EXPERT TRUTHS

"Ammunition expert"
"Can tell guns by their sound"
"Smells of gunpowder"

EXAMPLE USES

- ✦ Make a foe "quiver in fear"
- ✦ Prepare to take cover
- ✦ Shoot a fast-moving target

RANGED HEAVY

The skill of handling one-shot weapons such as specialized long-range rifles, harquebuses and heavy cannons. Heavy weapons deal huge damage to fewer targets.

EXAMPLE EXPERT TRUTHS

"Aura of violence"
"Keeps all weapons spotless"
"Keeps track of everyone killed"

EXAMPLE USES

- ✦ Make a wall "perforated with huge holes"
- ✦ Strike an awesome and intimidating pose
- ✦ Hit a small target

STEALTH EXAMPLE

The Skyreaver is infiltrating a satanic laboratory deep in the caves of lost Myrkeheim, and needs to roll a Stealth check to stay hidden from a Morkir patrol walking by. She rolls 2 ✦ and wants to silently kill one of the passing guards and take his uniform without being spotted, and the GM decides that 2 ✦ is enough to do so. The Skyreaver puts on the uniform and is now ready to investigate the satanic lab up close.



Inner Demons

INSIGHT INTO MADNESS

Each of us here has a patron sin – a favored transgression which is more alluring to us than all the others. In the world that was, those vices could be all-consuming. As appealing as they may have been, they held the power to destroy us. In Fracture they are so much more powerful, still. The sins that whisper the loudest in our ears here are living things – demonic entities bent on stripping whatever humanity is left in the souls of the damned. I have seen these hidden monsters possess thralls, holy divers, and even golden blooded, making them puppets of darkest desire. I am no exception to this. There is a demon inside me, as in everyone else here. Its wispy beard brushes my shoulder, and it whispers profane and lustful words into my ear. I feel its twisted horns nudge me, nearly constantly, to perform unspeakable acts.
– From the letters of Reverend Henry Arlington.

All souls in Fracture struggle with inner demons, and while some manage it well, some let their demons control their whole lives. Your inner demon is a creature of unending appetite. If you give in to it, it may change you forever.

All the inner demon mechanics listed here are further explained in chapter 10. When you create your character, feel free to choose a specific demon you want or create a new demon with other sins or even virtues to be haunted by – demons like Charity or Compassion could be truly devastating creatures, and fun to play. Create such demons together with the GM.

- 1-3. Lust (Goat demon)
- 4-5. Hunger (Pig demon)
- 6-8. Greed (Fox demon)
- 9-11. Sloth (Donkey demon)
- 12-14. Wrath (Wolf demon)
- 15-17. Envy (Dog demon)
- 18-19. Pride (Peacock demon)
- 20. Make a new demon

Lust Demon THE GOAT - ASMODEUS

Demons of lechery crave their tribute as lustful sirens. Souls that bear these demons often develop extremely seductive qualities, to the point of becoming devilishly dangerous if the demons get too powerful

Kink Satisfy

Fear Reactions Vertigo, violent thirst, fumbling, hysterical undressing, blindness.

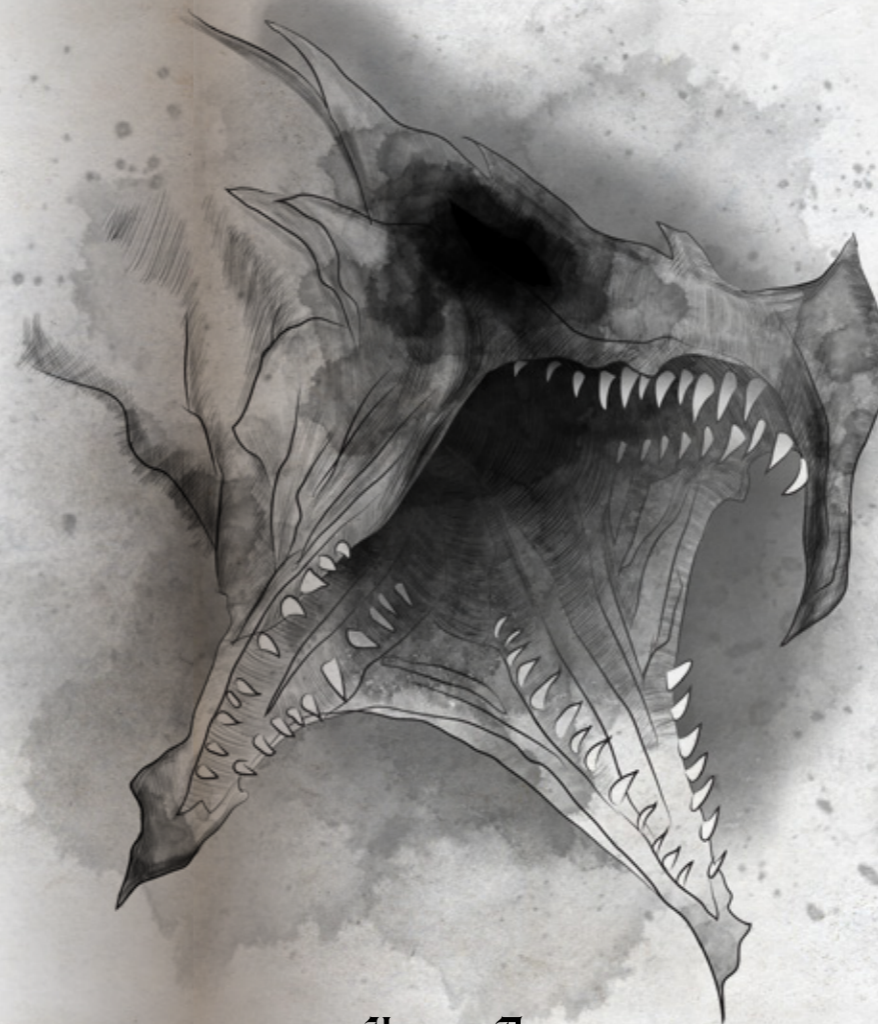
Demon Truths Sex addict, stalker, subconscious manipulator, romantic, everhorny, hypersexual, goat-like

Related actions Trying to charm, fondling, isolating and seducing, telling a secret, slipping naughty comments, acting horny, being sexually awkward, daydreaming, longing poetically, using seductive voice, flirting hysterically, fleeing the scene to masturbate

LUST AWAKENING

You crave mindless satisfaction now! Your body writhes with ravaging lust! All your actions must be aimed at satiating your carnal desires.

Martin van Maele



Hunger Demon THE PIG - BEELZEBUB

Hunger demons are always hungry and always nagging about their cravings. They are not to be trusted and often develop an unpleasant demeanor and a nasty appearance. They are not as dangerous as other demons, but can be irritating to deal with.

Kink Scrounge

Fear Reactions Chest pains, shortness of breath, puking, eating gear, self-cannibalism

Demon Truths Forever hungry, whining, alcoholic, burping and farting, disgusting, cannibalistic, pig-like

Related actions Mentioning food or booze, smelling food, scrounging incautiously, going on a hunger frenzy, chewing on stuff, eating rations, stealing, looking for food, whining about hunger, churning stomach, dreaming about food or booze, drooling

GLUTTONY AWAKENING

You crave food, meat or booze right now! Life means less than your hunger! All your actions must be aimed at eating and drinking as much as you can.

Greed Demon THE FOX - MAMMON

Demons of avarice are nifty and charismatic, manipulating to get what they want. They are never to be trusted, but since they are also greedy for their own life, they tend to run from danger rather than cause trouble.

Kink Sleight of Hand

Fear Reactions Hyperventilating, small talk, hiding, manic laughter, hysteria

Demon Truths Cheap, trickster, suspicious, whispering, secretive, sycophant, fox like.

Related actions Investigating alone, lying about loot or resources, hiding something, planning something for later, stealing, hiding, lying, plotting, obsessing about something, buttering up, being dishonest and unfair

GREED AWAKENING

Other lives mean less than getting your hands on the riches! You don't care what they think or say anymore! All your actions must be aimed at getting your hands on something of value.





Sloth Demon THE DONKEY - BELPHEGOR

Demons of indolence are lazy bastards trying to do as little as possible. They tend to make up stuff about why they can't help out and often get very good at lying.

Kink Fable

Fear Reactions Acting in slowmotion, nausea, pissing in pants, play dead, paralysis.

Demon Truths Lazy, mumbler, oversleeper, snorer, liar, depressed, donkey-like

Related actions Refusing, self-isolating, hiding, taking a break, staring at the sky, falling asleep, locking yourself in, locking others out, hiding important stuff, fabricating events, muttering and whining, needing to sleep, complaining about noise, dragging feet, gasping, daydreaming

SLOTH AWAKENING

You just stop and won't do shit. You won't participate anymore, even if your life depends on it. Your actions may only hinder you from being part of the scene.



Wrath Demon THE WOLF - SATAN

Demons of anger are pretty intimidating creatures and they often become outright dangerous. Wolf demons seldom make lots of friends and often try to hide their true nature.

Kink A single Warfare skill of your choice

Fear Reactions Chills, confusion, self-harm, hallucinating, hurting friends

Demon Truths Intimidating, growling, quick-tempered, anxious, blood thirsty, violent, wolf-like

Related actions Raging, inciting violence, smashing gear, scolding someone, hurting yourself, causing accidental damage, inspiring fear, intimidating, going on a violent outburst, destroying things, berserking, antagonizing, claiming everyone is wrong, needing to punish, cultivating hatred, heckling, instigating

WRATH AWAKENING

You want to see blood! **BLOOD MOTHERFUCKER!!!** All your actions must be aimed at accelerating the scene towards violence, even if that means hurting your friends.



Envy Demon THE DOG - LEVIATHAN

Demons of jealousy are horrible companions and you never want them around your party. If you're afflicted with an envy demon, you'd better keep them sane and perky or they will fuck you up. Badly!

When making a character with an envy inner demon, choose one desire as a truth about your character - something another character has, such as an item, a power or a truth - and secretly tell the GM about it. You can get or come up with more desires along the way, and you must always have at least one.

Kink Listen

Fear Reactions Shivers, howling, delusions, uncontrollable screams, paralysis

Demon Truths Envious, self-pity, depression, vile, antisocial, malicious, dog-like

Related actions Talk about your desire, try to get your desire, lie about your desire, become suspicious, long for your desire, feel guilt, feel hopelessness, steal, destroy, wreck someone's status, backstab, lye, spread rumors, yearn silently, have passionate dreams, cry for injustice, hate spitefully.

ENVY AWAKENING

You must have one of your desires **NOW**, life is meaningless without it! If you can't have it no one can have it! All your actions must somehow be aimed at getting your desire.



Pride Demon THE PEACOCK - LUCIFER

Demons of Pride attract a lot of attention and their wake is often a raging chaos of admirers, haters and fanatics.

Kink Conduct

Fear Reactions Chest pains, dry speechless mouth, staring at nothing, imperious tone, giving a show

Demon Truths Narcissistic, selfish, posh, patronizing, pompous, obnoxious, peacock-like

Related actions Laughing at dangers, laughing at others, making sure you look your best, lying to make yourself look good, using fancy words, condescending, spelling out differences, bragging about old achievements, comparing oneself to higher powers, isolating yourself, taking the credit from someone else, misjudging limits

PRIDE AWAKENING

Everyone is inferior to you! If they don't appreciate what you do, toss them aside! All actions must be aimed at making you the main focus.



Conflict

THE ENGINE OF HELL

“Great nations built from the bones of the dead. With mud and straw, blood and sweat. You know your worth when your enemies praise your architecture of aggression.” - Megadeth - Architecture of Aggression

Conflict is divided into **VERSES**. Each **VERSE** has an **END TROUBLE**, and the verse starts with its declaration and ends with its resolution. In between that, the party acts first, with each character performing an action, followed by the GM with the adversary activation and the characters' **DEFENSE ROLLS**. The players are free to choose the order in which the characters will be activated, as long as activations are resolved one at a time.

When unexpectedly entering conflict, however, some characters may not be able to act in the first verse. Such situations are up to the GM, but they usually involve a check on a relevant quality or skill to give you some chance to act.

When all characters have made an action and the **END TROUBLE** has been resolved the **VERSE** is over and a new verse starts with the declaration of a new **END TROUBLE**.

Anatomy of a Verse



END TROUBLE IS DECLARED

PLAYER ACTIVATION FOR EACH CHARACTER

ENEMY ACTIVATION

END TROUBLE IS RESOLVED

A verse in conflict consists of:

1. The GM declaring the **END TROUBLE**.
2. The players act, and roll one check.
3. The players roll for **DEFENSE** and the GM determines potential dangers or damage.
4. Resolving the **END TROUBLE**.

Two dice rolls for each player. Then the GM determines if the players have done enough to avoid or prevent the end trouble. Otherwise resolving the end trouble.

TROUBLES (END & TRIGGERED)

Each verse has an **END TROUBLE**, which describes what will happen at the end of the verse if no one manages to prevent it. The GM may create each **END TROUBLE** anew or choose one from the adversaries' descriptions, and must declare it at the beginning of the verse either openly, in riddles, or hinted at as part of the narrative. **END TROUBLES** that will happen later on but have major consequences may also be declared in earlier verses (usually the first one) for extra suspense.

If the GM believes it will be interesting to not have any actual trouble set for the end of a given verse, they can create harmless or even positive end troubles. You won't necessarily know that upfront, however, which leads to intriguing dilemmas and plot twists, such as an ally disguised as an adversary that would reveal itself in the end trouble - if only you hadn't jumped to kill him first...

If you fail or botch any action during the conflict, the GM gets to react with a **TRIGGERED TROUBLE** instead of the usual negative aspect or truth. **TRIGGERED TROUBLES** may be created anew or chosen from the adversaries' descriptions, and in botches, they may even mimic the effects listed as **END TROUBLES**.

Example end troubles

- The space station will crack and lose pressure.
- The centurion will deal 10 damage to you all.
- The Great Mother will trap one of you.
- The death wolf will devour you.
- The god will scream and tear your souls apart.
- The queen looks at you and smiles.

Example triggered troubles

- A surprisingly quick slash opens up your stomach, and you can see some of your bowels.
- With a howling shriek, two new adversaries appear around the corner.
- It screams frantically and before you know it, it pounces, and you're knocked over and pinned to the ground.
- Your gun just clicks - out of ammo already? Or did it malfunction?
- The adversary's sword starts to burn, her damage is now 6 instead of 4.
- The creature opens its large mouth filled with large squirming tongues, each one has a bloody human face, you all lose 5.



Conflict actions

You can do pretty much anything during a conflict, but you'll probably use most of your actions to get an advantage, get rid of enemies or avoid getting killed, and the following actions are especially useful in such events.

ATTACK

Attempt to deal damage to someone or something. When doing so, first declare the weapon you're attacking with and who or what is your target. Then, roll a relevant **WARFARE** skill check with either the weapon's **ATT** or **AGM** as a modifier, depending on whether or not you're using an augmentation consumable in the attack (more about that in the Consumables chapter).

If successful, deal damage as indicated by the weapon's **DAM**, reducing it by the target's **BONES** value (or armor value, if hurting friends is your thing). Finally, you have the following additional ways to use **+** beyond the normal ones:

ATTACK ROLL

- 1 **+** Increase the damage tier you dealt by one.
- 1 **+** Declare one additional target

If the weapon has the **QUICK** feature (like all **SLASHING** and **AUTOMATIC weapons**), this can be 2 or even 4 targets per **+**. (keep the weapon's maximum **TGT** limit in mind).

If you're attacking with an **ITEM OTHER THAN A WEAPON**, treat it as a generic weapon that only has its base values based on **TIER**, as described in the Gear chapter. If you're attacking **UNARMED**, treat it as an attack with an item of the same **TIER** as your highest **NATURAL WEAPONS FEATURE** (usually provided by corruptions), or **Mundane I** if you don't have any. The GM has the final say on how this will work, and may freely tweak values according to the situation.

You normally don't need to **RELOAD** your weapons in Astro Inferno, they're always ready to use – still, **WEAPON JAMS** or even **BROKEN WEAPONS** can be introduced as **NEGATIVE ASPECTS OR TRUTHS**.

Weapons also have no such thing as a specific **RANGE**, meaning whether or not an attack can reach a target is up to the GM, based on the situation and the weapon being used. If a target is at a considerable range, the GM can consider this as a **NEGATIVE ASPECT** that makes it harder to succeed. And, if a target is at an **IMPOSSIBLE RANGE**, remember you could always try a **PANIC CHECK**.

ANALYZE

Attempt to figure out things that are hidden or obscured and get hints about how to improve your situation by rolling a relevant skill check (usually from the **PERCEPTION** skill tree).

On a success, ask the GM anything, possibly spending **+** to ask further questions. On a failure or botch, the GM may use the negative aspect or truth to introduce dire news or fake findings.

Not everything requires an action to ask about. Some questions can usually be asked of the GM straight away, to which they can reply fully or approximately. Adversary count and type are usually open information, while bones, damage tier, number of attacks, harvest items and loot tier usually require analyzing. In the end, however, it is all up to what the GM believes to be most appropriate for the story.

FLEE

Run for your life, leaving this cursed conflict and all of your allies behind by rolling a relevant skill check (usually from the **MOVEMENT** skill tree).

On a success, you are out of the conflict, probably safe and sound, but you'll have to wait for the conflict to end before the story shifts back to you. The **LAST CHARACTER IN A CONFLICT** cannot do this, though, they need to **END THE CONFLICT** to get away, so think twice before fleeing (or letting someone flee before you).



PREPARE

Get ready to do something later that verse. When doing so, first declare what you're preparing for. Then, roll a relevant skill check. **+** left over from other actions can also be saved to be used as preparations later that verse. Preparations are especially useful for **PROTECTING** and **TAKING COVER**, but may be used for a wide range of actions.

Protecting is a maneuver where you parry or distract the enemy in order to avoid damage to yourself or to a nearby ally. It allows you to reduce the damage dealt to a character by a future attack or effect by 5. If you have rolled a bunch of **+** there is no limit to how many prepared protections you can use in the same verse or to whom they are applied, as long as the GM thinks it makes sense.

*While fighting a horrid tentacled beast, The Defiler makes a Jump check to get to a higher position and gets 2 **+**. She spends both to prepare protections against any attack from the beast, against her or The Thief, planning to shout and curse at the beast if it tries to attack. At the end of the verse it lashes out with its barbed tentacles against them. Because of her preparation, The Defiler can lower the damage dealt to one of them by 10, or to both by 5.*

Taking cover is getting yourself or a nearby friend to a safer position. It allows you to halve all damage dealt to a character until the end of the verse. Each character can only benefit from cover once in a verse, but you can prepare as many as you like to get all your friends into cover. When a character is both benefiting from cover and under an effect that reduces the damage (such as a protection), always apply the cover modification and halve the damage first.

The Thief had one take-cover-action prepared, but as The Defiler took more wounds than him, he decided to spend it to halve the damage she took, pushing her behind a pile of debris at the last second.

Preparations remain available until they're used or the verse ends. If there are still any unused preparations after the end trouble resolution, they may be converted to half as much **+**, rounded up, which must be spent right away, representing your hurried, stressed actions at the end of the verse.

Adversary activation & Defense rolls

*You don't have to outrun the bear.
You just have to outrun the fool next to you.*

After the party is done with each character's activation, the GM describes what the adversaries will do and calls for defense rolls from all characters in danger, which are all rolled simultaneously.

The DEFENSE ROLL is not an action, so everyone always gets to do it. It works just like a check, but it is not one, so you don't get to SPEND + generated by it and you cannot STRAIN SANITY on it unless you have a feature that makes it possible.

The GM decides which skill should be used as a defense goal (usually from the MOVEMENT, PERCEPTION or WARFARE skill trees) depending on the nature of the danger, sometimes assigning different skills to each player and allowing some to choose between multiple skills. The consequences for each player are then resolved depending on the results:

DEFENCE ROLL RESULT

Safe and sound (success with at least 1 +)

As it sounds, you avoid the danger completely and can start to plan your next move.

Barely safe (success, but with no +)

When you roll a success, you have avoided the bulk of what you're defending against and won't receive any damage, but maybe you lose your balance, have bullets and shrapnel flying all around you or your adversary cuts the distance and is suddenly up in your face. The GM assigns you a NEGATIVE ASPECT that will affect your next verse or even become a DISADVANTAGE when you try to end the conflict.

Wounded (failure)

Receive DAMAGE depending on how the other players rolled. The highest damage among those of all adversary types is dealt to the player who failed with the HIGHEST ROLL, the second-highest damage to the second-highest failed roll, and so on.

Badly wounded (botch)

Resolve in the same way as a failure, but your ARMOR IS IGNORED and you lose ♥ immediately, which could kill you on the spot.

DEFENCE ROLL (SIMULTANEOUS)

Success with at least 1 +

Take no damage.

Success with no +

Receive no damage, but get a NEGATIVE ASPECT.

Failure

Take DAMAGE, with the highest roll taking the most damage.

Botch

Take the highest amount of DAMAGE, ignoring armor, and immediately lose ♥.

What do I defend against?

Defense rolls aren't allocated to separate attacks, enemies or dangers. Instead, it is a general roll to determine how well each character who is potentially in danger fends off the various dangers in that verse.

The GM doesn't have to keep track of separate enemies – just call for a defense roll knowing that the result will guide the narrative.

*“Suddenly the dark is lit by machine gun fire.
– Roll for defense.”*

Moreover, defense rolls aren't bound to conflict, and can be used in many other dangerous situations, such as avoiding rolling boulders, evading explosive traps or surviving an avalanche.

GM Wound hierarchy

All characters who fail their defense roll will get hurt in some way. The GM uses the damage values at hand from adversaries or any other damage sources involved, ranked from highest to lowest.

The character who failed with the highest result on their dice takes the highest damage, and this continues in descending order until all characters who failed their roll have taken damage once. If the damage sources run out, the lowest is repeated so that there's enough for everyone.

The Sunwarden, The Defiler and The Thief are facing a group of dangerous Haxan mercenaries and some of their weaker cultists. If all three characters fail their defense rolls, the one with the highest result would take damage from the mercenaries, and the other two would both take damage from the cultists.

If two or more characters get wounded with the same result (whether it is by failing or botching), the highest damage is applied to both of them. This can mean that other players who rolled better may end up taking more damage than expected.

The Sunwarden and The Defiler failed their defense roll with a result of 18, both of them, while The Thief failed with a 15. The situation has worsened a bit, and now there is also an arcane spell dealing 10 damage, on top of the mercenaries, which deal 5, and the cultists, which deal 2. As The Sunwarden and The Defiler tied for the worst roll, the highest damage source (the arcane spell) is applied to both of them, meaning they take 10 damage each – and poor The Thief, who had nothing to do with this folly, ends up taking 5 damage from the mercenaries instead of 2 from the cultists.

Wound values and narrative

The GM should not depend on the specifics of the adversaries themselves in order to narrate the damage – they are just contributing to the scene with another damage source. If the players are fighting a CHAMPION dealing 10 damage and some legionnaires dealing 4, the player rolling worst and getting the TIER 10 wound doesn't have to be hit by the CHAMPION, it could be a single legionnaire who has gotten really lucky and slits the character's throat, or it could be from falling backwards down a previously undetected shaft. Let the narrative take front row, instead of solely relying on facts and numbers when assigning damage.

More adversaries than players?

The GM actually only needs to keep track of as many damage sources as there are players in the conflict – choosing the highest of the damage sources available. All damage sources weaker than those are disregarded, just becoming part of the narrative.

This makes it possible to manage large-scale battles, or battles with unknown enemy forces, since you only have to keep track of a handful of damage numbers, which will affect characters who fail the defense roll in the order of their dice roll results.

More players than adversaries?

If there are more characters who failed than there are adversary types in the conflict, the lowest damage is repeated so that there's enough for everyone.

“Oh you all failed your defense roll? You've completely surrounded the priest who has backed into the corner, when you hear a metallic click and a black object rolls out beneath his cape onto the floor and stops right in front of you. BOOM! You feel your flesh tearing away from your bones and you all crash burning into the opposite wall.”

Ending the conflict

Obviously, a conflict ends when there are no more adversaries to fight, either because they died or because they aren't fighting anymore, having surrendered, fled, fainted and so on. But that's not the only way a conflict could end – some adversaries (**CHAMPIONS** and **BOSSSES** – see below) are actually so relentless that this will simply never happen.

To consolidate your previous moves and the progress you have made throughout the conflict, you often have to resort to purchasing a one-way ticket to a conflict end roll, an all-or-nothing moment where the fight is decided. Is your foe defeated? Is it a Pyrrhic victory that tastes of ash? Does your foe suddenly turn your assumed advantage against you?

At any moment during a conflict, you may choose to spend 3 or more **+** to purchase the special truth “**THE CONFLICT ENDS**”. There is no other way to reach the end of a conflict through truths, so don't try anything funny by introducing normal truths that would otherwise make the conflict end – the GM will either reject them or twist them to make you suffer for it somehow.

When purchasing “**THE CONFLICT ENDS**”, you should describe what you are attempting to do that would potentially cause the conflict to end. As with any truth, this should be related to the context of what you were doing when you purchased the truth.

- If you were rolling **WARFARE** you are probably trying to kill the adversaries.
- If you were rolling **FABLE** you are probably trying to convince them to stop fighting, or giving up.
- If you were rolling **MANEUVER** you maybe are trying to capture or disarm them.

Your desired action is not guaranteed to happen, though, as the result is subject to the conflict end roll, which takes place as soon as you buy the truth. Any remaining **+** above the three spent buying the truth can be used to further increase the chance of succeeding with the **CONFLICT END ROLL**.

As with **DEFENSE** rolls, the conflict end roll works just like a check, but it is not one, so you don't get to spend **+** generated by it and you cannot **STRAIN SANITY** on it unless you have a feature that makes it possible.

The conflict end roll's goal is the lowest **MORTALITY** value among all adversaries, with the following modifiers:

- Increase it by 1 for each **+** rolled beyond 3 when you purchased “the conflict ends”.
- Increase it by 5 if you're at an advantage.
- Reduce it by 5 if you're at a disadvantage.

The conflict end is then resolved depending on the roll:

CONFLICT END ROLL (COST 3 **+**)

Perfect

You get to narrate how this conflict ends. The GM should try to keep away – this is your moment.

Success

The GM narrates how the conflict ends based on your description of what you were attempting.

Failure

The conflict ends badly, with the party facing dramatic and dire consequences.

Botch

The GM will make you suffer.

*The Defiler rolls a perfect roll and gets 8 **+** on her attack. The champion is wounded from previous rounds, so she just attacks normally and then purchases “the conflict ends”, saying she's aiming to cleave its head in two. The champion's mortality is 5 and the highest damage it has taken in this conflict is 4, making the conflict end goal 9. She gets to add her 5 extra **+** to the goal, making it 14. She rolls for the conflict end and gets a 7, a success. The GM tells the group that The Defiler's jagged infernal spear slashes through the creature's skull, causing fire and sulfur to boil up from within it in a horrific blood and flame volcano as the body caves in on itself. The conflict is over and any remaining minions flee or are beaten by the party.*

*The Thief is fighting a gigantic armored tank and has dealt no damage to it at all, but when attacking one of the foot soldiers running beside it, he manages to roll 3 **+**. He decides he wants to end this right here and now, purchasing “the conflict ends” – and to everyone's relief, he amazingly succeeds, rolling a 2 against the very low conflict end goal of 4. The GM describes a scene where The Thief mows down the soldiers, climbs up the tank and crawls inside, ripping the guts out of every soldier inside, and everyone in the party jokingly wonders what else The Thief's player would have narrated if he had rolled a perfect roll.*



Advantage & disadvantage

Throughout the conflict, each of the characters can find themselves in better or worse circumstances. If the players buy the **CONFLICT END** truth, the GM must evaluate the overall situation to determine for each character if, for that verse, they were at an **ADVANTAGE**, a **DISADVANTAGE**, or neither.

- **Advantage increases conflict end rolls by 5.**
- **Disadvantage decreases conflict end rolls by 5.**

ADVANTAGE

The GM will tend towards declaring an **ADVANTAGE** when you are affected by positive circumstances, such as being well-positioned or safe from immediate danger.

Example positive circumstances

Far from threats
Adversary outflanked
Hiding in ambush
Winning streak
Backed up by allies
Stunned adversary
Unaware adversary
Dazed adversary

DISADVANTAGE

The GM will tend towards declaring a **DISADVANTAGE** when you are affected by negative circumstances, such as being under direct threat or recently wounded.

Example negative circumstances

Outnumbered
Outgunned
In great pain
Unbalanced
Grappled
Cornered
Drenched in blood
Terrified

Hell is unfair

Life sucks and bad situations outweigh good ones when determining advantage or disadvantage – if you're affected by about the same amount of negative and positive circumstances, you are at a disadvantage.

Adversaires

VICARS OF CHAOS
PROPHETS OF THE VOID

MINIONS

Weak creatures, usually grouped by the dozen. Has a mortality value around 10 or less. Their attack number (and even other values, if the GM thinks it is appropriate) may change as they get fewer at the GMs discretion.

Minions die from any amount of damage that overcomes their bones value.

If you deal 1 attack that deal 6 damage and the minions you fight have bones 4, you kill 1 minion.

If you deal 3 attacks that deal 4 damage each (for a total of 12) and the minions you fight have bones 1, you can kill 12 minions at once.

Minions are often cowards that flee when their numbers get depleted, but they can also be chaotic to fight against. Remember that facing too many adversaries at once is likely to put you at a disadvantage, meaning you will have to either kill a significant number of them or find a way to be affected by a lot of positive circumstances to counterbalance the negatives.

Rapid weapon types such as **AUTOMATIC** or **SLASHING** work best against multiple adversaries with low bones, but they aren't great at killing stronger adversaries.

CHAMPIONS

Powerful adversaries, captains or large creatures. Each of them has a mortality value of 5 or less, plus the highest damage they've taken during the conflict. They are often the main adversary when they appear, usually accompanied by a bunch or a horde of minions, but there can also be several champions.

Unless the GM decides otherwise (and they won't unless something big happens, like a boss showing up and ripping it to shreds), the only way to defeat a champion is through a conflict end roll. For this reason, the GM needs to keep track of the highest damage the champion has taken.

Large weapon types such as **HEAVY** or **CRUSHING** work best against strong adversaries, but they are seldom great at killing large quantities of adversaries.

BOSSSES

Large creatures, titans or gods. They have a mortality value of 0 or less, plus the highest damage they've taken during the conflict. Boss mortality values can go down to -20, which makes them virtually undefeatable unless you trigger their weak points. They are always the main adversary when they appear, usually accompanied by numerous minions and champions.

A weak point can be many things, and only the GM's imagination sets the limit for creative freedom here. Whatever they are, they must be discovered and triggered to raise the boss' mortality value to something more achievable, usually by a predetermined amount. A boss fight should be treated like a puzzle, in which the party must figure out how to beat it or flee from it using the environment, cooperation and creativity.

- *An armor plate that can be destroyed by dealing it a certain amount of damage.*
- *A statue that can be tipped over; pinning the boss against a wall.*
- *Chanting priests that can be disrupted or killed, removing the protection they were casting upon the boss.*
- *A vulnerable body part that can be hit with attacks, like the eyes or the heart.*
- *A certain element that makes the boss weak when they are exposed to it.*
- *A lullaby that can be sung to make the boss sleepy.*

Unless the GM decides otherwise (and they won't unless something gargantuan happens, like an even mightier boss showing up and ripping it to shreds), the only way to defeat a boss is through a conflict end roll. For this reason, the GM needs to keep track of the highest damage the boss has taken.

Each adversary has a set of characteristics and values, regardless of their type.

Name and a set of alternative adversaires that could be represented by the same values.

Type & Class Enemy type and the classification of the enemy, giving the GM some geneological background.

☛ **Damage** The damage dealt by the adversary's attack.

🛡 **Mortality** How hard the adversary is to defeat – the lower, the harder.

🛡 **Bones** The armor and endurance of the adversary, which reduces the damage dealt to it. Minions die if dealt damage equal to their bones value.

Triggered troubles Possible triggered troubles the GM can apply when you fail a check – the GM can always apply generic triggered troubles, such as some damage or a negative aspect that will set you at a disadvantage on the next verse, or anything else that they see fit.

End trouble Possible end troubles the GM can apply to verses. These are also not restrictive in any way – generic end troubles include dealing big chunks of damage, capturing or incapacitating characters, making them lose something, changing the conflict in some drastic way, and so on.

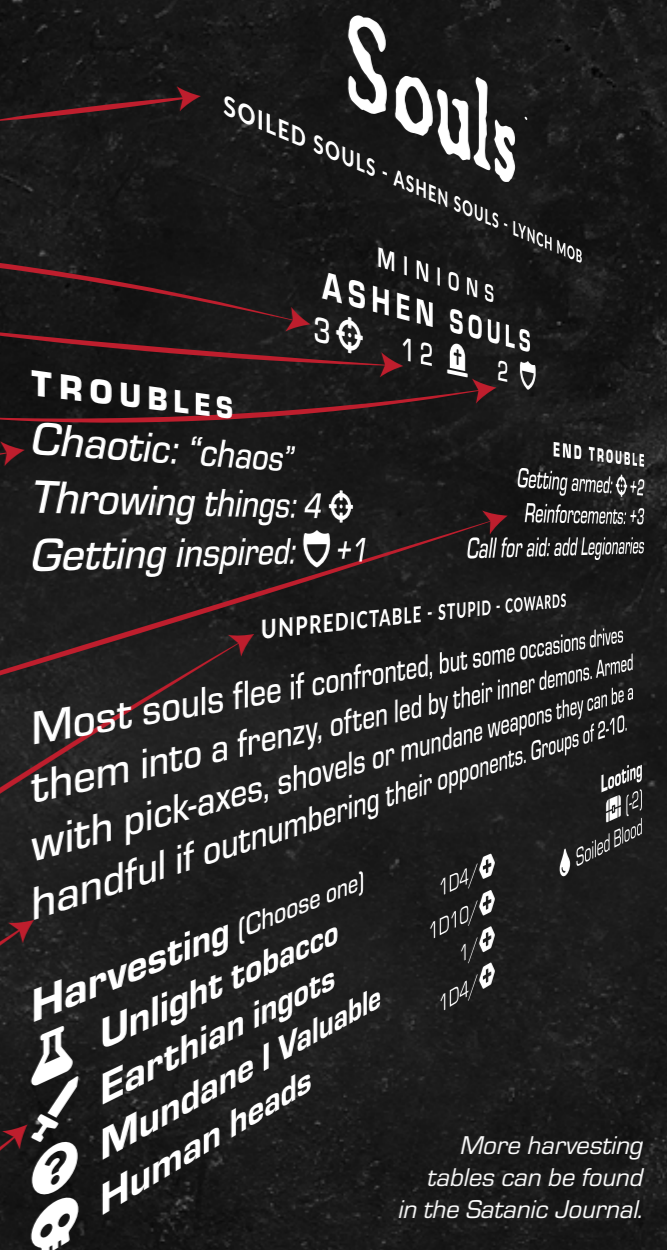
Truths the GM can use during encounters.

Additional information Additional facts and tips for the GM, such as a general description of the adversary, its usual group size, truths related to its behavior and quirks, and possibly some additional rules to be aware of.

Harvesting list, looting and blood level Further explained in chapter 22 – Looting and chapter 27 – Path of Blood.

FLASHBACK ON DAMAGE/BONES/END CONFLICT

When adversaries take damage, the GM reduces it by their bone value and then announces the wound truth they've gotten, noting down the highest damage taken. This number can be used later, when someone wants to end the conflict, or at that very moment, if the damage was high enough to incapacitate the adversary. The GM can always choose to declare that an adversary has had enough and dies, gives up or suffers in another way because of their wounds.



A NOTE ON TROUBLES

Troubles are meant to be highly narrative and the GM has to interpret their effect in their story when using them. Some expressions are fixed and may need some explanation.

- 8 ☛ A character automatically gets a tier VIII wound.
- ☛ +1 The ☛ for the rest of the conflict is increased.
- “word” An aspect or truth affects a character.
- area The previous expression affects an area.
- x2 The previous expression affects 2 characters.

Souls

SOILED SOULS - ASHEN SOULS - LYNCH MOB

MINIONS
ASHEN SOULS
 3 ⚔ 12 🛡 2 🛡

TROUBLES
 Chaotic: "chaos"
 Throwing things: 4 ⚔
 Getting inspired: 🛡 +1

END TROUBLE
 Getting armed: ⚔ +2
 Reinforcements: +3
 Call for aid: add Legionaries

UNPREDICTABLE - STUPID - COWARDS

Often led by their inner demons, most souls flee if confronted or facing resistance. Armed with pickaxes, shovels or other mundane weapons, they can be a handful if they outnumber their opponents. Normally in groups of 2-10.

Harvesting (Choose one)
 🍷 **Unlight tobacco** 1D6/⚔
 🛠 **Earthian ingots** 1D6/⚔
 🍲 **Mundane I Valuable** 1/⚔
 🍖 **Food** 1D10/⚔

Looting
 📦 (-2)
 💧 Soiled Blood

LEGIONARIES

THE BLACK LEGION - REGULAR SOULS - CITY GUARD

MINIONS
ASHEN SOULS
 4 ⚔ 10 🛡 3 🛡

TROUBLES
 Reinforcements: +1
 Flanking: "outflanked"
 Heavy weapon: 7 ⚔

END TROUBLE
 Reinforcements: +3
 Grenade!: 10 ⚔, area
 Call for aid: add Centurion

DRUNK - GREEDY - HATES GENESIS MACHINES

The Black Legion. Dirty, bloody, haunting, laughing masses, stupid, toothless and drunk. Sometimes led by a centurion. Often in groups of 2-10 soldiers.

Harvesting (Choose one)
 🍷 **Ordinary II Elixir** 1D2/⚔
 🛠 **Blackened ingots** 1D6/⚔
 🍲 **Ordinary II Consumable** 1/⚔
 🍷 **Booze** 1D10/⚔

Looting
 📦 (-2)
 💧 Soiled Blood

BLACK HORRUX COMMAND

ELITE FORCES - LEGENDARY UNITS - SEMI GODS

CHAMPIONS
GREATER SOULS
 10 ⚔ 7 🛡 5 🛡

TROUBLES
 Chock assault: 6 ⚔, x2
 Tactical unit: 🛡 -1
 Destroy: "destruction", area

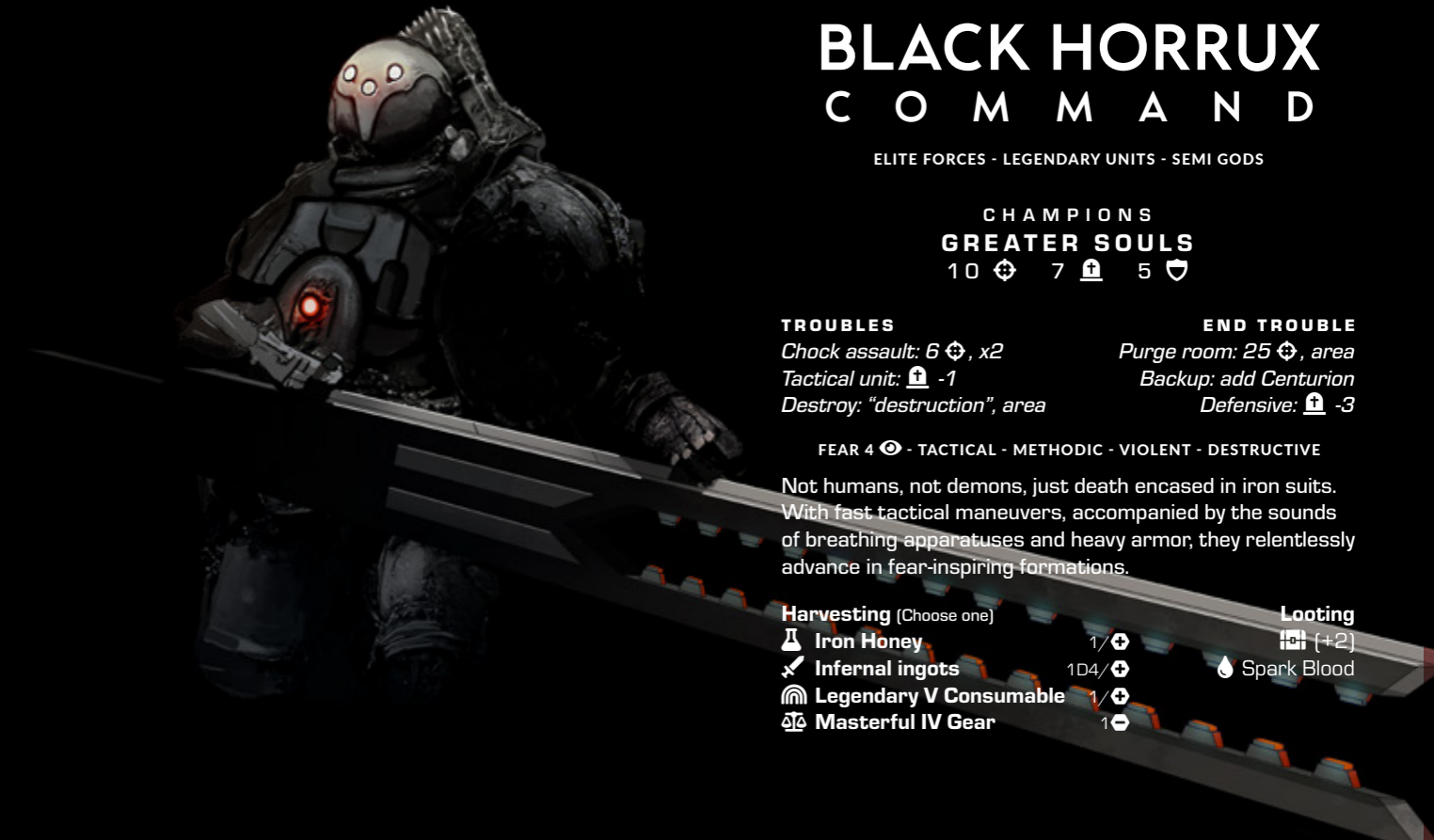
END TROUBLE
 Purge room: 25 ⚔, area
 Backup: add Centurion
 Defensive: 🛡 -3

FEAR 4 ⚔ - TACTICAL - METHODIC - VIOLENT - DESTRUCTIVE

Not humans, not demons, just death encased in iron suits. With fast tactical maneuvers, accompanied by the sounds of breathing apparatuses and heavy armor, they relentlessly advance in fear-inspiring formations.

Harvesting (Choose one)
 🍷 **Iron Honey** 1/⚔
 🛠 **Infernal ingots** 1D4/⚔
 🍲 **Legendary V Consumable** 1/⚔
 🛠 **Masterful IV Gear** 1 ⚔

Looting
 📦 (+2)
 💧 Spark Blood



Elysians

DEATH STALKERS - VALKYRIES - RIVAL DEATH SINGERS

MINIONS
GREATER SOULS
 10 ⚔ 6 🛡 6 🛡

TROUBLES
 Heavy attack: 18 ⚔
 Take Cover!: 🛡 -2
 Ambush: "confusion"

END TROUBLE
 Blessing: Bones +2
 Arcane attack: ⚔ 50
 Smite: Kill 1D2 characters

JUSTIFIED - COCKY - WELL LIKED

The champions of the gods, armored in heavy plate and wielding celestial weapons. These ancient enforcers are unyielding in the pursuit of their masters' wishes. Often 3-5 individuals.

Harvesting (Choose one)
 🍷 **Masterful IV Elixir** 1/⚔
 🛠 **Exotic ingredient** 2/⚔
 🍲 **Masterful IV Valuable** 1D4/⚔
 🛠 **Masterful IV Weapon** 1 ⚔

Looting
 📦 (+4)
 💧 Spark Blood

CENTURIONS

CAPTAINS - HEROES - SPECIAL UNITS - STRIKE TEAMS

CHAMPIONS
GREATER SOULS
 7 ⚔ 5 🛡 3 🛡

TROUBLES
 Target gear: "malfunction"
 Heavy attack: 10 ⚔
 Offensive: "split party"

END TROUBLE
 Offensive tactic: ⚔ +3
 Reinforcements: +5 Legionaries
 Raise morale: 🛡 -3

FEAR 1 ⚔ - SINISTER - SADISTS - HATES EVERYTHING

The captains of the Black Legion, renowned for their brutality and reckless leadership. Clad in heavy armor blackened by the fires of Hell, intricately adorned with abyssal sigils, they command their troops with an iron fist.

Harvesting (Choose one)
 🍷 **Excellent II Consumable** 1D6/⚔
 🍷 **Luxury Booze** 1D12/⚔
 🍷 **Masterful IV Vestige** 1/⚔
 🛠 **Masterful IV Gear** 1 ⚔

Looting
 📦 (+0)
 💧 Blood

Pig Fiends

HOLLOW SOULS - NACHZEHRER - JIKININKI - DRAUGR - GHOULS

MINIONS
LESSER UNLIGHT SPARKS
 4 ⚔ 10 🛡 1 🛡

TROUBLES
 Frenzy attack: 6 ⚔
 Swarming: "overwhelmed"
 Reinforcements: +5

END TROUBLE
 Reinforcements: +25
 Pig king: add centurion
 Coup de grâce: 30 ⚔

FEAR 1 ⚔ - FEEDING FRENZY - SCREAMING - COWARDS

The chilling calls from the pig fiends echoed through the tunnels, their screams and shrieks told us it was just a matter of time before we were completely surrounded. Often in hordes of 50-200 creatures.

Harvesting (Choose one)
 🍷 **Ordinary II Poison** 1D4/⚔
 🛠 **Exotic ingredient** 1/⚔
 🍲 **Mundane I Consumable** 2/⚔
 🍖 **Flesh & Sinew** 1D6/⚔

Looting
 📦 (-4)
 💧 Soiled Blood

