



**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. Ensurge 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*

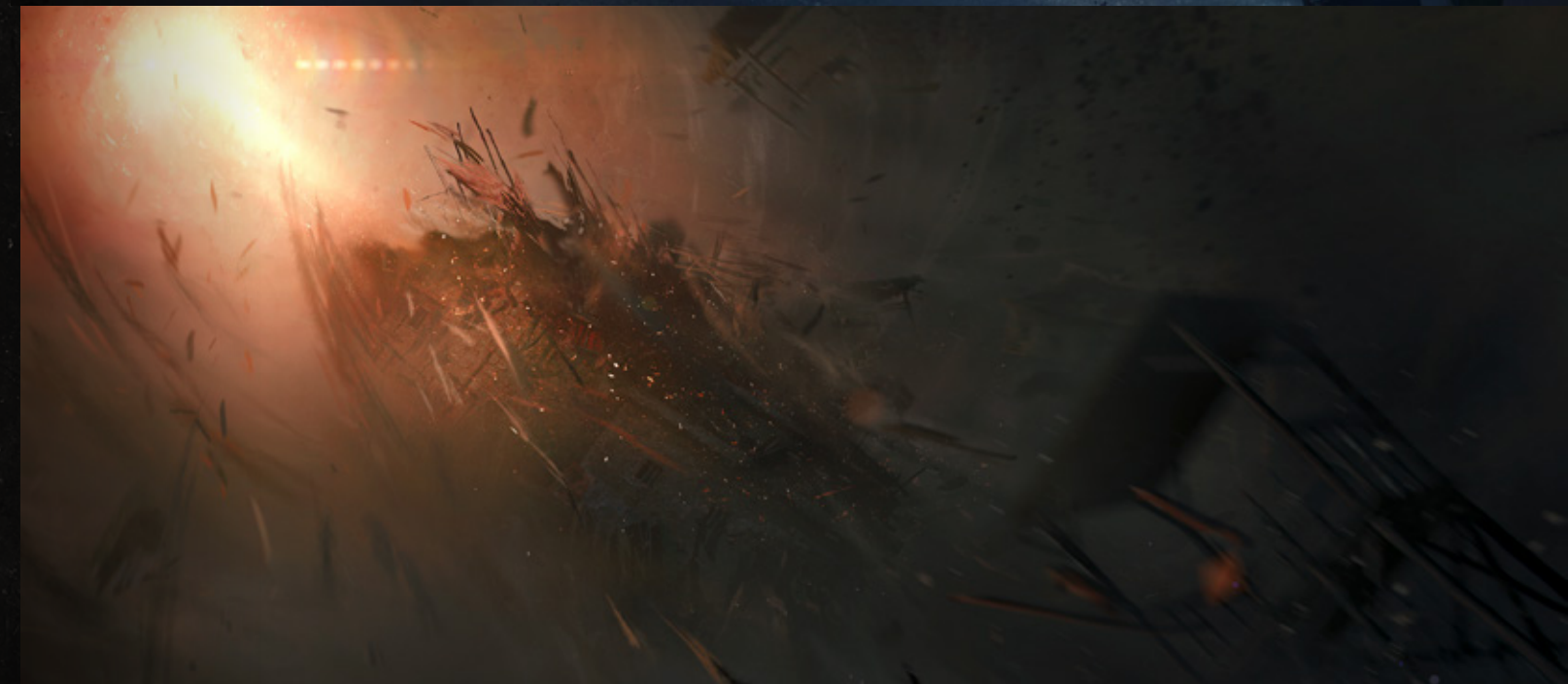
Belphegor XI  
*the forsaken soul*

Abbadon XII  
*the bottomless pit*

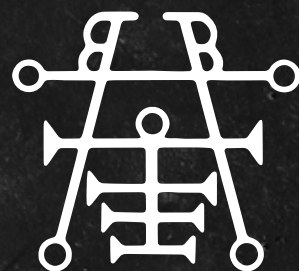
Raven & Leviathan XIII  
*the writhing ophidian  
the Macabre*

Lucifer XIV  
*the morning star*

Mephistopheles XV  
*the third pool of sacrifice*







# BETA RULESET

WELCOME MAGGOT!

HERE YOU WILL FIND A SELECTION  
OF RULES FROM THE SYSTEM  
USED IN ASTRO INFERNO

THIS IS A LIVING DOCUMENT  
BEING UPDATED AS WE MAKE  
RELEVANT CHANGES

FOR THE LATEST VERSION VISIT  
[www.astroinferno.com/quickplay.pdf](http://www.astroinferno.com/quickplay.pdf)

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[https://astro-inferno.backerkit.com/hosted\\_preorders](https://astro-inferno.backerkit.com/hosted_preorders)

THIS DOCUMENT INCLUDES

- EVERYTHING IS SUBJECT TO CHANGE
- 5. Introduction
  - 8. The Fractured World (World overview)
  - 14. The Unlaw
  - 15. Core Mechanics
  - 20. Character Creation
  - 25. 3 Forms
  - 29. 3 Destinies
  - 31. Example gear
  - 32. Example guns
  - 33. Skills
  - 39. BETA Corruptions
  - 41. BETA Dark Marks
  - 42. BETA Inner Demons
  - 43. BETA Masters
  - 44. BETA Decay
  - 45. Ov Conflict (Conflict summary)
  - 46. Conflict
  - 21. Some enemies



Placeholder symbol  
CROSS OF THE LEVIATHAN  
everything will improve







# Introduction

WELCOME TO ASTRO INFERNO  
A WORLD OF LEGENDARY HORROR  
& GLORIOUS DEATH

Here you will learn about the basics of roleplaying, but also about some of the key concepts unique to Astro Inferno. If you are a veteran roleplayer you can skip to Concepts of Astro Inferno.

## What is a roleplaying game?

A tabletop roleplaying game is a social ritual involving a group of two or more human beings. One of them takes the role of the game master, hereby referred to as the GM, while the others are players.

Together they create a storytelling experience where each player takes on the role of a character and the GM acts as everything they interact with – what sounds they hear, what sights they see and how they lose body parts.

The GM also takes on the roles of all non-player characters, hereby referred to as NPCs, acting and developing them throughout the story.

A session of roleplaying can in its best moments be like a Radio Drama where actors portray different persons in the story and the narrator gives descriptions and sets the tone to give the actor a scene to act from.

## Goal of the game?

The real goal is to have fun. Fun is a many-faced entity, but let's focus on two aspects of it – to experience great moments and to get the feeling of accomplishment and progress.

The GM is responsible for creating the backdrop of the story, filling it with all sorts of characters, locations and goals that will entice the players to explore and experience it. The time investment of the GM is often tenfold the players'. They, on the other hand, carry the responsibility for making the story believable and real by stepping into their characters in a way that fits the story the group wants to tell.

As the story advances, the GM and the game rules give the players the possibility to progress and develop their characters. Amidst leveling up and expanding upon the narrative, interconnections develop, enriching the story and creating bonds between characters, players and maybe even NPCs.

## Concepts of Astro Inferno

### Rules as a Saga

Astro Inferno has a ruleset built for epic and legendary tales. Many rules are not defined by mechanical values or fixed outcomes, but instead rely on storytelling aspects and more floating solutions to be interpreted by the players or the GM.

The responsibilities of the GM are much higher in this kind of game, and therefore they are given much more power to decide the outcome of things. All rules in this book can even be considered to have an overarching rule, that the GM has the power to set aside any rule and dictate how the story progresses.

The story is the most important thing and must always be the focus. It should be thought of as a myth being retold, so avoid getting stuck in smaller details. A lucky character may perform many actions at once, progressing through many layers of the story. The mechanics of how they were able to do this are not the focus – the story of how they did it is!

A great roll could let a player climb a wall, sneak in and steal a key from the guardroom above. The focus should be on how “the thief silently jumps out from a window with the key in hand, just as the guard turns around reaching for another beer”, and not on what the guards in the room are wearing or how they are armed. Let the story flow through the rules and let the story be the rules. **Create your own myths!**

### Leveling up

In Astro Inferno there are many ways to mechanically develop and evolve characters, with a few of them being named here.

**Character level**

**Master connection level**

**Character truths**

**Quality truths**

**Expert truths**

**Inner demons**

**Leveling up gear**

**Crafting gear and weaving rituals**

### The party

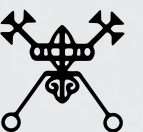
The group of characters that the players portray. The party should be considered one entity in most regards and have a common goal. They can be completely different characters with individual motives and have disagreements or even dislikes between each other. Some turbulence and dynamics in a party can be good for the story.

If there are too many negative interactions between characters to the point of hindering the enjoyment of the game, however, the GM should step in and talk to the players on how to solve these issues. It's often better to let the story of the party continue instead of persisting on a character's individual beliefs or goals, (even if such endeavors can be a lot of fun in the right amount).

**Seal of Bael**

KING OF THE BLACK GHOST

(1.) First spirit and King  
of the Satanic Court





# Definitions

## OF THE GAME

These rules use certain expressions and these definitions need to be known by everyone involved in the game.

### The Journey (CH.XX)

A collective sheet that the party shares, where they write down all events that have happened so far and all character experience they've provided. Players can also use these stories in game while bragging or impressing people with their adventures.

### Scene

A scene is an undetermined period of time that usually consists of the same characters in the same setting. You can think of it like a scene in a movie. It can be an uneventful visit to the local tavern, or a meeting with the sinister baron that develops into an epic fight for life and death. If the characters should flee from a fight, it could turn into a new scene, where the characters instead are chased by their enemies.

If the rules say that something lasts a scene, it will last until the scene is over or until you change the setting. You have to have a sense of logic though. If the scene is a montage through 100 years of endlessly fighting a horde of children from a great mother, that potion you drank that makes you "immortal for the rest of the scene" won't be active the whole time.

### Verse

A verse is an undetermined very short period of time, depending on what events are being depicted. A verse can be anything between a second up to a minute in extreme cases. In every verse you may perform one action unless the rules state otherwise.

### Downtime

Downtime is an undetermined but often longer period of time where the characters do mundane, unspecific or very particular tasks that would be boring to portray in game. Downtime usually is utilized between adventures or campaigns but can be a montage of scenes depicting what the players are doing.

During downtime players get the chance to spend skill points, learn new abilities or rituals and in a more lofty way describe what their characters are up to. Complex tasks like studying a massive tome or Crafting higher tiered items are often done during downtime because of the time needed.

### Distance

Distances in Astro Inferno are not measured in units. Instead, a simple tier scale is employed, and it is up to the players and the GM to determine the distance between two points of interest. These distances apply to both outdoor and indoor settings.

### Distance

- Intimate I** - Touch or within reach
- Room II** - The length of a normal sized room
- Hall III** - The length of a large hall you can dance in
- Palace IV** - The length of a building containing many halls
- City V** - The length of a city or village or even as far as the horizon in some cases

Whenever the rules tell you to **"increase distance tier"**, raise it to the next step in the table above. If nothing is mentioned, consider the starting distance to be Wardrobe I.

*If you succeed in a Jump skill check, you jump "Intimate I" distance, which will take you across a creek or over a fence. If you increase the tier you could jump across a large chasm (Room II) and if you increase it one more time you could jump between two buildings (Hall III).*

Image of Unknown origin  
PROBABLY NOT OF CHILDREN PLAYING  
Keep it secret, keep it safe...

### Rarity

Gear, which includes armor, weapons and every sort of item, is divided into five tiers of rarity.

<b>Mundane I</b>	Something you could pick up from the gutter - worse than expected
<b>Ordinary II</b>	The normal quality of an item - as you expect an item to be
<b>Excellent III</b>	Special item that sets it apart from other items - better than expected
<b>Masterfull IV</b>	A unique or at least famous item - not necessary perfectly crafted but very rare
<b>Legendary V</b>	An item of legends or gods - already is or will be part of history

Items get different truths depending on their origin and their tier. These can be anything, from "broken" or "inefficient" to "self cleaning" or "spewing fire and ash".

### Dice

You'll need dice to play this game. **D6, D8, D10, D12** and **D20**. Heck get a D4 while you're at it because who knows right? And dice are lots of fun.

The **D20** is the most utilized dice in the game, and all players should be in possession of one during play, you will be rolling it all the time.

### D666 & D66

Sometimes you'll need to use the satanic dices D666 and D66. A D666 is rolled with three D6, with the highest die used as the hundred, the second highest as the ten, and the lowest as the singular value. The result is a number between 111 and 666, with a total of 56 outcomes in a steep upwards curve, giving the D666 a totally unfair and sadistic preference for results closer to 666.

A D66 is the same thing but rolled with two D6 where the highest result is the ten and the lower as the singular value.

*Roll a D666 below 500. Seems easy, right? You want to bet your soul?*



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





# Origins



## Ancient

The ancients are the gods of humanity's myths and ancient religions. They are “golden blooded” beings.

### Dead and Lost gods

Entities that mankind has worshiped at any time in history, *Osiris, Zeus, Thor*.

### Titans

Creatures and beings of godlike powers that figure in myths and stories. *Sphinx, Skylla, Fenrir*.

**Ancient tech** consists of items and materials, often with magical properties, from the worlds of the aforementioned entities. *The Feather of Horus, the Trident of Poseidon, Hlidskjalf the throne of Odin*.

*[This book focuses on the three pantheons of the antique Egyptian, Greek and Norse myths, but you are of course free to incorporate your own favorite gods or myths into the game.]*



PROBABLY

Astro Inferno has a deep lore that delves into religion, myth and science. This is divided into four sections called Origins. They are so much more than just origins, but for simplicity's sake we'll call them that.

*All of these will be explained further in their separate chapters.*



## Harrowed

The fallen angels who fell with Satan from the heavens and their offspring. They are “True Unlight” beings.

### Satan

The devoid Dark Lord himself.

### The 7 kings

The most powerful of the angels who rule them all.

### The Satanic princes

Each responsible for one of the 69 dominions in the black kingdom.

**Harrowed tech** originally comes from the Abyss or the Beyond and is of Satanic origin. Items have infernal properties and evil sinister abilities, being made of materials like flesh, bone and living organs. They are often alive and sometimes even sentient, with the horrific Horruxes with souls inside being some of the most coveted items.

SOME NICE



## Genesis

The remains of the greatest creation of mankind, the singularity, fused with divine powers. They are “*Celestial*” beings.

### Machine Angels

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

### The Red Gods

Huge machine-like horrors, lurking or moving slowly across the lands in unknown agendas.

### Genesis Complex

Large AI-built structures often surrounding a stationary red god.

**Genesis tech** Genesis tech are nanomachines and smart materials merged with divine powers into all kinds of devices with abilities undreamed of. Genesis materials like Brimholtz often shine and bleed the divine aether, making high tier items easy to identify from regular ones.

“*Holtzfields*” are 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 creating their own fate in this grim world.

IMAGERY



## Alchemy

After the Great Dark mystic souls managed to merge aether, unlight and nano tech into potent arcane powers. Alchemy do not spawn any “beings” and is very blunt or stupid compared to Genesis tech.

### Celestial Rituals

Divine rituals with often invisible causal effects.

*Making someone lucky.*

### Aether Rituals

Colorful, sparkling effects created out of nothing.

*Casting a fireball.*

### Satanic Rituals

Material altering rituals with deforming or altering effects.

*Breaking someone's arm.*

### Death Rituals

Rituals powered by death, communing with higher powers.

*Talking to a worm god.*

**Alchemy tech** are items powered by unlight or aether with 3rd law properties. They can have their own powers, but ultimately function as tools for their arcane user.

### 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.*”

HERE



# THE WORLD OF 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

*The Universe is shattered. Everything is  
untangled and physical laws have been  
replaced by something more sinister.*

*A dark void where legendary places exist within  
walking distance of each other and still  
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.*

**Welcome to The Fracture!**

### Locations

First thing about Fracture is that 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 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

Separate locations can share a common horizon,  
making them in some way related but not connected.

The **library of Toth** and the royal **temple of Seth** are  
both located in the black desert of Aard where they  
share the same environment, sky and sun, but they are  
no closer to each other than the legendary city of  
**Babylon** is to **Mimir's well** in Asgard. How far  
locations are from each other instead depends on what  
map you have, and in Fracture maps are enigmas in  
themselves with personality, quirks and moods.



# TRUE UNLIGHT

## The Fallen Angels & the Satanic Court

The rulers of this world are entities of True Unlight. These twisted, corrupted and depraved entities were once angels who fell from the heavens together with their forsaken leader, the Day Star. They have amassed the powers of gods and use this power for purely personal gain. Their behavior is governed by their fears and lusts.

The fallen are sadistic and take every chance they get to torment human souls or to impress by showing their powers. They love to evoke positive feelings and emotions among souls just to tear them down in the next second, and a conversation with some of them can be like torture itself.

Fallen angels have a multitude of servants – children and other beings in positions as stewards, soldiers, priests and administrators, within the government of larger settlements or the Satanic Court, Church or Legion.

The Angels have bred with all sorts of entities during the eons and many of the creatures, gods and monsters inhabiting Fracture and its relative planes, are examples of offspring of angels blended with other entities.

## Timeline of Fracture

History keeping is not the strong suit of the cursed and simple inhabitants of Fracture. And even if the Satanic Church keeps thousands and thousands of books on the history of Fracture, there are so many versions of it – each written by power hungry Satanic princes, marquises and earls – that it is impossible to figure out what is true or false.

What is known is that Fracture has existed for at least 1000 years. In the unknown past, the leader of the fallen angels, the Black Emperor, slipped out of existence and his followers were cast into a power vacuum, issuing the Great Dark. This period lasted for many generations and spawned both gods of myth and primordial beings of life and death as the satanic Unlaw slowly released its grip.

## Present

Ever since Satan departed from Fracture, the power of the Satanic Unlaw decreased and human souls started to have more control over their lives. With that, something like a medieval society has eventually sprung out of what used to be pure chaos, pain, suffering and eternal carnage.

Fracture has now reached an equilibrium in which the fallen angels (True Unlight) and the ancients (golden blooded) live in a fragile truce, with the human souls as their pawns and puppets.



# Souls

*The bulk of Fracture's inhabitants are called souls. Most have been human once, but the majority have lost their humanity as time and darkness has ravaged their minds, and they live a despicable afterlife in Fracture governed by their lusts and fears.*

*There are six special kinds of souls in Fracture, each with a different corporeal form, carrying their own damned fate.*



## Undying

Few in numbers, the undying are the actual surviving humans from 2688's Earth. To the undying, the Rapture happened roughly 10 years ago, and some even saw it with their own eyes. This is something that goes against everything all other souls know, since for them, Fracture has existed for at least 1000 years.

Most undying were astronauts, colonists or scientists living off-world when the stars and planets started to crumble into dust. They have lived through the Great Fog that followed inside of a halting space station, seeing resources and supplies slowly decline over the years. Only the most resourceful ones have survived and stepped out of their station, and one way or another, found their way into "another location" and into the society of Fracture.

Undying are seen as exotics by the Satanic Court, who love to sacrifice the fragile sons of Adam in vulgar ceremonial displays of power and turn them into corrupted souls.

### Unique Truths about the Undying

- Need to eat and drink to survive
- Need to breathe to survive
- Take serious damage from vacuum
- Seen as "innocence" when it comes to sacrifice and rituals
- Considered ugly and revolting by True Unlight
- Have earth names instead of demon or angel names

## Dark Soul

Dark souls are human souls who have been tainted by dark powers. They share a connection with different entities from the Beyond and are often feared by other souls or even beings of True Unlight because of this.

Dark souls are inclined to a destiny as mystics or witches and often live isolated lives outside main settlements. They often know more about this existence from their visions and whispers and never hesitate to use this to their own advantage.

Many greater dark souls are also recruited by the Satanic Court to help with mystical or arcane dealings.

## Nano Suits

Nano suits are human souls who have been infected by the red dust from the Regenesiis, but somehow created a symbiotic relationship with it.

Outward they are regular souls, but within their cells, nano machines work and give them special bodies or minds. Nano suits say they have several psyches reasoning in parallel, calculating every microsecond what their best course of action is. They call it glitches, and nano suits swear by it.



## Satanic Entity

Highly corrupted human souls who often grow in size and become demons with unproportional bodies and infernal aspects. They are monsters and often develop demon-like traits making them more like the fallen angels than like other souls.

In general, souls avoid contact with Satanic entities, since their presence often foreshadows violence and death. The Satanic entities are the only kind of soul that the Satanic Court tolerates without prejudice, and some highly corrupted entities can even be celebrated by soldiers or leaders of the court who often recruit the entities as soldiers and champions in the Satanic Legion.

## Genesis Machines

In the REGENESIS, there were machines which, either digitally or organically, had human souls equipped within them. After the Rapture, some of these machines were disconnected from Michigan Red, restarting into a new existence.

They are huge, often tranquil, robotic lifeforms, trying to find a place to fit in while figuring out their humanity inside their machine bodies. Genesis machines are despised by the Satanic Court and persecuted whenever given the chance. This despise has in many cases spread to general souls, making hostilities against them commonplace in most settlements of Fracture.

## Liliths

Some of the true demons that escaped 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 happily feasting on the spirits of humans.

Liliths are demons but charade as souls in human bodies. They always have female form and commonly possess abilities alien to human souls, such as reading blood and traveling the Deep. Liliths are an exotic and unknown factor in Fracture, with their presence being generally unheard of by souls, the fallen and the ancient gods.

PROBABLY

SOME NICE

IMAGERY

HERE



# Society

## The Despair

Because of the general decay of the Unlaw, many settlements stay at a ridiculously low development state where deep mud covers the streets and buildings and architecture always are in a decrepit state. Garbage and bodies of the dead are left where they land and the stench for those who still have a nose is horrendous.

A few settlements manage to install some rudimentary sort of electricity and some higer developed societies even use Genesis technology on a fairly advanced level. But due to the dangers of being infected by Genesis horrors, few settlements go this far even if they manage to reach a fair level of development.

## Civilized life

Many greater souls gather resources from around their communities, and sometimes engage in manufacturing or selling goods and even farming or keeping cattle in some cases. You can find businesses as taverns and local stores in even the most inferior settlements, where greater souls try to minimize the perils of despair.

All souls and fallen enjoy eating and drinking. For those lucky fools who still have a throat and a stomach, food is among the most valuable commodities, but none actually need nourishment to survive, with the exception of the undying.

## Slavery

Many souls are abducted from their settlement by slavers or the Satanic Church and set to work for the Satanic Court, either as punishment for “crimes” or just for the enjoyment of the fallen. Enslaved doing the Dark Lord’s horrific tasks, Industries of sacrificial chambers, factories of death and slaughter, unholy rituals and refineries of legendary or magical resources. These are the last trickles of the massive damnation that took place before the Great Dark, when all souls were tortured for all of eternity, a dwindling relic from a past nightmarish age of Fracture.

*Souls gather in communities trying to survive the corruption, the horrors, and the twisted Unlaw that rule this wretched place. They live a medieval-like life in small settlements or cities, which can be as mundane as an old space station or an old mythic castle reused as a village, or as evolved as the legendary cities of Citadel or Babylon with millions of souls.*

## Time

Time in Fracture is subjective and different for every location, but in general the day has 24 hours where light sets at night and rises at day, the week has 7 days, a month about 30, and there are 12 months each year. Christmas is often canceled though.



# The Masquerade

*It's an evergoing event, making the masks and putting dirt in your face to avoid the beatings and the torture. While a few manage by only playing fools, some fools don't play well enough. The fallen know of course. They see what we are, what we try to do. It's a game for them, pretending to be oblivious, pretending to not see, our fears, our Masquerade.*

All souls live under what is commonly known as the Masquerade. In it's very essence it is about the fallen angels feeling offended by souls looking too human. This sickens them and reminds them of their time being divine angels.

True Unlight and their most devoted disciples often actively hunt for souls who look uncorrupted, like the undying, young children or rare bloods to punish and ridicule.

Often, just “trying your best” to follow the Masquerade is enough to be left alone by the Satanic Court. Pristine or beautiful looking souls, however, can't usually escape from becoming a pet-peeve for the Satanic beings to corrupt and destroy.

The same can be said of evolution and development. As a greater soul in Fracture, you better not invent or build something too fancy if you don't want to buy your way into an eternal torture chamber. Most luxurious commodities are confiscated by the Satanic Court, Legion or Church if they get the chance, and the ownership of exceedingly fancy stuff can be punished harshly depending on the owner's status.

## Infrastructure

Both souls and fallen angels share a remarkable fear of True death. Due to the risks involved, traveling between different locations is something that only is attempted in dire need.

Some beings can use abilities and rituals to communicate, spy or create portals, but other than that, no large-scale infrastructure exists between locations. They are separated by a barrier of infernal mysticism, mostly only traveled through by messengers in harrowed relic ships or ancient artifact void vessels.





Declaration of directive: No Feces in the beer hall! - miscreants will get their chest opened by wood saw, out in the agora, their organs displayed for all to see. - Hail Satan - The Management - Official execution of the Undying soul Saturday 2pm - Twice the amount of mead in the brown juice all day!

# Society

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All souls and fallen enjoy eating and drinking. For those lucky fools who still have a throat and a stomach, food is among the most valuable commodities, but none actually need nourishment to survive, with the exception of the undying.

## Slavery

Many souls are abducted from their settlement by slavers or the Satanic Church and set to work for the Satanic Court, either as punishment for "crimes" or just for the enjoyment of the fallen. Enslaved doing the Dark Lord's horrific tasks, Industries of sacrificial chambers, factories of death and slaughter, unholy rituals and refineries of legendary or magical resources. These are the last trickles of the massive damnation that took place before the Great Dark, when all souls were tortured for all of eternity, a dwindling relic from a past nightmarish age of Fracture.

*The sweet nectar of the damnation, feeding the worm gods with blood and bile - cursed be the putrid gods, purloin descendants sprung from flesh bleached white and scarred.*

Souls gather in communities trying to survive the corruption, the horrors, and the twisted Unlaw that rule this wretched place. They live a medieval-like life in small settlements or cities, which can be as mundane as an old space station or an old mythic castle reused as a village, or as evolved as the legendary cities of Citadel or Babylon with millions of souls.

## Time

Time in Fracture is subjective and different for every location, but in general the day has 24 hours where light sets at night and rises at day, the week has 7 days, a month about 30, and there are 12 months each year. Christmas is often canceled though.

# The Masquerade

It's an evergoing event, making the masks and putting dirt in your face to avoid the beatings and the torture. While a few manage by only playing fools, some fools don't play well enough. The fallen know of course. They see what we are, what we try to do. It's a game for them, pretending to be oblivious, pretending to not see, our fears, our Masquerade.

All souls live under what is commonly known as the Masquerade. In it's very essence it is about the fallen angels feeling offended by souls looking too human. This sickens them and reminds them of their time being divine angels.

True Unlight and their most devoted disciples often actively hunt for souls who look uncorrupted, like the undying, young children or rare bloods to punish and ridicule.

Often, just "trying your best" to follow the Masquerade is enough to be left alone by the Satanic Court. Pristine or beautiful looking souls, however, can't usually escape from becoming a pet-peeve for the Satanic beings to corrupt and destroy.

SMALL SKETCHES OF MASKS HERE

The same can be said of evolution and development. As a greater soul in Fracture, you better not invent or build something too fancy if you don't want to buy your way into an eternal torture chamber. Most luxurious commodities are confiscated by the Satanic Court, Legion or Church if they get the chance, and the ownership of exceedingly fancy stuff can be punished harshly depending on the owner's status.

## Infrastructure

Both souls and fallen angels share a remarkable fear of True death. Due to the risks involved, traveling between different locations is something that only is attempted in dire need.

Some beings can use abilities and rituals to communicate, spy or create portals, but other than that, no large-scale infrastructure exists between locations. They are separated by a barrier of infernal mysticism, mostly only traveled through by messengers in harrowed relic ships or ancient artifact void vessels.

LEGENDARY EDITION

IMAGERY

HERE





# Death singers

Death singers are chosen souls who defy the unknown outside the safe settlements. Their destiny is death, and they measure their life in verses. Death singers are gifted with a master – an entity of light or dark or something in between who has chosen them as their champion.

The master grants their champions powers and blessings, and even can save them from dying. This is something many masters use as a bargaining tool, to make their “puppet” loyal and faithful. If the death singer’s spirit gets too corrupted, however, their masters can’t save them and they face True Death just like all other souls.

Being a death singer puts you in the limelight of all the powers in Fracture. Souls fear you, True Unlight envy you and the primordial powers of eternal and worm gods are curious at the peculiar irregularity in their cosmic force you represent.

## Eternal wanderers

Death singers seldom settle down anywhere, instead living their lives exploring Fracture. They are found in almost all settlements, traveling, exploring, questing and selling themselves to the highest bidder as mercenaries.

## The death of a death singer

When a death singer reaches their last verse, they sometimes settle down in a quiet place, far away from other souls, and let their final verse ring out. When they go beyond their final verse, their master can’t save them anymore, and they turn into fiends of Fracture, creatures of unlight.





THE DAVIDIAN PSALMS OF SATAN

# The Unlaw

VERITAS DIABOLI MANET IN AETERNUM

*Biology, physics, math and all natural principles are all part of the law the creators set at the beginning, and even if Satan has fractured the universe and merged Myth and Dream into Creation, to his demise, the natural principles still rule most of his domain and his court.*

## TRUE UNLIGHT

In the presence of True Unlight, the principles of creation start to fade. A swirling mass of chaos and satanic perversions, entangled in feelings of lust, fear and hate. Emotions and ideas merge with life and death, while space and time misconstruct into perversions of themselves. Light no longer shines, intentions turn into truths and physical laws bend and break. The Unlaw is in all its satanic glory an inversion of the Creation.

## Effects of the Unlaw

### Smaller settlements

In outer Fracture and Limbo you see small physical effects of the Unlaw, which mostly influence the course of events and the psyche of the inhabitants.

The Unlaw makes reasoning and planning anything more complicated almost impossible. Everyone dressed in dirty rags and are drunk on Unlight tobacco, heavily affected by their Inner demons, or just plain stupid. Instinct and desires overtake reason and life is lived on an hour by hour basis.

For outsiders, like the Undying this is pure chaos. Drunk souls eating spoils from shit and piss covered streets. Muses playing music for slaughtered poultry, trying to find a hidden meaning. Rotting corpses hung onto facades of buildings. Crazy people masturbating openly in the street while laughing. Prostitutes bleeding from deadly wounds calling out for someone to fuck them to death. Souls condemned to death hang upside down, singing and laughing. Souls eating, killing, puking, fucking, all at the same time.

## PURE CHAOS

The Unlaw almost makes progression and innovation halt altogether and most smaller settlements stay in a decrepit medieval state, unable to focus their ambitions into anything more than a chaotic, unholy, illogical mess.

**Greater souls** - Hardly affected by the Unlaw  
**Ashen souls** - Regular souls, affected by the Unlaw  
**Soiled souls** - Heavily affected by the Unlaw

### Inner Fracture

The deeper into Fracture you go, the higher influence the Unlaw has on souls and reality, making it harder and harder to maintain any functional society. Reality is less consistent and shivers in infernal and sacrilegious ways. Daylight changes into nighttime at a whim, the sky seemingly turns into a mirror, trees grow from seeds in minutes, sprouting fleshy tentacles to feed upon careless wanderers, truths become untruths and the merge with Dream and Myth becomes more prevalent.

Thanks to the Temple of Anubis and the saving of children's souls they do, the city of Babylon is an exception to this mayhem and keeps one of the most functional societies this deep in Fracture. The insanity of the Unlaw remains as only a marginal problem inside the city boundaries. This makes Babylon the prime safe harbor as operational outposts for jägers and conquistadores setting up expeditions deeper into Fracture, and for holy divers searching for the legendary lost Pandemonium and riches in the depths of the Abyss.

*Read more about the Abyss in chapter xxx*

### State of souls

*“In the realm of the blind  
the one eyed is king.”*

#### Soiled souls

The most far-gone are called soiled souls, treated as animals by other souls who regularly have to chase them out of their living spaces and beat them when they get too familiar. They can often be seen roaming their communities acting on instinct and seldom form an identity, never creating any civilized life for themselves. The worst kinds have lost all their humanity, being far down the path to becoming creatures of unlight.

#### Greater souls

There are souls who figured a way around the confusion of the Unlaw. These souls can change their community and often have esteemed roles as aristocrats, clerics, business owners or adventurers.

There are different ways of dispelling the effects of the Unlaw. Blessings, arcane arts, artifacts of different kinds, ambrosia and even the divine aether itself can help mitigate its effect by making thoughts clearer and chaos less prevalent. The selected few souls who manage to traverse the insanity of the Unlaw progress to become greater souls in their communities, and are often treated as higher beings by the less fortunate since they possess much higher intelligence and a better understanding of causality.

There are discrepancies, however, where greater souls can be utterly insane and highly affected by the Unlaw, and somehow still manage to keep their position in society.



# Mechanics

THE STORY STAKES SYSTEM

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

## Actions & Checks

There is no specific turn order among players, just naturally build a great story together. Every time your character does something, that is an action.

Whenever you want to take an action that can go wrong you roll a check. You roll 1D20 and hope to roll under your goal – your relevant quality or skill value. If you roll equal to or less than your goal (but not more than 16) you succeed, earning a story point + for each block of 5 below it. And if the roll is a 1, you perfect the check, doubling the story points + you've earned – and also earning you a skill point, which is used for improving skills, but let's leave that for later.

If your goal is 17 you succeed between 16 and 13. If you roll between 12 and 8 you earn one story point + on top of your success and can use it in various ways. A 7 would earn you two story points +, a 2 would earn you three, and a 1, being a perfect roll, would earn you six story points +!

When failing, however, you suffer the consequences of it. If you roll 17, 18, 19 or anything above your goal, the GM determines how unsuccessful the action turned out to be, while also setting a negative aspect upon you or the world around you. And if the roll is a 20, you botch the check, suffering a negative truth instead – but also earning you a skill point as a consolation, but again, forget about this for now.

### BOTCH • Natural 20

You fail so miserably that it will have a long lasting effect on you.  
Risk not succeeding and a negative truth is set upon you or the world, plus earn 1 skill point.  
† Shatter the artifact † Curse yourself † WTF †

### FAILURE • Above 16 or goal

Your action does not go as planned and has negative consequences.  
Risk not succeeding and a negative aspect is set upon you or the world.  
† Stumble † Miscalculate † Damn it †

### SUCCESS • Below or equal to 16 and goal

You succeed and get what you wanted.  
Succeed and earn 1 + for every +5 difference below the goal.  
† Phew † As expected † Quite impressive †

### PERFECT • Natural 1

You get the best possible outcome of your action.  
Succeed and earn 2 + for every +5 difference below the goal, plus earn 1 skill point.  
† Surprisingly easy † Heroic moment † Wow †

A natural result means that the dice lands on that very result. i.e: a natural 20 occurs when the twenty sided die lands on the result 20 even if you had a modification of -5, the result would be a natural 20.

Read more about truths, aspects and story points ahead.

## Story Points +

Story points + are earned by rolling lower than your goal, and are used in various ways. Any earned + must be spent right away, in any way the player chooses. 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.

Reznac is trying to hide from a group of cultists. She has a Sneak skill of 15 and rolls 5, which makes her succeed in staying hidden and also get 2 +. With that, she decides to use a + to determine that the cultists are drunk (an aspect), and the final + to successfully perform an extra Listen action in order to overhear some of their discussions.

Extra actions, aspects and truths introduced by players don't need to be directly connected to the action being checked, but must always be related to the scene in which the action is taking part. Additionally, the GM has the final call on their approval, and may change or discuss with the player to reach something more suitable, always with the preservation of the narrative in mind.

## SPENDING +

- 1+ Successfully perform an extra action [of any kind] without rolling for it.
- 1+ Introduce an **aspect**.  
OR MORE - DEPENDING ON IT'S SCOPE
- 3+ Introduce a **truth**.  
OR MORE - DEPENDING ON IT'S SCOPE
- MULTIPLE + Fulfill a complex task or a check with + requirements
- VARIABLE + Perform an effect specific to the actions and skills you're using.

## It's your story

Bad actions, aspects or truths are generally those disconnected from the story or way too powerful, or both. Some groups, however, enjoy stories with nonsensical or overpowered elements, while others prefer it 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 action and gradually grow to become a mythical dark odyssey, if that's what the group is enjoying the most.





# Check Modifiers

## Straining Sanity

You can push yourself to improve your results in any kind of check, but this strains your sanity, which entices your inner demon. After rolling for the check, you may reduce its result by 5 (down to a minimum of 1) and lose 1D6 (or half as much, depending on your inner demon's kink, but don't worry about this now). This can be repeated as much 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 get you a perfect, those have to be natural.

## Offerings

The GM may spice things up by proposing to a player that they may choose to fail a check (already rolled for or not) in order to get something else in return. This is called an offering, and may involve experience points, story points, regaining sanity and even recovering from darkness.

In order to avoid making the game feel dull, offerings should be used sparingly, such as to make each offering feel like a special occasion.

# Alternate Checks

## Complex Tasks

Some objectives demand complex tasks to accomplish, feeling quite odd to resolve in a single action. Specific rules or the GM will then designate a number of (as well as other possible conditions) required to complete it, which players must gather from multiple checks related to the objective (checks on repeated skills may be penalized by certain rules or by the GM if it feels appropriate). When the required conditions have been met, the objective is accomplished.

Reaching a city on the other side of a desert.  
Finding the cure to a poison.  
Crafting a sword that can cut through death.

If 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 a player fails or botches during the process, the task's requirements may be aggravated by the new negative aspects and truths.

## Combined Checks

Some abilities or rules call for combined checks. These are rolled as two skill rolls at once in two different skills OR as two skill rolls in the same skill after another. If both rolls succeed, the check is a success. If any roll generates, this can be used to buy aspects or truths. You can even roll double perfect rolls and gain a massive chunk of and perform heroic deeds with combined checks. But if any of the rolls fail or botch, the check is considered the worst of these outcomes. Sanity may be strained as usual on each roll.

## Panic Checks

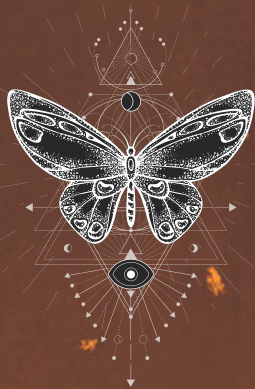
Some actions are too hard, and the GM may determine that you cannot roll. You can, however, ask to roll them as a panic check, in order to try something desperate or heroic. If the GM allows it, the check is rolled against the value of a quality or skill divided by 5, thus reducing a skill of 20 to a check against 4. Additionally, no results generate, and failures are considered botches. You still can strain your sanity unless you roll 20.

**Example Complex task** - Reznac has found a tome and wants to research it during downtime. The GM tells the demon that 10 is required to complete the research. Reznac uses different skills that fit the task at hand. Checks are rolled for Divine Rituals, Alchemy Tech, Analyze Artifact and Pantheon, managing to get her a total of 7. Out of high skills herself, she asks her friend Grimhold to attempt a Witchcraft check to get the remaining 3, but Grimhold rolls a 20 and botches his check. Since the skill that botched was Witchcraft, the GM decides to introduce the truth "cursed" to the tome, ruling that it now inflicts 3 loss every time it is interacted with. Reznac takes the 3 loss to further analyze the tome with a "Genesis Tech" check and gets 1. She then decides to strain her sanity, losing additional 2D6, to improve her result and get the final 2 before anything worse happens. She may have gone mad in the process, but the secrets of the tome is hers for the taking.

**Example Combined check** - Reznac is trying to assassinate a soul using her feature as an Assassin, combining her Stealth and Melee finesse skills. She rolls a success on Stealth and two on Melee finesse. The check counts as a success with two additional, and she makes the kill clean and soundless. If she would have failed any of her rolls the whole action would have been regarded a failure even if the other one was a natural 1.

**Example Panic check** - Grimhold is bound by chains by the servants of the Machine Angel. He tells the GM he wants to rip the chains and try to catch a servant as a shield. The GM reflects on this and tells Avery that he always could do a panic check for Brawling. Avery has 16 in that skill, 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 goes for it even if it'll make him go mad.







# Aspects & Truths

## THE STORY STAKES SYSTEM

*Aspects and truths both introduce a fact about the game world that the GM and players must consider from then on. The difference between them is that aspects are bound to expire eventually, while truths are permanent or at least very hard to change.*




Aspects and truths both introduce a fact about the game world that the GM and players must consider from then on. The difference between them is that aspects are bound to expire eventually, while truths are permanent or at least very hard to change.



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 deviates from the usual nature of things in a given situation is considered supernatural. Anything that affects a large collective is considered universal.

### ASPECTS



**The door is "unlocked"**

(aspect )



**The cup is "filled with healing water"**

(supernatural aspect  )

**The city is "rainy"**

(universal aspect  )

**The sky is "pitch black with a single star tonight"**





(universal supernatural aspect  )

### TRUTHS





**The house is "made of stone"**

(truth   )






**The sword "can talk"**



(supernatural truth    )


**The population of Babylon are "well educated"**

(universal truth    )

**The city is "haunted by a deadly curse"**

(universal supernatural truth     )

The  cost of Aspects and Truths are not definitive in any way and the GM is encouraged to improvise instead of trying to figure out the exact number of  needed.

*"Your sword catches fire from your masters rage? It makes sense right now, I'd say that is two .*

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

A "tired" soldier probably has been tired all day.  
A "greedy" merchant probably has been greedy all his life.

## Everything is Aspects & Truths

Finally, checks aren't the only way to introduce them. Any known fact about the game world can count as an aspect or truth. Such facts are usually introduced by the GM throughout the session, but can also be part of Astro Inferno's lore explored in this or other books, or even be consequences of character actions not formally introduced as an aspect or truth. And when in doubt, players can always ask.

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





## HOW DO ASPECTS AND TRUTHS AFFECT GAME PLAY?

First you have to consider the narrative effect that they inflict. If a building is burning it will probably burn down, it will probably give you damage if you run into it and it will light up everything around it and so on. Logical stuff that everyone can agree on also can have an effect on game play, without it having a mechanical result.

Players can directly use aspects and truths by claiming that they help them.

Before rolling for a check, you may claim one aspect or truth as being contributing to your action. Additionally, you may 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. When doing so, a success awards you one extra + for each claimed aspect or truth.

All claims must be connected to the action, with the GM having the final call on their approval.

**Example using Aspects** - Reznac has rolled for Read Situation and realized they are swarmed by enemies. She also rolled a +, which she uses as an extra action to assist Grimhold with his machine gun. When his turn, Grimhold decides to open fire, claiming the aspect "assisted by Reznac", which contributes to the action and gets him an extra + if he succeeds. He may still make another claim with a different aspect or truth, if there is one that could contribute to the action, thus getting him a total of + extra SP at a success.

## THE GM USING Aspects & Truths

The GM may also affect player actions using aspects or truths. The most usual way of doing this is by requiring a number of + to be spent. When resolving such checks, all + are lost and the check is considered a failure if the requirement isn't met.

*Since it's "dark" you need 2 additional + to succeed in this Climb roll, so if you only get 1, you fail and don't even get to use it.*

There are various ways other than extra and required + in which actions can be affected, both positively and negatively. Moreover, aspects and truths 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 ☹ is less impactful than wounds ☹, which is less impactful than story points +, which is less impactful than darkness ☾.

**Since the tome is "cursed",** you lose 3 ☹ every time you interact with it.  
**Since the city is "boiling with unlight",** you get 1 ☾ for each day spent in it.  
**Since the drink is "harvested from Freyr's hair",** you heal 5 ♥ if you drink it.  
**Since the food is "poisoned",** anyone eating it will pass out.  
**Because you are "huge"** you don't fit in the sewer tunnel at all. You simply can not enter it.

Finally, remember that aspects and truths are much more than just tools for affecting actions. 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 feature everyone enjoys.



# The Soul

## CHARACTERS EXPLAINED

You are a soul in a lost universe, lingering between Myth and Dream where the only constant is death. Something has chosen you, it whispers to you at night, it screams at you when your adrenaline is pumping and you have a feeling you will meet it, when you die.

Characters in Astro Inferno consist of three main sections – qualities, skills and features. These hold most of the information you'll need while playing the game.

Characters also have three stats - **life** ♥, **sanity** ☹ and **darkness** ☾. These determine their resistance to the different perils in the world.

## Values & their meaning in the world

Quality & skill value	Meaning	Influence
1	Infant	None
5	Peasant	None
10	Apprentice	None
15	Veteran	Noticed
20	Expert	Locally known
25	Master	Known by most peers
30	Supernatural	Rumors whispered
35	Demon	Stories invented
40	Legend	Songs written about
45	Myth	Known by all
50	Divine	Worshiped

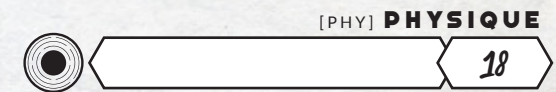
Qualities are the inherent attributes of a character, while skills are their capacities and expertises. Most souls have qualities and skills ranging between 5 and 20, and it is rare for souls to have any value higher than 25.

## Value & Influence

In the world bound by the Satanic Unlaw and governed by fallen angels with the power of gods, the very notions of strong and weak are twisted. Overall, however, souls do get a general influence, as referenced in the table.

## Qualities

There are 6 qualities. In each, characters have a value, representing their comparable strengths and weaknesses.



## Skills

There are 9 skill trees, which are categories that group together related skills, each with a governing quality. Whenever a skill tree is affected, all skills in it are.

### Arcane Arts [SPR]

Everything mystical, used by Mystics and Witches.

### Affinity [CHA]

Charismatic skills, lying, charming and performing.

### Crafts [COG]

Skills for analyzing tech and creating items.

### Literacy [COG]

Knowledge skills on Fracture and the inside of souls.

### Movement [SPD]

All movement, agility and speed related skills.

### Perception [CHA]

Ability to notice things, events or feelings.

### Infernal Survival [DRV]

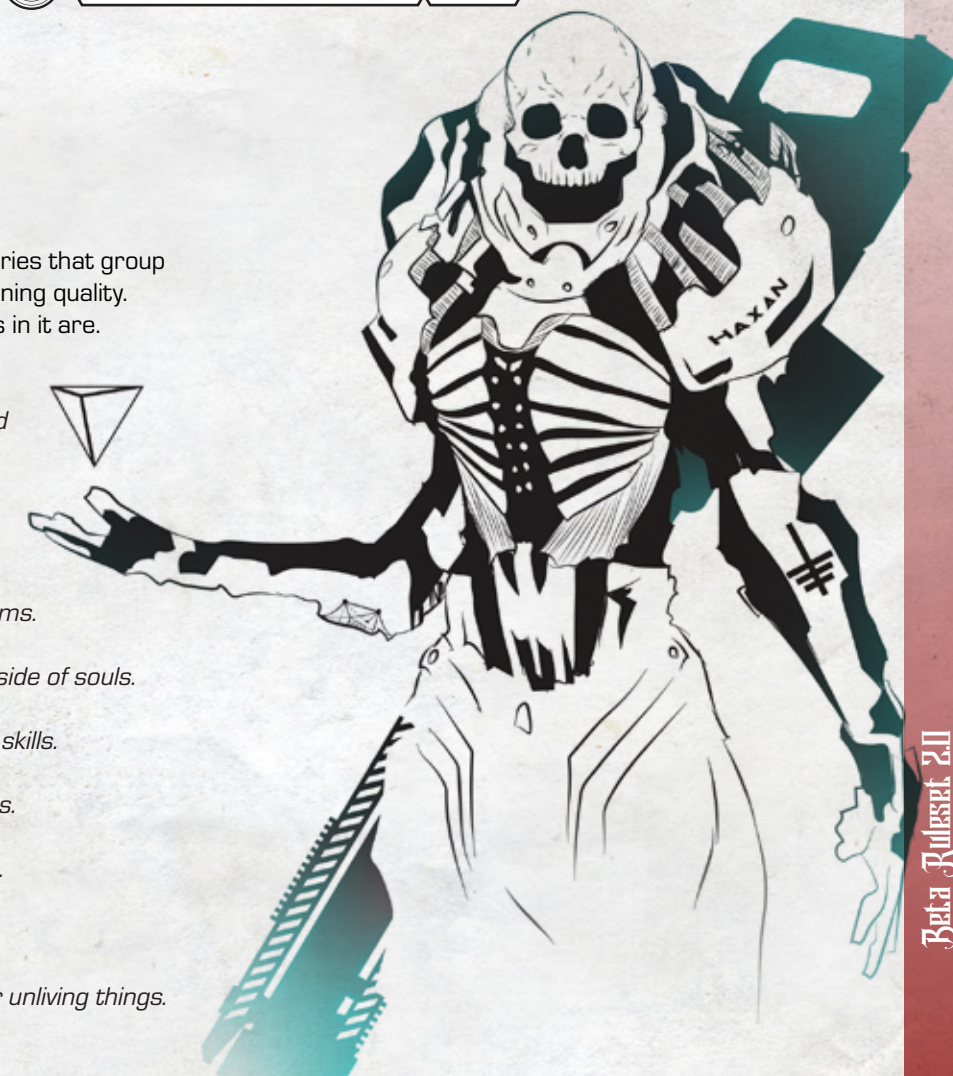
The hard school of surviving in Fracture.

### Shadowry [DRV]

Shady skills best used while dark.

### Conflict Skills [PHY]

Everything related to actively kill living or unliving things.



### Physique [PHY]

Brute Strength  
Endurance  
Build

Physique is used to determine your maximum ♥ and your values in Conflict skills.

Physique checks are used when you use pure strength to lift or break things.

A soul with a high Physique quality is bulky and strong.



### Cognition [COG]

Knowledge  
Mental Reaction  
Problem Solving

Cognition is used to determine your values in Crafts and Literacy skills.

Cognition checks are used when your character's logical thinking or mental abilities are challenged.

A soul with a high Cognition quality is smart and has a great memory.



### Drive [DRV]

Willpower  
Fortitude  
Determination

Drive is used to determine your maximum ☹ and your values in Infernal Survival skills.

Drive checks are used when you try to endure something.

A soul with a high Drive quality is determined, feisty and often stubborn.



### Speed [SPD]

Reflexes  
Agility  
Dexterity

Speed is used to determine your values in Movement and Shadowry skills.

Speed checks are used when you try to do something fast, precise or as a reflex roll.

A soul with a high Speed quality is dexterous and agile.



### Charisma [CHA]

Likability  
Presence  
Social skills

Charisma is used to determine your values in Affinity and Perception skills.

Charisma checks are rolled when passively affecting other souls with your presence.

A soul with a high Charisma quality is perceived as likable and charming.



### Spirit [SPR]

Mysticism  
Attunement  
Inner Dark

Spirit is used to determine your maximum ☾ and your values in Arcane Arts skills.

Spirit checks are rolled when interacting with aether or unlight and when dying.

A soul with a high Spirit quality has an inherent connection to the mystical forces.



# Features ✕

Features are abilities that you can use to get an advantage, often at a cost. They may come from a character's form, destiny and various other sources, and are always marked with ✕ when referred to.

✕ *Prayers* | Heal 1D6 ♥

Some features have a limit of use per session. To keep track of that, use the check box beside them in the character sheet.

PRAYERS | HEAL 1D6 ♥ ASPECT: GOLDEN GLOW ☐

Features are written to be self-explanatory, but due to their brief descriptions, they tend to be open to interpretation in regards to how they are performed, the amount of time they require and so on. Whenever such situations arise, the GM has the final say on how to proceed.

Finally, features often lend power from the character's master, so if you or the GM wants to, their performance can be affected by the master's aspects.

# Expert truths

Characters gain an expert truth for each quality and skill in which they reach a value of 20 or more. It can be a specialization that makes the related quality or skill more useful under certain circumstances, or a characteristic the character develops from embodying that quality or skill to the point that it emerges in some way even when it is not specifically being used.

Expert truths are created by the player, with the supervision of the GM to make sure they fit their source and the story.

*Saxthuga has Charisma 20, so she has chosen the expert truth "always pretty", which is useful after walking days through shit filled tunnels beneath a satanic death factory.*

*Abominatron has Satanic Rituals 20 and developed the expert truth "attracts crawling insects", which could be good in some venues, bad in others. But it will surely make her presence gruesome.*

# 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 blow without suffering a negative aspect.

**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 stress you can endure in the same 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 it you can lose in a single session without suffering a negative aspect.



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



# 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 this is the first time you're doing it.

It is a nice idea to have the GM participate in each character's creation, so as to assist newcomers and give suggestions that bring together each character's background and the story they're envisioning.

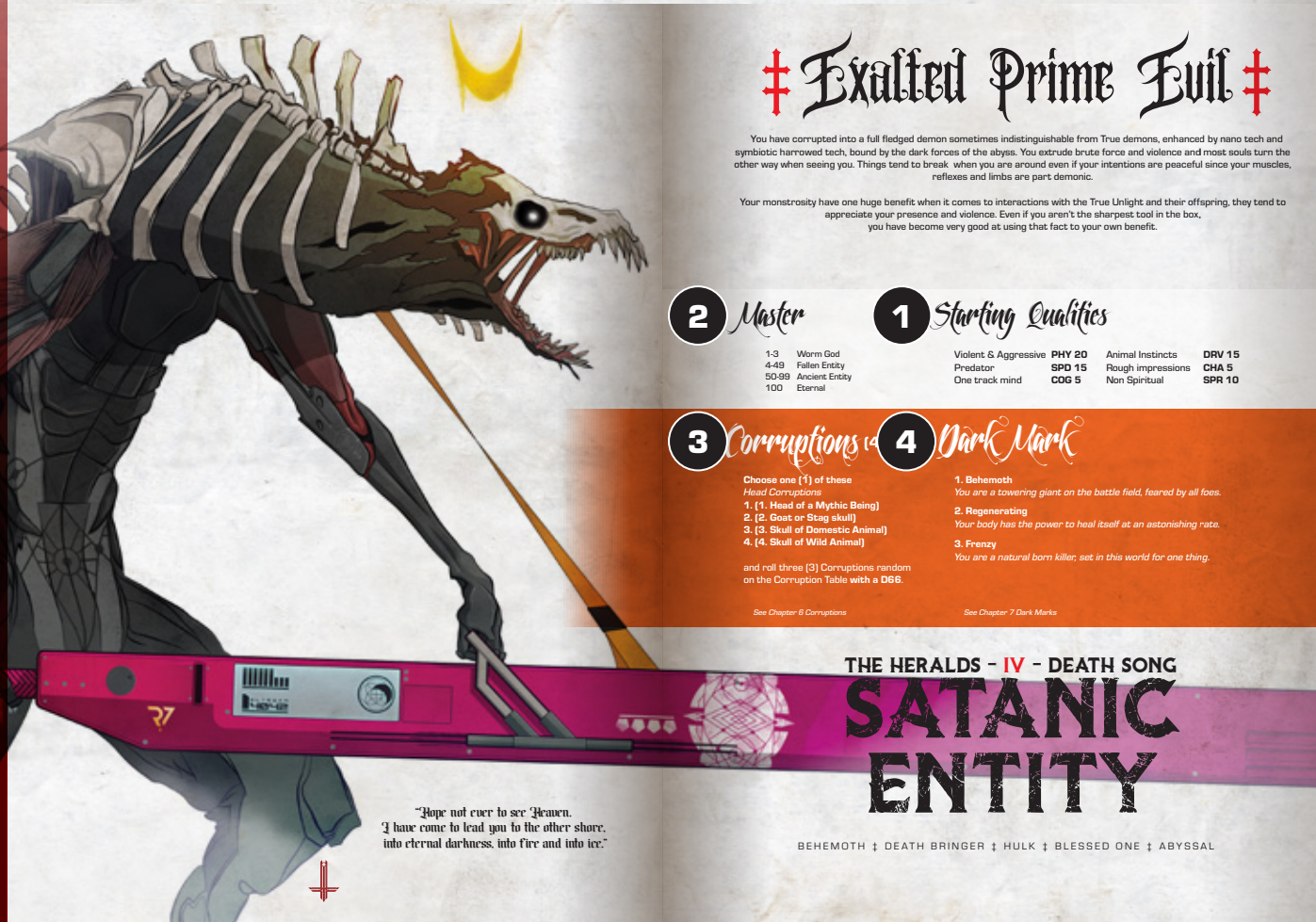
You may roll anything that you're instructed to choose if you're feeling adventurous, no one will stop you. If any roll ends up clashing with the vision of your character, feel free to keep any bonuses from your first result and re-roll or make up a new result that suits your character better. This is true for everything during character creation.

Characters are created in four steps.  
**First, you choose your form** – the physical body of your character, which narrows down your choices for qualities, dark marks, corruptions and for your master, which oversees and influences your character in the long run.

**Second, you choose your destiny** – the chosen path of your character, giving you specialty trees for skills and determines your inner demon, which represents the untamed cravings of your being.

**Third, you define your past**, to get an idea of what your character has done before, and you also sum up all your stats at this step.

**Fourth, you give your character a name and some quirks and finally choose their starting gear.**



## STEP 1

# Form

(PG XX)

6 available in the full game

All souls have been human once, except for the Lilith, who only wears a human carcass as her body.

Your form is everything related to the physical body of your character. Choose your form among those listed in the respective chapter, write it down in your character sheet and proceed as indicated below.

### 1. Qualities

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

### 2. Master (PG XX)

Over 50 in the full game

As does every death singer, you have a master, who has some influence over you and probably a predestined agenda for your existence. Roll 1D100 and check the master table on your form's page to define its type, then check the master list in the respective chapter to choose one. Fill the master section in your character sheet with the information provided.

Fill the master section in your character sheet with the information provided. Add the bonus from your **Mundane, Ordinary** and **Excellent** blessing to your current values.

It is highly suggested to research further about your master in order to get more ideas for your character. If you'd like you can keep the master bonus but change your master to something else.

Over 140 in the full game

### 3. Corruptions (PG XX)

Corruptions are fiendish physical distortions in your form caused by unlight radiation. Choose and roll as indicated by your form's page to define your initial corruptions, then check the corruption list in the form chapter to see their results and roll for bonuses. Fill the first corruption fields in your character sheet with each of your corruptions' names. Finally, jot down your corruption bonuses on the 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 58 FOR MASTER ON HIS FORM AND GETS "ANCIENT DIETY" – HE TURNS TO PAGE XXX AND ROLLS THE TABLE AND FINALLY GET ARTEMIS – GODDESS OF THE ETERNAL HUNT 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 SPEED +3	ORDINARY		PERCEPTION +1
EXCELLENT MOVEMENT +3	MASTERFUL		ANCIENT ARTIFACT
LEGENDARY (DARK) + (POWER)			

HE CHOOSES THE HEAD OF A GRIFFIN AND THEN ROLLS THREE RANDOM CORRUPTIONS ON THE CORRUPTION TABLE WITH A D66 AND ADDS THE BONUSES HE GETS.

- 1 HEAD OF A GRIFFIN (SANITY BONUS +20)
- 2 MIRROR CLAWS (LOCKPICK +5)
- 3 EXTRA GLOWING EYES (SPR +3, SCROUNGE +3)
- 4 LONG BIRD LEGS (MANOUEVER +3 JUMP +3)





#### 4. Dark mark (PG XX)

Dark marks are special classes and powers related to your form. Read about the dark marks available to your form in the Dark Marks chapter to see its benefits, then choose one.

Fill the first dark mark field in your character sheet with its name and rank 1. Note down any bonuses gained in their respective fields.

Some dark marks are unique to a certain form and can only be worn by that form.

#### 5. Quality values and expert truths

Add up all your quality bonuses and write your final quality values in their respective fields. Create an expert truth for each quality reaching 20 or higher, writing it beside its source.

About 40 in the full game

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

DARK MARKS

BEHEMOTH

RANK

1

HE ALSO NOTES DOWN THE TRUTH THAT HE IS LARGE ON TRUTHS AND ALSO JOTS DOWN THE +10 ♥ BONUS "VERY LARGE DEMON!"

♥ BONUS

+10

♥ THRESHOLD

LOSE ALL LIFE = DEATH (SEE ART OF DYING P.XXX)  
LOSE > THRESHOLD = NEGATIVE ASPECT

JOHN SUMS UP THE BONUSES FROM HIS CORRUPTIONS AND MASTER AND HE ENDS UP WITH 23 IN PHYSIQUE & SPEED. THIS GIVES A EXPERT TRUTH THAT HE CAN USE TO GAIN EXTRA STORY POINTS IN GAME.

[PHY] **PHYSIQUE**

LONG STRONG ARMS

23

[SPD] **SPEED**

CREATURE OF THE NIGHT

23

# KNIGHT

BRUTE ‡ PAWNS ‡ 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 combine any **Affinity skill** with Brawling and add any successes and together for a better result. The result is a fail or a botch, if any of the rolls end up as such.

4

INNER DEMON

**1D3+4**

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

2

**DESTINY STATS**

♥ Bonus +20  
♥ Threshold +2  
Brawling +5

1

**Specialty Skill trees**

Craft  
Movement  
Conflict

STEP 2

# Destiny

(PG XX)

12 in the full game

After the Rapture there was only torture and pain, but the Damnation ended with the Great Dark and ever since Souls are mostly left to them selves and the few who dares or are able, can even be the masters of their own lives, unless the are caught by the Unlaw. Death singers who don't get affected by the Unlaw as much often end up in adventurous Destinies that attract violence and hardships.

Destiny is the fate your character has chosen and the way they have lived their life up until now. Choose your destiny among those listed in the respective chapter, write it down in your character sheet and proceed as indicated below.

#### 1. Skill values (PG XX)

Every skill gets one bonus each, either based on the specialty skill trees from your destiny, on the qualities governing each skill tree, or if they don't receive a bonus from either. Add all bonuses to the current values in their respective fields in your character sheet.

First, add a +15 bonus to five skills within any of the specialty skill trees in your destiny.

Going skill tree by skill tree, add a +10 bonus to as many skills as the governing quality's value divided by 5.

(20=4 skills, 15=3 skills, 10=2 skills, 5=1 skill)

Finally, add a +5 bonus to every skill that hasn't yet received a bonus in this step.

Each skill must get exactly one of the above bonuses. If you get more +10 bonuses than you have eligible skills in a skill tree, use them instead as +2 bonuses there, which are added on top of +15 and +10 bonuses.

Bonus	Number of instances
+15	Five, among specialty skill trees
+10	Quality/5, among each skill tree
+5	All remaining skills

#### 2. Destiny stats

Each destiny gets additional buffs to two stat bonuses or thresholds and one bonus to a skill. Jot down these increments to the respective fields on your character sheet.

**Greater souls example destinies:** Alchemist, artisan, blood reader, bard/muse, blacksmith, butcher, hunter, mayor, occultist, priest, prophet, relic-culturalist, satanic informer, shopkeeper, slaver, tavern owner, traveling trader, undertaker, witch.

**Ashen souls example "destinies":** Ash farmer, cat flayer, dung bearer, frog gatherer, grave digger, guardsman, stick -maker, street jester, prostitute, water boy. (Soiled souls are pure chaos and have no meaning in anything they do.)

JOHN SPENDS 3 OF HIS SPECIALTY SKILLS AT +15 ON FIGHT, JUMP AND THROW IN THE MOVEMENT SKILL TREE. HE ALREADY GOT +3 IN ALL MOVEMENT SKILL FROM HIS MASTER AND ADDITIONALLY +3 IN MANEUVER AND THROW FROM HIS LONG LEGS.

MOVEMENT [SPD]	SKILL
MANEUVER	21
JUMP	18
THROW	21
CLIMB	3

HIS SPEED QUALITY IS 15 GIVING HIM 15/5 = 3 SKILLS AT +10. BUT SINCE HE ALREADY SPENT 3 OF HIS SPECIALTY BONUSES IN THIS TREE THERE IS ONLY ONE SKILL LEFT AVAILABLE TO GET A BONUS - CLIMB.

THE TWO REMAINING +10 BONUSES INSTEAD TURN INTO +2 BONUSES. JOHN CHOOSES TO SPEND THE +2 BONUSES ON MANEUVER AND THROW MAKING THEM 23.

MOVEMENT [SPD]	SKILL
MANEUVER	23
JUMP	18
THROW	23
CLIMB	13

AS A KNIGHT HE GET +20 IN ♥ BONUS AND +2 IN ♥ THRESHOLD AS WELL AS +5 TO BRAWLING WHERE HE HAD 15 MAKING IT 20

♥ BONUS

+30

♥ THRESHOLD

2

BRAWLING

20

Beta Ruleset 2.0

III

III



3. Feature

Each destiny offers one feature that is unique to it. Fill one of your feature fields with its name and a short description.

Many destinies give you the ability to

4. Inner demon

(pg xx)

7 in the full game

As does every soul, you have an inner demon, which represents your deepest wildest cravings. Roll a die as indicated by your destiny to determine it. Fill the inner demon field in your character sheet with its type, sin and blessing as indicated below, with its power as indicated by your destiny, and with the name you come up with for it.

Type	Sin	Blessing
1. Goat	Lust	Satisfy
2. Pig	Hunger	Scrounge
3. Fox	Greed	Sleight of hand
4. Donkey	Sloth	Fable
5. Wolf	Wrath	Brawling
6. Dog	Envy	Listen
7. Peacock	Pride	Conduct

Finally, look up your inner demon in the respective chapter in order to choose 4 fear reactions, changing them or creating different ones up to the GM's approval. Fill the inner demon field in your character sheet with them.

THE FEATURE FOR THE KNIGHT GIVE HIM THE ABILITY TO COMBINE BRAWLING WITH MANEUVER MAKING THEM BOTH VERY POWERFUL SKILLS, HE NOTES IT DOWN ON FEATURES

HISTORY OF VIOLENCE : CAN COMBINE MANEUVER & BRAWLING

JOHN LOOKS UP THE DOG DEMON AND WRITES DOWN IT'S SIN, KINK AND HIS POWER THAT HE GETS FROM HIS DESTINY. 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	TRIUMPH		TYPE	DOG	
			POWER	+2	
SIN	ENVY		ITCH	CRAVING	KINK
					LISTEN
FEAR REACTIONS					
	TREMBLE LIKE A LEAF		1	HOWLING	2
	UNCONTROLLABLE SCREAMS		3	PARALYSIS	4

THE DOG DEMON ALSO GIVE JOHN A TRUTH ABOUT HIS ENVY. AND HE DECIDES HIS DEMON IS VERY FOND OF HIS FRIEND, RAZNECK'S PRECIOUS WEAPON AND WRITES THIS DOWN BESIDE HIS "LARGE TRUTH".

"VERY LARGE DEMON!" "ENVIDIOUS OF RAZNECKS SPEAR!"

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	PANTHEON +3
	HOW	WITH A LARGE SWORD	MELEE SLASHING +3

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

MOVEMENT [SPD]	SKILL
MANEUVER	25
JUMP	20
THROW	25
CLIMB	15

STEP 3

Past

Now let's see what's in your past. Roll a start a middle and an End and note these down on the character sheet. Roll as instructed by the table below in order to get a what, a who/where and a how, write them down in your character sheet.

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.

What 1D10

1. Survived/Fled from Movement +2
2. Tricked Affinity +2
3. Infiltrated Shadowry +2
4. Fought Conflict +2
5. Sold by/in ♥ bonus +30
6. Worshiped Arcane Arts +2
7. Has studied Literacy +2
8. Charmed by Perception +2
9. Was/was in Craft +2
10. Created by/in Infernal Survival +2

Who/Where 3D10

3. A Worm god Pharmacy +3
4. A Great Mother Satisfy +3
5. A Harbinger Fable +3
6. A Siren Conduct +3
7. A Golden God Genesis Tech +3
9. A Dead God Pantheon +3
10. One of the 7 Kings Dominions +3
11. One of the Serpents Dark Connections +3
12. Black HorruX Command Sixth Sense +3
13. The Starless Omen Blood Aether +100
14. The Abyss Navigate +3
15. The Hollow Scrounge +3
16. The Lost Myrkheim Climb +3
17. Temple of Anubis Alchemy Tech +3
18. A Truth hag Medicine +3
19. Babylon Sleight of hand+3
20. The Citadel Emergency aid +3
21. Burning Olympus Divine rituals +3
22. House of Hades Brawling +3
23. The city of DIS Stealth +3
24. A High witch of Haxan Ranged Precision +3
25. Underworld of Duat Melee finesse +3
26. Asphodel Meadows Listen +3
27. Valhalla Secular Tech +3
28. River Styx Ranged automatic +3
29. Asmodeus Blood Loom Ranged heavy +3
30. The Beyond Abyssal Rituals +5

How 1D20

1. uncorrupted ☾ Threshold +1
2. 1D100 years ago ☼ Threshold +1
3. at Satans Ball ♥ Bonus +20
4. with an Blood Oracle Blood Aether +100
5. with a Genesis Machine 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. 1D1000 years ago Pantheon +5
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 crown of bone Psychology +3
16. with a festering wound ♥ Threshold +1
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



### 1. Past bonuses

Jot down all bonuses from your past in their respective fields.

### 2. Blood (PG XX) *Not available in the Beta*




Add up all your blood aether bonuses, if any, and fill the blood field in your character sheet with your blood tier and aether value, jotting down any bonuses you get from it on the respective fields. If you don't have any Blood Aether you can just write "Normal" and 0 Aether.

### 3. Finishing skills & Expert truths

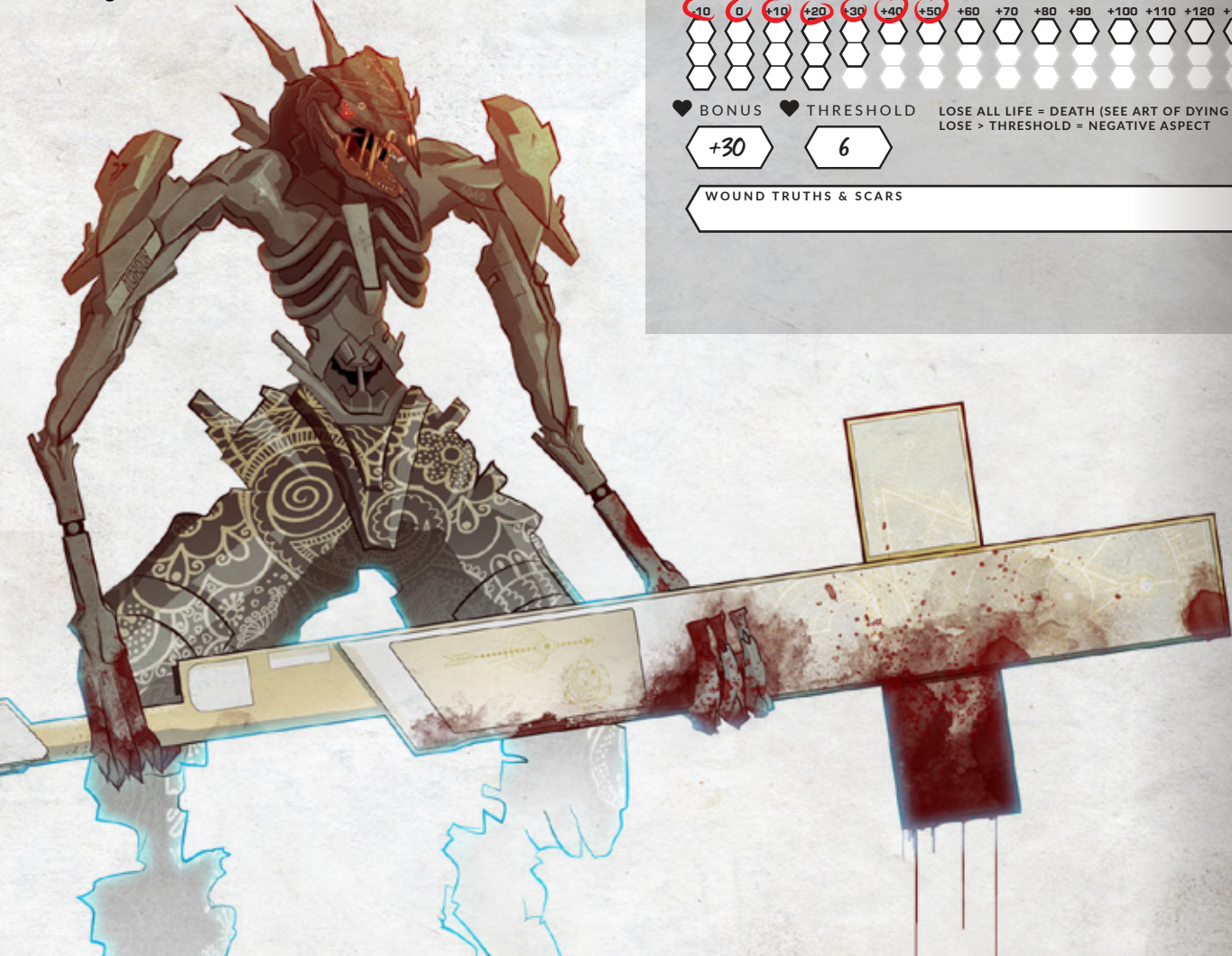
Add up all your skill bonuses and write the final skill value in their respective fields.

Create an expert truth to any skill with a value of 20 or higher, as described in the related chapter.

### 4. Stats and thresholds

For each of your stats, add any stat bonus you have to the value of the associated quality,  = PHY,  = DRV and  = SPR - then encircle all hexagon column numbers reached by the result.

Additionally, add the quality value divided by 5 and rounded down to any threshold bonus you may have, filling in each threshold field with the result.




JOHN HAS NO BLOOD AETHER AND HAS THE NORMAL BLOOD TIER  
HE WRITES "NORMAL" AND "0" ON AETHER


















BLOOD		AETHER
NORMAL		0



HE CHOSE EXPERT TRUTHS FOR  
MANEUVER, JUMP, THROW AND BRAWLING

MOVEMENT [SPD]		SKILL
MANEUVER	"ESCAPE ARTIST"	25
JUMP	"LEAPS BETWEEN BUILDINGS"	20
THROW	"COIN TOSSE"	25
CLIMB		15
BRAWLING		"MEAT SLICING BEAK"
		23

JOHN HAS PHYSIQUE 23 AND A WOUND BONUS OF +20 SO HE  
ENCIRCLES ALL COLUMNS UP TO 40 WHICH MEANS  
HE CAN TAKE A TOTAL OF 16  BEFORE HE DIES.

HIS PHYSIQUE OF 23 MEANS HE CAN ADD 4 (20/5) TO  
HIS +2 THRESHOLD BONUS MEANING THAT HE MUST SUFFER  
MORE THAN 6 DAMAGE TO GET A NEGATIVE ASPECT.

LIFE  [PHY + BONUS]		[DAMAGE & TRAUMA]	
 10	 0	 10	 20
 30	 40	 50	 60
 70	 80	 90	 100
 110	 120	 130	 140

 BONUS	 THRESHOLD
+30	6

LOSE ALL LIFE = DEATH (SEE ART OF DYING P.XXX)  
LOSE > THRESHOLD = NEGATIVE ASPECT

WOUND TRUTHS & SCARS

# Finishing touches

After the rapture 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. Identity

What your identity actually stands for is entirely up to you, but it is often some kind of title that you are called by outsiders, something that can be used when your journeys are retold in place of your name. It may be mundane or very complex, and you may change it whenever you feel is right. Fill the character field in your character sheet with your identity, 0 xp and level 1.

### 2. Truth

Finally you are free to create a truth for your character! This truth 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 your character or something they have done or own, writing it in the respective space in your character sheet.

### 3. Quirks

Quirks are brief descriptions of small things about your character that further explore its behavior, which you write in the respective spaces in your character sheet.

**Mannerism** - Habitual gestures or ways of speaking and acting. A certain move or expression.

**Desire** - Impulses that influence your actions and steer your path.

**Pain point** - Triggers that cause emotional pain.

**Fear** - Something you are really afraid of and will actually take a toll on sanity if you must confront it.

### 4. Name

Names are important in Fracture – they are the part of the soul that binds to the spirit and the divine. 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 in your character sheet, which is now ready to choose gear and begin its journey.

HIS LEVEL STARTS AT 1 AND HE FIGURES  
"THE BLOODY GRIFFON" SHOULD DO AS IDENTITY.

CHARACTER IDENTITY	XP	LEVEL
THE BLOODY GRIFFON		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"

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

Quirks	ALWAYS WITHDRAWN & SUSPICIOUS	MANNERISM
	TO FLEE FRACTURE	DESIRE
	THE 7 WORM GODS	FEAR
	HORRUXES	PAIN POINT

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 "WHIRMWALD".

Choose a starting set of gear on  
page 42 and use additional  
weapons from page 43





Salt  
The Physical  
Without soul or spirit

# The Form

THE BODY AND BLOOD - THE SALT

Hark the lament of martyrs, forged in pain for eternities during the Damnation. The form is the Salt of Fracture and is combined with the Sulfur and the Mercury to complete a human soul.

Forms are categories of Souls but are seldom unique and share traits from each other. A Genesis Machine can have a human skeleton and organic features mixed with it's robotic chassi and an Satanic Entity can have a buzzing divine holtzfield as a gloria upon its deformed demonic head.

All forms can be of any stand - soiled, ashen or greater, but characters who are death singers always counts as greater souls.

All souls have been human once upon a time, but most have no memories left lasting more than a couple of hundred of years back, and memories of earth or the torture of the damnation often only manifest as visions or dreams, but there are exceptions.

*A soul with no distinguishable features are not considered a form and this is the appearance of the bulk of the souls in Fracture. Ragged, tarnished humans with one or two corruptions.*

When you create your character you choose one form that will be your base and unless you've chosen undying you add you corruptions and then choose how your character looks and decide what cosmetical features your form has evolved through it's miserable eternal forging in pain.

Any cosmetical features are possible but wont give any mechanical advantages unless they are corruptions.

## Forms

1. Undying
- ~~2. Dark Soul~~
3. Nano Suit
4. Satanic Entity
- ~~5. Genesis Machine~~
- ~~6. Lilit~~

ONLY 3 AVAILABLE IN BETA

Choose or roll  
if you feel sadistic.

*Undying is the "easiest" form to play as a beginner since they are new to Fracture and often has very little experience of life here.*

*Lilit is the "hardest" form to play as they are pure demons less related to gods and angels even than the humans and they have memories of the Beyond and their life in the White Abyss when it was the gateway to the human psyche.*







“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 10 years ago, endured the Great Fog and have somehow stayed alive until this day.

You are a human in all regards and have needs few other souls posses, such as air, food and water. Not living through the eternity of torment in the Damnation has also given you some perks, such as a pretty clear and compared to many souls, “sane” mind.

Your stubbornness, determination and faith has saved your life countless times. In this new society you are mostly viewed as an exotic entity and in worst case, food.

*Undying is relating to the Rapture and not your own death. You can die over and over but you'll still be regarded as an Undying.*

## Master

**BETA**  
only 3 available  
choose one

## Starting Qualities

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

## Corruptions [0]

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

## Dark Mark

**1. Faith**  
You may heal your own wounds in an instant and bless your weapons before combat.

**NOT AVAILABLE IN BETA** learned to stay alive.

**NOT AVAILABLE IN BETA** ns and armor.

See Chapter 7 Dark Marks

# THE 01 UNDYING

CLEAN SOUL † ASTRONAUT † INNOCENCE † MEATBAG † SKINWALKER





"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...

Nano machines girdle in your blood and has made you into something more than a mere human. They control you and you influence them. You where human once, resurrected by the extinction machines during the RENEGESIS. Reasons are hidden in shrouds and you have laid aside your human instincts for more artificial senses and may appear somewhat binary in your thoughts. You corrupt like everyone else and so does the nano machines in your cells.

You are fast both in body and mind and posses a parallel thought process giving you a dual stream of consciousness making your decisions lightning fast and even if you don't give the correct answer you can almost always answer first.

You hear the calling of the Dark Lord like a constant signal in your ghost, inside your very blood.  
Do you dream of Electric Sheep?

*Master*  
**BETA**  
only 3 available  
choose one  
  
choose one

<i>Starting Qualities</i>			
Exo Skeleton	<b>PHY 15</b>	Digital mind	<b>DRV 10</b>
Nano reflexes	<b>SPD 20</b>	Likable	<b>CHA 10</b>
Dual brain	<b>COG 15</b>	Ghost in the shell	<b>SPR 5</b>

## Corruptions (2)

Choose one (1) of these

- 1. (2. Goat/Stag skull)
- 2. (5. Skull Face)
- 3. (61. Tentacle(s) in face)
- 4. (65. Extra Pair of Eyes)

and roll one (1) Corruption random  
on the Corruption Table with a D66.

See Chapter 6 Corruptions

## Dark Mark

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

**NOT AVAILABLE IN BETA** et a bonus on all movement  
skills and can dodge damage in combat

**NOT AVAILABLE IN BETA** just

You get warnings about danger ahead and may get forboading and omens.

See Chapter 7 Dark Marks

# NANO<sup>3</sup> SUIT

SPLICER † GLITCH † VIRUS † GHOST † SHELL





# † Exalted Prime Evil †

You have corrupted into a full fledged demon sometimes indistinguishable from True demons, enhanced by nano tech and symbiotic harrowed tech, bound by the dark forces of the abyss. You extrude brute force and violence and most souls turn the other way when seeing you. Things tend to break when you are around even if your intentions are peaceful since your muscles, reflexes and limbs are part demonic.

Your monstrosity have one huge benefit when it comes to interactions with the True Unlight and their offspring, they tend to appreciate your presence and violence. Even if you aren't the sharpest tool in the box, you have become very good at using that fact to your own benefit.

## Master

**BETA**  
only 3 available  
choose one

## Starting Qualities

Violent & Aggressive	<b>PHY 20</b>	Animal Instincts	<b>DRV 15</b>
Predator	<b>SPD 15</b>	Rough impressions	<b>CHA 5</b>
One track mind	<b>COG 5</b>	Non Spiritual	<b>SPR 10</b>

## Corruptions (4)

Choose one (1) of these

Head Corruptions

1. (1. Head of a Mythic Being)
2. (2. Goat or Stag skull)
3. (3. Skull of Domestic Animal)
4. (4. Skull of Wild Animal)

and roll three (3) Corruptions random on the Corruption Table with a **D66**.

See Chapter 6 Corruptions

## Dark Mark

1. Behemoth

You are a towering giant on the battle field, feared by all foes.

**NOT AVAILABLE IN BETA**

if at an astonishing rate.

**NOT AVAILABLE IN BETA**

is world for one thing.

See Chapter 7 Dark Marks

THE HERALDS - IV - DEATH SONG

# SATANIC ENTITY

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



BEHEMOTH † DEATH BRINGER † HULK † BLESSED ONE † ABYSSAL





Sulphur  
The Soul  
Without body or spirit

# Destiny

THE SOUL - THE SULPHUR

After the Great Dark souls went through the awakening. During a long time period more and more souls were left to their own, gaining some form of independence, regaining some of their memories and wants, and needs. They have slowly gone back to a rudimentary society, almost resembling earth.

Most souls still loiter and are devoted to satisfying their urges or avoiding their fears but some spend their time pursuing dreams or even seeking to make the unlife better.

Death singers are an exception and they seek a higher purpose, a life of exploration and adventure and this is projected in the Destinies they seek.

The destiny is your character's life choice and how they have spent their unlives in Fracture. A destiny gives them a small mechanic ability that gives them an edge in game.

## Destinies

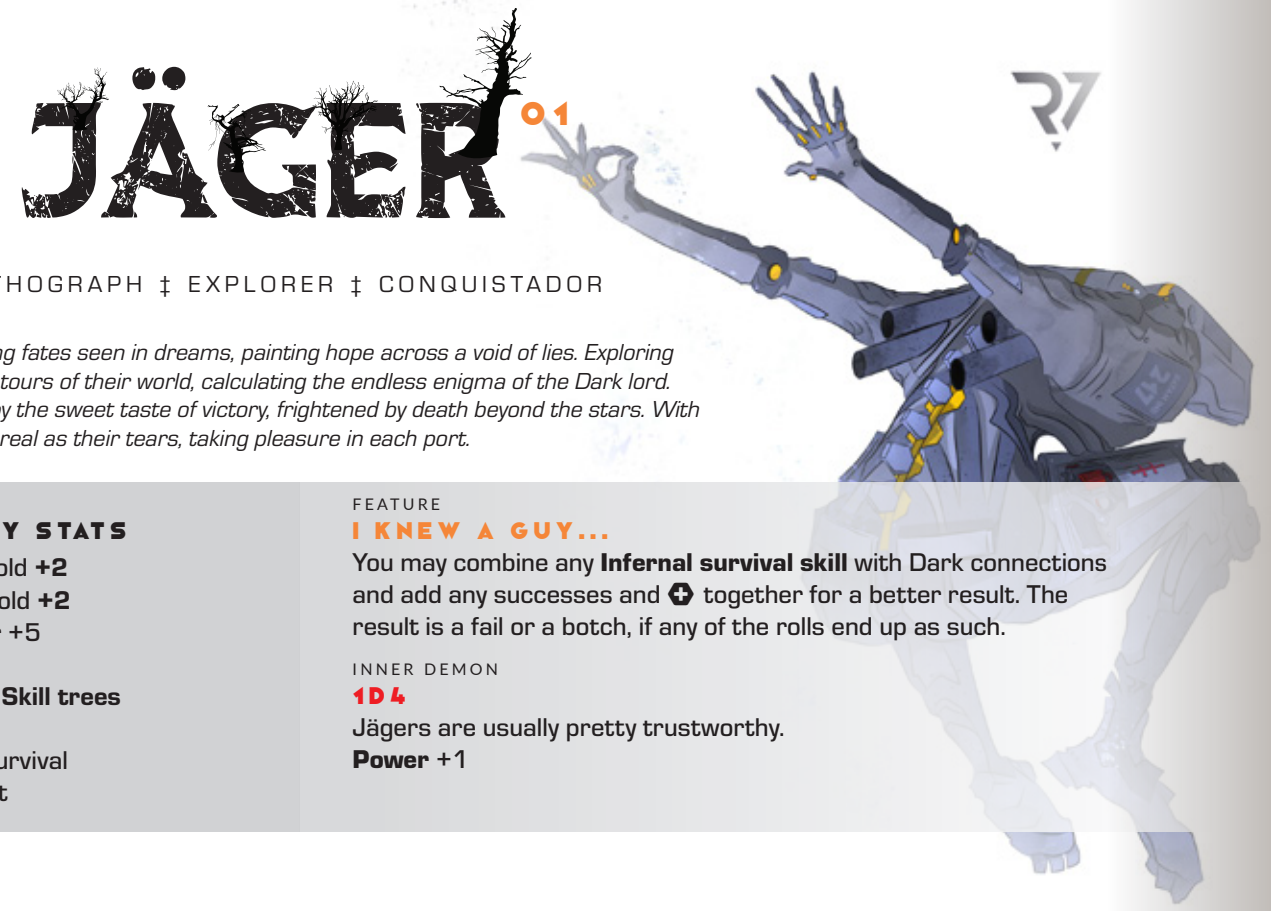
**ONLY 3 AVAILABLE IN BETA**

1. Jäger
2. Knight
3. ~~Music~~
4. Necronaut
5. ~~Death weaver~~
6. ~~Muse~~
7. ~~Artisan~~
8. ~~Rare Blood~~
9. ~~Elysian~~
10. ~~Psycho tech~~
11. ~~Doctor~~
12. ~~Witch~~

*If you want to create a character without Destiny you forfeit the Destiny feature but can distribute your specialization skills in all skill trees and you roll your demon with 1D8, where 8 means give your demon +1 power (starting at 1) and reroll the type.*







# JÄGER<sup>01</sup>



CARTHOGRAPH † 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

- ☾ Threshold +2
- 👁 Threshold +2
- Maneuver +5

## Specialty Skill trees

- Affinity
- Infernal Survival
- Movement

## FEATURE

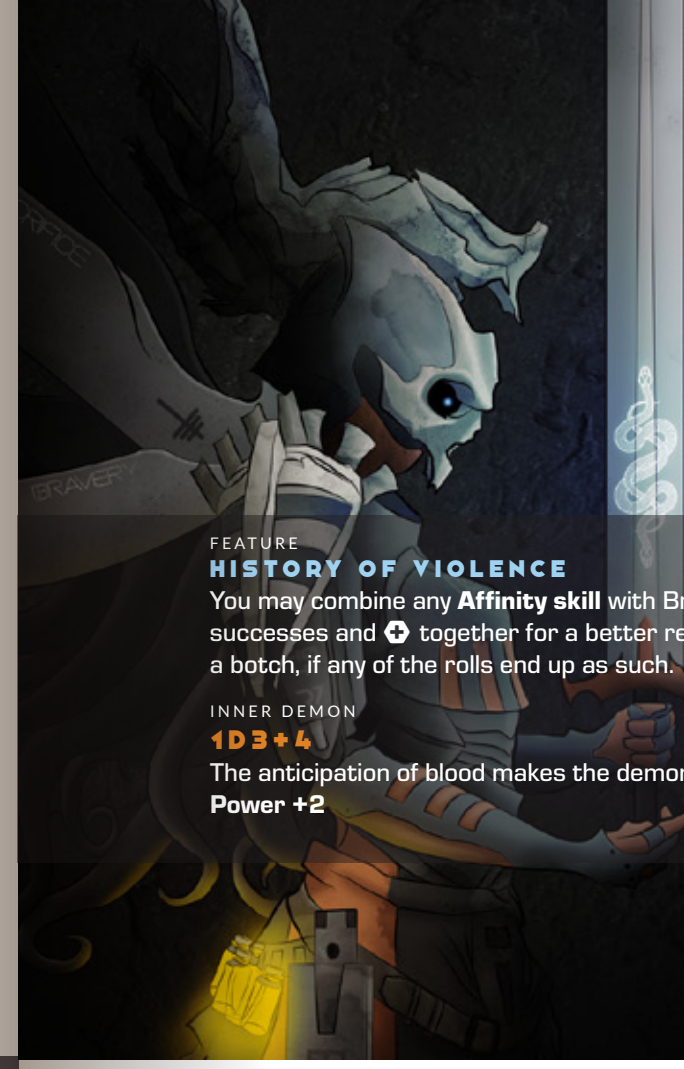
### I KNEW A GUY...

You may combine any **Infernal survival skill** with Dark connections and add any successes and ☼ together for a better result. The result is a fail or a botch, if any of the rolls end up as such.

## INNER DEMON

### 1D4

Jägers are usually pretty trustworthy.  
**Power +1**



# KNIGHT<sup>02</sup>

BRUTE † PAWNS † 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.*

## FEATURE

### HISTORY OF VIOLENCE

You may combine any **Affinity skill** with Brawling and add any successes and ☼ together for a better result. The result is a fail or a botch, if any of the rolls end up as such.

## INNER DEMON

### 1D3+4

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

## DESTINY STATS

- ♥ Bonus +20
- ♥ Threshold +2
- Brawling +5

## Specialty Skill trees

- Craft
- Movement
- Conflict



WORK IN PROGRESS



RUU ARTS



## Seal of Gamygin

GREAT MARQUIS OF THE BLACK GHOST

[4.] Fourth spirit and Marquis of the Satanic Court



# Necronaut<sup>03</sup>

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. Their spiteful and aggressive frustration, opening the fourth pool of sacrifice, in their wake.*

## FEATURE

### NEVER INSANE, ALWAYS CRAZY

When straining sanity you may pay your demon directly with an **Insanity action** (as if getting rid of an itch), instead of the 1D6 🌀 usually paid to modify a roll by -5.

## INNER DEMON

### 1D8-1 (Zero is regarded as one)

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

## DESTINY STATS

- 🌀 Bonus +20
- 🌀 Threshold +1
- Stealth +5

## Specialty Skill trees

- Movement
- Perception
- Shadowry





# Starting Gear

BETA

FINALIZED SETS

In the full game you will create your own starting gear from a set list.  
In the Beta rules the items will have finalized conditions and fragments. The final game also has descriptions for many very exotic kinds of consumables and equipments.

Explanation gear descriptions.

**Tier**  
The tier of the gear and decides how useful it is.

**Type of item**  
What it is, most often explained in the full game but can also be something normal like food or human skulls not in need of any explanation.

**Descent**  
A three part list that gives armors and weapons their final stats and abilities.

**Feature**  
A feature decided by the last part of the Descent and gives the wearer an ability that is noted on features.

**Origin**  
From which materials and origin the item is. Decides it's functionality and cosmetics.

**Condition**  
The general condition of the item or any special quirks that it has. Interpreted by the player and GM when acquired. Always follows the origin.

**Fragments**  
Only available on Masterful and Legendary items and gives the item a limited ability or quirk depending on it's origin. Is interpreted by the player and GM together when acquired.

**Masterful IV: Dimension bag**  
[Genesis] [Oily] [Activates] [Insanity]

**Masterful IV: Undying Structured Armor of Pride**  
Armor 1 Psychology +5 Affinity +4 COG +4  
✂ Play dead: [Spend 5 ⦿ ignore all damage this verse]  
[Secular] [Unreliable] [Blackened] [as the sky]

## Starting Sets

BETA

Choose one set of starting gear and note it down on the character sheet.

### Mercenary set

**Weapon: Ranged Automatic**  
**Masterful IV: Inquisition Auto Cannon of Leviathan**  
ATT +6 DAM 3 TRG 10 RLD +1 PEN 3 GRADE +3  
✂ Carnage: [Damage 3 targets with a main action attack]  
[Genesis] [Transmitting] [Eats] [Plants]

**Armor**  
**Excellent III: Knight Composite Armor of Tiamat**  
Armor 2 Brawling +5 Maneuver +5 SPD +2  
✂ Storm dragon: [Wearer heal 1 ♥ while soaking wet]  
[Secular] [Peculiar]

**Equipment**  
**Ordinary II: Flesh Mask** [Harrowed] [Devious]

**Consumables**  
**1D3 Excellent III: Grenades** [Genesis] [1D6 Damage]  
[Annoying]  
**1D3 Masterful IV: Poison** [Ingested]  
[1D4 Damage] [every 4 hours] [Trembling] until treated  
**1D6 Tactical Flares** [Blue]  
**10 Soiled Food** [Tastes shit]  
**2 Unlight tobacco** [Visions of snakes]

### Scribe set

**Weapon: Ranged Precision**  
**Masterful IV: Babylonian Revolver of the Goat**  
ATT +6 DAM 4 TRG 5 RLD +2 PEN 2 GRADE +2  
✂ Great aim: [Attack +5/3 ⦿]  
[Secular] [Short] [Shines of] [Glass]

**Armor**  
**Masterful IV: Undying Structured Armor of Pride**  
Armor 1 Psychology +5 Affinity +4 COG +4  
✂ Play dead: [Spend 5 ⦿ ignore all damage this verse]  
[Secular] [Unreliable] [Blackened] [as the sky]

**Equipment**  
**Masterful IV: Dimension bag**  
[Genesis] [Oily] [Activates] [Insanity]  
**Excellent III: Stasis Device**  
[Ancient] [Fast]  
**Ordinary II: Night catcher**  
[Harrowed] [Leaking]

**Consumables**  
**1D3 Masterful IV: Potion** [Ingested]  
[Stealth +10] [6 hours] [Rage]  
**1D6 Fruit of Idun** [Red]  
**5 Soiled Food** [Chicken?]  
**2 Booze** [Battery Acid]

### Explorer set

**Weapon: Ranged Precision**  
**Masterful IV: Elysian Long Rifle of Hate**  
ATT +2 DAM 3 TRG 5 RLD +4 PEN 1 GRADE +3  
✂ Angelic: [Damage +1 After a Reload]  
[Ancient] [Quiet] [Awakens true] [Terror]

**Armor**  
**Masterful IV: Haxan Feathered Armor of Death**  
Armor 0 Precision +5 Movement +5 Sixth sense +5  
✂ Death Blessing: [Wearer lose half ☾ in the Death dream]  
[Harrowed] [Sharp] [Attracting] [Embers]

**Equipment**  
**Ordinary II: Dimension bag**  
[Secular] [Bulky]  
**Excellent III: Nano Wire**  
[Genesis] [Glowing]  
**Masterful IV: Aether Umbrella**  
[Ancient] [Dangerous] [Vulnerable to] [Light]

**Consumables**  
**1D3 Ordinary II: Potion** [Inhaled]  
[-1D6 ☾] [12 hours] [Pain]  
**1D3 Wine of Sodom** [Nice year]  
**2 Demonic Flare** [Loud]  
**5 Luxury Food** [& candles]

### Mechanic set

**Weapon: Melee Crushing**  
**Masterful IV: Cerberus Heavy Flail of a Thousand**  
ATT +2 DAM 5 TRG 5 RLD +4 PEN 4 GRADE +2  
✂ Long reach: [Has a surprising range]  
[Genesis] [Recording] [Cleanses with] [Plants]

**Armor**  
**Excellent II: Abyssal Siege armor of the Beyond**  
Armor 3 PHY +1 SPD +1  
✂ Unlight Protection 800  
[Harrowed] [Dripping]

**Equipment**  
**Masterful IV: Rift Pavilion**  
[Ancient] [Impressive] [Always contains] [Pain]  
**Excellent III: Wall cutter**  
[Secular] [Twin]  
**Ordinary II: Power tool carrier**  
[Genesis] [Transparent]

**Consumables**  
**1D3 Excellent III: Poison** [Ingested]  
[1D4 ⦿] [12 hours] [Insomnia] until treated  
**1D6 Holy water** [Fancy]  
**2 Human skulls** [Brain left]  
**2 Luxury Booze** [Macallan 18y]



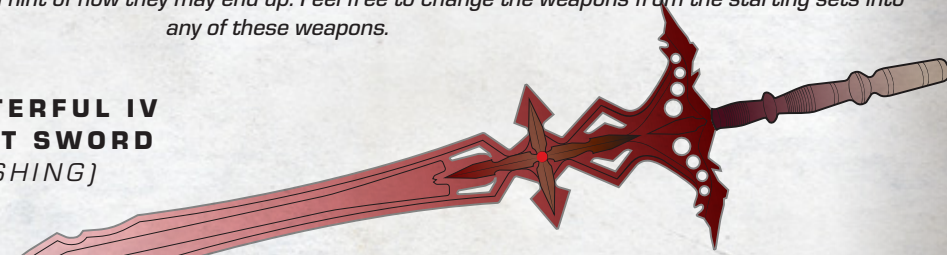


# Weapons

A SMALL 101

There are really no fixed weapons in this game, they are randomly generated through weapon forging. Here we have rolled a few weapons of Astro to give you a hint of how they may end up. Feel free to change the weapons from the starting sets into any of these weapons.

## KRIATOS MASTERFUL IV GREAT SWORD (CRUSHING)

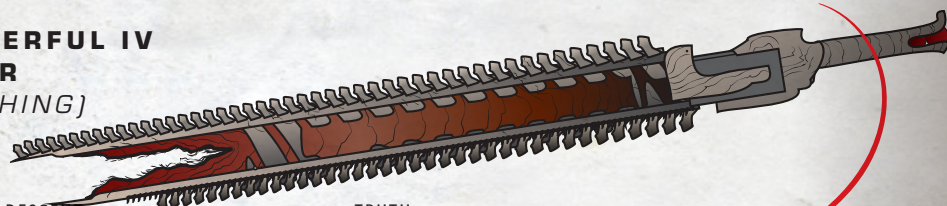


TIER		NAME			CONDITION & WEAPON DESCENT			TRUTH					
IV		Kriatos		Blood red		Titan - Great sword - of Execution			[Ancient] Sparkles with - Pain				
ATTACK		RELOAD		DAMAGE		TARGETS		GRADE		WEAPON FEATURE		LEVEL/UXP	
+6		+6		VI		3		2		Deadly - Each spent raises damage by 2 (instead of 1)			

Heavy weapons as great swords and cannons are great at killing huge creatures with their massive damage but worse for dealing with hordes of smaller enemies. Kriatos could kill 18 [VI x 3] horde by spending 2 reaching its maximum targets.

Quick weapons as swords and automatic weapons are great at killing loads of minions and hordes but much worse at killing tougher enemies. Qliphoth with the nice feature Carnage could kill a massive 28 horde enemies spending 2. With the possibility to spend up to three more to get the kill count up to a horrific 40 [IV x 10].

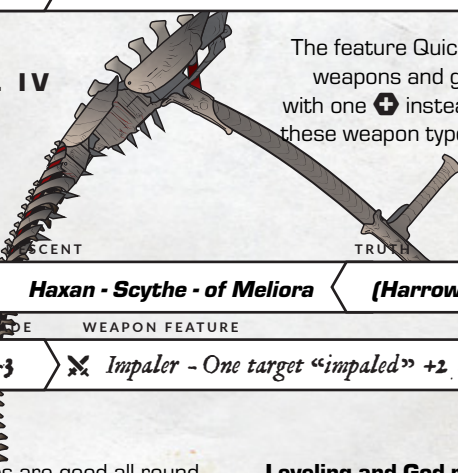
## QLIPHOTH MASTERFUL IV RAZOR (SLASHING)



TIER	NAME	CONDITION & WEAPON DESCENT				TRUTH
IV	Qliphoth	Pulsating	Flesh - Razor - of Leviathan			(Genesis) Attracts - thick black flies
ATTACK	RELOAD	DAMAGE	TARGETS	GRADE	WEAPON FEATURE	LEVEL/UXP
-2	+2	IV	10	-3	Carnage - if the main action, deal damage to 3 targets on a success. (+ Quick)	

The feature Quick is permanent on automatic and slashing weapons and gives the ability to damage 2 extra targets with one instead of the usual 1 and is very important for these weapon types while fighting hordes and minions to be able to reach their potential.

## BLOOD BRINGER MASTERFUL IV SCYTHE (FINESSE)



TIER	NAME	CONDITION & WEAPON			SCENT	TRUTH
IV	Blood bringer	Sticky	Haxan - Scythe - of Meliora			(Harrowed) Bleeds - poison
	ATTACK	RELOAD	DAMAGE	TARGETS	GRADE	WEAPON FEATURE
	+2	+2	V	4	-3	✖ Impaler - One target "impaled" +2 damage if attacked again.

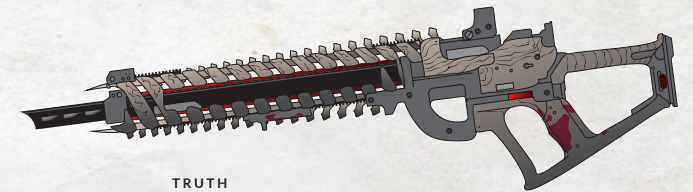
Precision weapons like scythes and rifles are good all round and can do a little of both. Blood bringer could kill 15 horde enemies spending 2. But could only spend 1 more to reach 20 [V x 4] as maximum.

Leveling and God rolls - Lets play with the thought that Kriatos instead had the feature Carnage. Since it has a targets of 2 it would not even be able to use the full potential of Carnage, but it would be a great incitement to level up Kriatos and raise its maximum Target value and then it would truly be a formidable God roll.

### Damage and targets quick and dirty

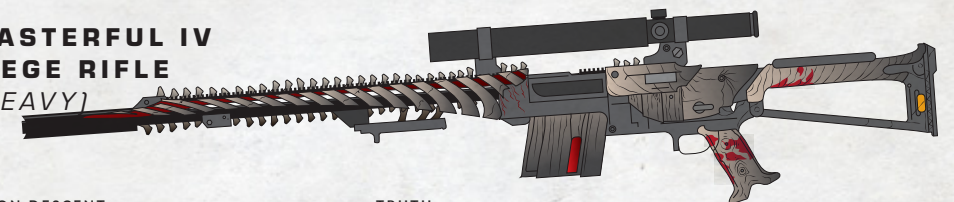
Damage tells how much each target will lose. One lets you either raise the damage by +1 or dealing the weapons damage to a new target up to the maximum of the weapons Targets value. Oreboous could deal 16 in damage to a horde with three.

## OREBOOUS MASTERFUL IV STALKER RIFLE (PRECISION)



TIER	NAME	CONDITION & WEAPON DESCENT				TRUTH
IV	Oreboous	Devious	Blackened - Scout rifle - of Hate		(Harrowed) Drinks - Fire	
ATTACK	RELOAD	DAMAGE	TARGETS	GRADE	WEAPON FEATURE	LEVEL/UXP
+6	+2	VI	1	2	☒ Death driven - Every kill heal one ♥	

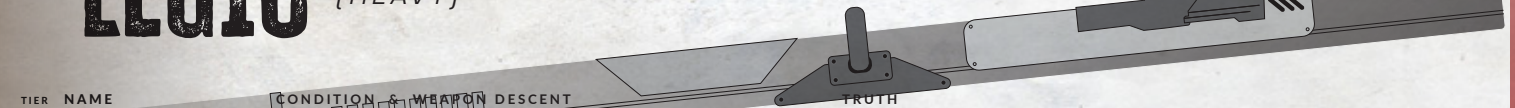
## HRAFNASUN MASTERFUL IV SIEGE RIFLE (HEAVY)



TIER	NAME	CONDITION & WEAPON DESCENT			TRUTH		
IV	Hrafnasun	Loud	Limbo - Siege rifle of a thousand		(Ancient) Cuts through - Darkness		
	ATTACK	RELOAD	DAMAGE	TARGETS	GRADE	WEAPON FEATURE	LEVEL/UXP
	+5	+2	VII	2	-2	✖ Extreme ranged - Has unbelievable reach	

Some weapons such as rocket launchers and heavy flails has a different balance with reduced base stats making them a risk/reward weapons with massive potential.

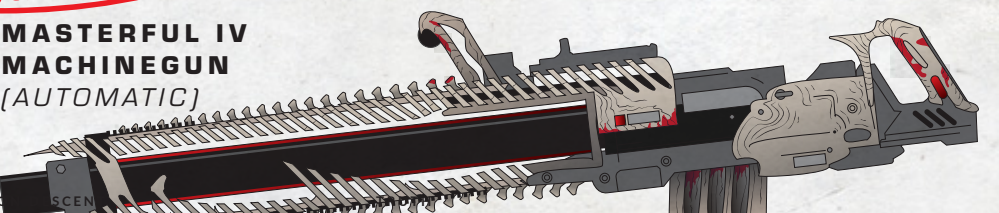
## LEGIO MASTERFUL IV ROCKET LAUNCHER (HEAVY)



TIER	NAME	CONDITION	WEAPON DESCENT	TRUTH		
IV	Legio	Quiet	Myrkheim - Rocket launcher of Hate	(Ancient) Inspires - Speed		
ATTACK	RELOAD	DAMAGE	TARGETS	GRADE	WEAPON FEATURE	LEVEL/UXP
-4	-4	V	7	2	✖ Angelic - Damage +1 if reloaded	

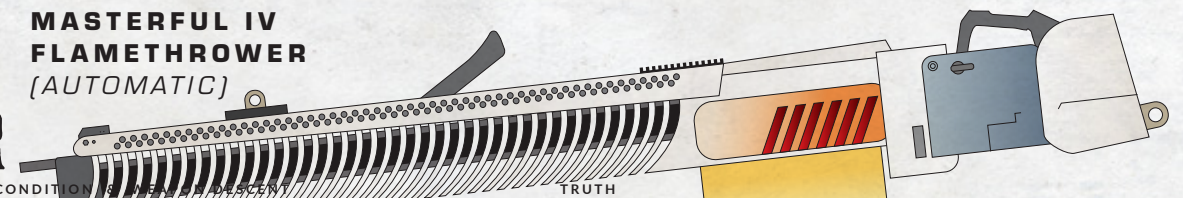
Unlucky combo

## GRÍÐRBREGÐA MASTERFUL IV MACHINEGUN (AUTOMATIC)



TIER	NAME	CONDITION & WEAPON	SCEN	TRUTH		
IV	Gríðrbregða	Breathing	Haxan - Machinegun of Chaos	(Harrowed) Influence dreams of - Obscenities		
ATTACK	RELOAD	DAMAGE	TARGETS	GRADE	WEAPON FEATURE	LEVEL/UXP
+5	+2	IV	8	-3	☒ Oracle - At the start of conflict, perform one extra action. (+ Quick)	

## CLOUD GATHERER MASTERFUL IV FLAMETHROWER (AUTOMATIC)



TIER	NAME	CONDITION	WEAPON DESCENT	TRUTH		
IV	Cloud Gatherer	Self cleaning	Titan - Flamethrower from Hell	(Ancient) Increases Storms		
ATTACK	RELOAD	DAMAGE	TARGETS	GRADE	WEAPON FEATURE	LEVEL/UXP
+6	+6	III	10	2	Witch marked - Spend 1♥ to increase Targets with 2. (+ Quick)	



# Skills

THOUGHT INTO FLESH

Skills are the characters' main way to perform actions in the game.

## Skill trees

Skills are divided into 9 skill trees. Each has a set of related skills and a governing quality, which is used during soul creation to determine their values. Any time you're instructed to increase, decrease or affect a skill tree in any way, all skills in the tree are affected, regardless of their individual value.

## Expert truths

Characters gain an expert truth for each skill in which they have a tier of 4 or more. It can be a specialization that makes the related skill more useful under certain circumstances, or a characteristic the character develops from embodying the skill to the point that it emerges in some way even when it is not specifically being used. Expert truths are created by the player, with the supervision of the GM to make sure it fits the skill and the story.

*Theresa has reached a high tier on Climbing after spending a year living in a jungle swamp, so she has the expert truth "tree climber", which makes her especially better at climbing trees.*

*Abominatron has a high tier on Satanic Rituals from doing such at least once a day, so she has the expert truth "smells of sulfur", which doesn't make any difference to her rituals, but might make her more likable – or dislikable – in some venues.*

## Using skills in game

There is no wrong or right when choosing what skill to roll and the GM should sometimes give the players the option of several skills to choose from. Some actions should also be performed with alternate skills that at first glance seem illogical but actually better describe the action.

*A mystic is probably better suited to find a particular scripture than a keen-eyed thief, and even the most smooth mouthed huxter would not have a chance to win a debate of politics against an experienced politician.*

The GM should experiment with the skills, demanding checks in some that may not be the typical choice or the same as before. This will make skills more balanced, allowing for character specialties to shine much brighter.



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**  
DISGUISE/PSYCHOLOGY

AFFINITY REPLACEMENTS  
**INFLUENCE FOR...**

A **BETTER PRICE ON A SWORD**  
CRAFT / SLASHING

A **GENESIS ARTIFACT**  
GENESIS TECH

A **HIDDEN LOCATION**  
DOMINION/NAVIGATION

**GETTING HELP BY A DOCTOR**  
EMERGENCY AID

PERCEPTION REPLACEMENTS  
**SEARCHING FOR...**

**ARCANE BOOKS**  
ARCANE ARTS/DOMINION

A **HIDDEN DOOR**  
LOCKPICK/SIXTH SENSE

**HIDDEN MOVEMENTS**  
STEALTH/MANEUVER

A **BRUTE LOST IN THE CITY**  
BRAWLING



## Skill descriptions

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 SP can be used within it to afford for aspects, extra actions and requirements.

- ⊕ Aspect
- ⊕ Extra action

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 the player describe further how the action was 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.

### Fable

The skill to believably spin facts, fabricate stories out of thin air, and mimic voices, calligraphy and gestures.

#### Expert truth examples

- “Senses lies”
- “Magical storyteller”
- “Extremely amusing”

#### Example ⊕ uses

- ⊕ Making the story go “viral” for a night
- ⊕ Gaining information from your audience
- ⊕ Lie while affected by truth serum

#### Grade of gear

Not really a skill, but a potential modifier to all Affinity skills instead.

Status and power are very important in Fracture, and one's gear can sometimes be more important than their innate charm or ability to persuade. Items sometimes have a grade value, which are added or subtracted from any Affinity skills when their item is prominent enough in a situation as to impact its odds at succeeding.

Items with grade are either expensive and luxurious or impressive in other means such as being renowned or powerful in an obvious way. Grade comes in a scale of +1 (luxurious item) to +5 (legendary and widely famous item). Several grades can stack together if it suits the situation, but the total modifier may never be higher or lower than 5.

### Satisfy

The skill to satisfy 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.
- ⊕ Attempt to discover a deeper desire.
- ⊕ Detect hidden motives

### Conduct

The skill to perform artistically, such as with music, dance and drama, entertaining and feeding the energies created by the audience or listener.

#### Expert truth examples

- “Attracts small animals with music”
- “May shatter glass with their voice”
- “Has fans all over Babylon”

#### Example ⊕ uses

- ⊕ Make an audience "spellbound" for a brief period.
- ⊕ Pickpocket an spectator
- ⊕ Entertain a very bored crowd.

#### Conduct example

*Kether is the sad victim of his inner peacock demon, and when facing an inner itch, he decides to put on a scene to make everyone around empathize with him. He rolls a Conduct check and gets 2 ⊕, and begins describing how he stumbles through the tavern crying out in pretended pain and excessive poetic lines.*

*He then buys the universal aspect “overwhelming sympathy” for the entire tavern, and so the GM describes how souls fall into tears and get up to help the poor Kether who now wriggles on the floor whimpering, while his friends roll their eyes and continue drinking their beers.*

## Arcane Arts

NOT AVAILABLE IN BETA

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, which you can read more about in the Rituals chapter.

### Alchemy Tech

The knowledge for making relics and aether artifacts such as sigils, marks, nexus shells and nexus primes. The user may learn predefined alchemical rituals or weave new ones.

#### Expert truth examples

- “Nexus cyborg”
- “Gold eater”
- “Tech geek”

#### Example ⊕ uses

- ⊕ Make the baron "bedazzled by the relic".
- ⊕ Throw the artifact to a nearby ally.
- ⊕ Defuse a very, very, very old nano curse.

### Divine Rituals

The affinity for casting rituals powered by the aether.

#### Expert truth examples

- “Incurably hopeful”
- “Prophet with followers”
- “Glowing skin”

#### Example ⊕ uses

- ⊕ Make souls "happy to be alive" for a moment.
- ⊕ Identify hidden aether sources.
- ⊕ Cast a ritual in the Abyss.

#### Witchcraft example

*Thaxa wants to cast a ritual using the three learned fragments "[chained] [stormy] [lust]". She tells the GM that she intends the ritual to bewitch Roarax, the chancellor of the domain, making him easier to convey during their official meeting. Before entering his chambers she cuts a rat in two and performs the short ritual. She rolls a success and gains 3 extra ⊕, since she used three learned fragments. Thaxa wants to buy the truth “has a crush on me” for Roarax, and when she enters the GM tells her that the chancellor is in a very good mood and kisses her hand as she enters the room, 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 the chancellor will now have a crush on Thaxa until something changes.*

These ⊕ uses are always available for all Arcane Arts skills when casting rituals.  
⊕ affect additional target  
⊕ increase the affected area by one distance tier

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

### Abyssal Rituals

The affinity for casting graphic dark rituals that often soil locations with traces of unlight, the smell of sulfur, fire, smoke or blood.

#### 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 affinity for channeling the power of life and death, often bearing themes of organic cycles, sexuality and the grotesque. The user may learn predefined witchcraft rituals or weave new ones.

#### Expert truth examples

- “Fearless of death”
- “Has a sentient log familiar”
- “Attracts butterflies”

#### Example ⊕ uses

- ⊕ Make your ritual be "carried by the wind".
- ⊕ Pour your ritual's traces in a bottle for later.
- ⊕ Sacrifice a rat for a ritual with hands and feet tied.



## Crafts cog

NOT AVAILABLE IN BETA

A soul's ability to analyze, repair and upgrade objects, weapons and armor, as well as making new ones from different materials. Even though the skills can be used for other purposes, their main use is crafting, which you can read more about in the Items chapter.

### Ancient Tech

The skill and knowledge for handling and crafting with materials of the dead and lost gods and analyze artifacts of that origin.

#### Expert truth examples

“Egyptian artifacts know-all”  
“Collector of earth artifacts”  
“Expert on all the titans”

#### Example + uses

- + Make a seller "clueless that the dagger is ancient".
- + Teach a friend how to activate the artifact.
- + Identify the ancient weapon miles away.

### Secular Tech

The skill and knowledge for handling and crafting with ordinary 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 sword whose blade was shattered.

#### Secular Tech example

Grimwald wants to create a great torch for their exploration of a nearby tomb. The GM tells him that creating a new Masterful IV Torch would be a complex action with a difficulty of 4, and it would take one night per check. Grimwald rolls a Secular Tech check and gets 2 + SP. He really is set for 4 + so he strains his twice to gain two more + in order to get the torch done tonight. With that, he manages to forge the torch with three fragments, “[quiet] torch that [shines of] [the Sun]”. That is a remarkably bright and quiet torch that will probably be very useful while exploring that tomb.

### Genesis Tech

The skill and knowledge for handling and crafting with tech originated from Genesis machines and Red Gods, as well as nano tech like Holtzfields.

#### Expert truth examples

“Has a Machinae familiar”  
“Surrounded by a glowing field of nano-bots”  
“Dreams of electric sheep”

#### Example + uses

- + Make the battery "last far longer than usual".
- + Access the device's usage history.
- + Turn off a rampaging machinae.

### Harrowed Tech

The skill and knowledge for handling and crafting with the grotesque Satanic organic tech of the world beyond death's gate.

#### Expert truth examples

“Has a meat familiar”  
“Drains life from organic material”  
“Use bones as steel”

#### Example + uses

- + Make your surroundings "smell of putrid bile".
- + Load your gun with your victims' teeth.
- + Craft something out of a squashed corpse.

Placeholder symbol  
DIVE INTO THE DEEP  
everything will float



## Infernal Survival drv

A set of skills that often keeps souls alive in Fracture.

### Emergency Aid

The skill to patch a wounded soul. Often messy business trying to scoop entrails back into an open gut, stitching together wounds using tape, putting back a beating heart into the chest cavity or figuring out a skull puzzle while keeping brain goop inside. A success instantly gives 2 ♥ to the patient and keeps them alive for a while if they were dying. Only one successful attempt is allowed for each patient.

#### Example master truths

“Can perform aid while moving”  
“Can perform aid on myself”  
“Can lower a wound truths tier by 1”

#### Example + uses

- + Healing another 2 ♥
- + Getting the body into cover
- + Getting rid of an aspect

### Navigate

The skill to navigate between spaces in Fracture and to interpret and use maps. The ability to figure out how the satanic Unlaw is bending space in it's sick and twisting ways. Roll whenever you try to travel between places. Maps give you bonuses (See traveling in Fracture p.xxx)

#### Example master truths

“Your heart knows when you reach your goal”  
“Travel doesn't fatigue you”  
“You can identify most Horizons”

#### Example + uses

- + Get +1 on the event roll
- + Reduce any ☾ loss by 1
- + Create a map of this journey

### Poisons & Potions

The skill to analyze and create poisons and potions. The ability to harvest ingredients from defeated creatures and environments to produce said products. For Story points, you may create the noted number of doses of tinctures from a harvest. (See harvesting p.xxx)

#### Example master truths

“Identify tinctures by look only”  
“Detect poison by scent”  
“Has poisonous spit”

#### Example + uses

- + Gain extra dose when harvesting
- + Add an extra truth fragment to the tincture
- + Change an existing truth fragment (while analyzing it)

### Dark Connections

Your underworld connections around Fracture. A successful roll gives you a contact that can help in the current situation. Contacts can be backstabbing corrupted assholes or loyal friends at the GM's discretion.

#### Example master truths

“Very loyal contacts”  
“Powerful contacts in a certain group”  
“Holds arcane crows as messengers”

#### Example + uses

- + Make your contact perform one action
- + Your contact is indebted to you
- + Your contact doesn't question your motive

#### Dark Connections example

Uriel is in a conundrum and needs to find a way to persuade a minister of the *Satanic Church* to let him and his friends into the *Library of Rotten Knowledge*. They left off on bad terms and he doesn't even know where the library is located.

He decides to roll for Dark Connections and gets a success. The GM tells Uriel that he actually knows a scribe within the *Ministry of Gifts* who could find out the best way to bribe or persuade the minister in question, in exchange for a reward of course.





## Literacy cog

A soul's knowledge of 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 legendary places, the Abyss and the Hollow. This skill is analogous to a Fracture version of geography, geology, botany and zoology. Truths purchased within checks on this skill may be universal without the need for additional **+** costs.

#### Expert truth examples

“Abyss specialist”  
“Extremely fast reader”  
“Map collector”

#### Example **+** uses

- +** Make this knowledge “only known to a few souls”.
- +** Gain deeper knowledge about the subject.
- +** The information is secret or enigmatic.

### Pantheon

The knowledge of the dead, lost, golden and worm gods, the machine angels, the Satanic princes, the 7 kings and the Serpents, as well as their relations. This skill is analogous to a Fracture version of heraldics, politics and celebrity knowledge.

#### Example master truths

“Pen pal with the Arch Cardinal of Sacrifice”  
“Expert on symbols and heraldics”  
“Performed rituals with the Church of Stairs”

#### Example **+** uses

- +** Making this knowledge “forbidden by the court”.
- +** You know a place where you can find more information about the subject.
- +** The information is secret or enigmatic.

#### Dominions example

While wandering into a new settlement overlooked by a gigantic white ivory tower, Krambar asks the GM if he knows what it is and who dwells there. The GM tells him he can roll a Dominion check and Krambar even gets to add an **+** since he has the character truth “Grew up in a library”. Krambar rolls 1 **+**, thus ending up with 2 **+** total. The GM tells him that the tower is throne to the wizard Athraxia, who rules this region, and that she is a really sadistic and evil ruler. Krambar wants to use his 2 **+** to buy the universal aspect “tonight there will be an official ceremony in the town square” and “Athraxia is usually present”. The GM tells him that even if this actually is two universal aspects, he will approve it, since it is creative and fits the story.

## Medicine

The knowledge and skill to treat sick and wounded souls. Treatment often is a complex task with a **+** requirement that the GM sets for each patient. Clearing the task will give all **♥** back to the patient and turn any wound truths into scars. Depending on the negative aspects and truths rolled during the complex task, the patient's state after treatment varies. Length of treatment is up to the GM but should be appropriate to the condition of the patient.

#### Example master truths

“Field surgeon”  
“Can remove scars”  
“Can create/regenerate limbs”

#### Example **+** uses (outside a complex task)

- +** Setting a diagnosis on a sick soul.
- +** Make a scar look neat.
- +** Determine the age of a corpse eaten by maggots

## Psychology

The knowledge and skill to handle and treat souls who are either insane or possessed by their inner demons. Treatment is often a complex task with a **+** requirement that the GM sets for each patient. Clearing the task will give all **👁** back to the patient and removing any current itches. Depending on the negative aspects and truths rolled during the complex task, the outcome could vary. Length of treatment is up to the GM but should be kept within a scene or a longer conversation.

#### Example master truths

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

#### Example **+** uses (outside a complex task)

- +** Determine a character's spirit animal.
- +** Temporary suppress a demon truth.
- +** Calm a raging Wrath demon in action.

#### Can you get rid of demon truths?

Not really. Demon truths are deeply part of your soul and getting rid of them should be very hard and take years of therapy and hard work. But a therapist can (using Psychology) suppress demon truths until the next time the patient suffers an itch or craving.

## Movement spd

A soul's general agility and speed. Many movement skills utilize the distance tiers mentioned in the Introduction chapter.

### Maneuver

The skill to move in an agile way in a chaotic or dangerous environment, to find cover from dangers, staying balanced when tackled or dodging falling rocks. A success lets the character advance room distance.

#### Example master truths

“Great at ambushing”  
“Moves like a ninja”  
“Balance of a cat”

#### Example **+** uses

- +** Making it “unharmred” through a burning building.
- +** Increase distance tier.
- +** Dodging something insanely fast.

### Jump

The skill to effectively jump and land. Can also be used to do quick maneuvers in conflict, creating an advantage. A success takes the character “intimate distance” - across a wall or over a creek.

#### Example master truths

“Always lands on the feet”  
“Falls with style”  
“Parkour movement”

#### Example **+** uses

- +** Making the landing “silent”.
- +** Increase distance tier.
- +** Landing on a paper thin edge.

#### Throw example

*Grimwald wants to pick up a legionnaire he is fighting and throw him into a centurion. The GM tells him the centurion is within room distance and that even though Grimwald has a Physique of 20, the legionnaire is still quite heavy, so he could throw him by spending 1 **+** and that would deal 3 damage to the centurion on a hit. Grimwald rolls a Throw check and rolls a natural 1 – a perfect check, making his Throw skill of 17 generate 6 **+**. One **+** is removed because of the weight of the soldier, but the other 5 **+** can be 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 in a horrible wet cracking sound.*

## Throw

The skill to throw stuff and hit what you aim for. A successful roll hits a target and deals the object's inherent damage, as with any aspect, this can be increased by 1 per **+**. A success throws the item room distance. How heavy the object can be is up to the GM but the thrower's Physique should be taken in consideration.

#### Example master truths

“Ambidextrous”  
“Heavy lifter”  
“Loves boomerangs”

#### Example **+** uses

- +** Make a thrown object make “a lot of noise”.
- +** Increase distance tier.
- +** Throwing something heavy.

## Climb

The skill to traverse vertical surfaces and the ability to hold on for dear life when shit hits the fan.

#### Example master truths

“Birds love me”  
“Stairs only slows me down”  
“Knows the city from up high”

#### Example **+** uses

- +** Making your climbing “silent like a mouse”.
- +** Jump to another wall / into a window.
- +** Climb something covered in oil.





## Perception CHR

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




### Listen

The skill to hear faint sounds and figure out what they are, where they come from and, if speech, what is said.

#### Example master truths

- “Can identify souls by their footsteps”
- “Hears through all noise”
- “Nano machines also make sounds!”

#### Example uses

-  Making a sound “not heard by anyone but you”
-  Calculate the exact origin of a sound.
-  Awakening from faint sounds while asleep.




### Read Situation

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



#### Example master truths

- “Spots everyone in the room”
- “Expert at spotting weaknesses”
- “Never forgets a face”

#### Example uses

-  Make a situation “feel secure”.
-  Read another person in the room.
-  Reading a suspicious person/group.

#### Read Situation example

Sathariel and her friends are riding through a desert landscape approaching an ancient temple, when they see groups of monks in black torn cloaks scattered throughout the landscape. She checks Read Situation to see what is going on, rolling a success with 1 . The GM tells Sathariel that she believes the monks are waiting for something, and by the looks of it, they have waited very long. Sathariel wants to use her  to investigate closer to see if she can detect something unusual, and thus the GM tells her that all the monks are carrying large keys the size of short swords in their belts or on chains around their necks.






## Scrounge

The skill to spot things or look through an area in a logical way to find anything useful or valuable. This can be used when looting or searching through a location. Read more about this in the looting chapter. Scrounge can not be used to find additional items in loot rolls.

#### Example master truths

- “Hoarder”
- “Collects rare figurines”
- “Notices all valuables in a room”

#### Example uses

-  Make a searched location “look untouched”.
-  Hiding an item.
-  Finding secret, hidden items.




### Sixth Sense

The ability to feel 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 master truths

- “Always finds the safest path... Almost always”
- “Meditates to get visions”
- “Left eyebrow itches when in danger”

#### Example uses

-  Make a surprise situation be “expected”.
-  Figure out past events nearby.
-  Sense something while in a chaotic environment.





## Shadowry SPD

A soul's experience with the shady side of being in Fracture.

### Disguise

The skill to camouflage and conceal, including making yourself or an ally look like someone else and forging fake objects such as documents and artifacts.

#### Example master truths

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

#### Example + uses

- + Make a disguise “fooling even close friends”.
- + Make a copied item somewhat functional.
- + Forge/disguise something widely known or famous.

### Lockpick

The skill to bypass locks and other mechanics without the proper key. Picking locks is a complex task often with a difficulty between 1 and 10. Time for each check can be as short as a verse or up to days, depending on the mechanic and situation. Harder legendary locks may have a much higher timeframe. Lockpicking is best performed with specialized tools associated with the specific type of lock.

#### Example master truths

“Nano lock hacker”  
“I know a trap when I see it”  
“Always forgets the lock-pick kit”

#### Example + uses

- + SP Make a lock “open silently”.
- + Lock the door behind you.
- + Pick a lock with improvised tools.

#### Stealth example

Naril is infiltrating a Satanic laboratory deep in the caves of lost Myrkheim and needs to make a Stealth check to stay hidden from a Morkir patrol walking by. He 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. Naril puts on the uniform and is now ready to investigate the Satanic lab up close.

### Sleight of Hand

The skill to deceit or trick using dexterity by stealing, hiding and planting items onto people without them noticing it.

#### Example master truths

“Can hide mostly anything in a coat”  
“Expert on belt buckles”  
“Can shave a man without him noticing”

#### Example + uses

- + Make a smaller audience “amazed” with a trick.
- + Replace an item with another, unnoticed.
- + Steal something from a suspicious target.

### Stealth

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

#### Example master truths

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

#### Example + uses

- + Make yourself “hidden in plain sight”.
- + Backstab someone while undetected.
- + Sneaking past a well guarded position.

## Conflict PHY

A soul's ability to deal damage and handle their weapons in conflict. Almost all + examples are usable with any of the conflict skills, just use common sense for what your weapon or attack could be able to do. Truths are often very destructive among conflict skills and even aspects can create minor destruction or make holes in stuff and bodies.

These + uses are always available for all Conflict skills when attacking.

- + increase damage by 1 to one target
- + damage additional target

### Brawling

The skill to engage in combat unarmed, by grappling, wrestling, punching, biting, clawing and fighting with all natural weapons you may inhabit.

#### Example expert truths

“Teeth of a badger”  
“Known throughout bars in Fracture”  
“Razor claws”

#### Example + uses

- + Make your target “knocked to the ground”.
- + Restrain an enemy for the rest of a verse.
- + Fighting someone much larger than yourself.

### Melee Finesse

The skill to handle precision weapons such as smaller blades, spears, chained weapons or whips. Finesse weapons are good all around.

#### Example expert truths

“Expert at concealing weapons”  
“Weapon juggler”  
“Distracting fight technique”

#### Example + uses

- + Make an enemy “lose their armor”.
- + Disarm an enemy..
- + Fighting in the dark.

### Melee Slashing

The skill to handle slashing weapons such as blades, swords and scythes. Slashing weapons can hurt a lot of targets at once and are great for fighting hordes and minions.

#### Example expert truths

“Impress with a storm of blades”  
“Draws a blade faster than you can blink”  
“Known as the bearer of a Legendary weapon”

#### Example + uses

- + Make furniture or inventories “broken”.
- + Prepare to parry a future attack.
- + Fighting in mud.

### Melee Crushing

The skill to handle heavy, high damage, one swing weapons such as great swords, axes and great hammers. Crushing weapons deals huge damage to few targets.

#### Example expert truths

“A beautiful dance of violence”  
“Inspires fear when holding a weapon”  
“Makes the earth shake”

#### Example + uses

- + Make a targeted enemy “flying/airborne”.
- + Trap an enemy beneath your weapon.
- + Hit a very small or quick target.

### Ranged Precision

The skill to handle precision guns such as hand cannons, marksman rifles and bows. Precision weapons are good all around.

#### Example expert truths

“Gun twirling trixter”  
“Eagle eyed”  
“Death from above”

#### Example + uses

- + Make a shot enemy “bleed like a pig”
- + Perform a reload action.
- + Hit a long range target.

### Ranged Automatic

The skill to handle automatic guns 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 targeted enemy “quiver in fear”.
- + Prepare protection or taking cover.
- + Shoot a fast moving target.

### Ranged Heavy

The skill to handle heavy one shot weapons such as specialized long range rifles, arquebuses (shotguns) and heavy cannons. Heavy weapons deal huge damage to few targets.

#### Example expert truths

“Aura of violence”  
“Keeps all weapons spotless”  
“Keeping track of everyone killed”

#### Example + uses

- + Make a wall “perforated with huge holes”.
- + Look awesome and intimidating..
- + Hit a small target.





# CORRUPTIONS

Corruptions is seen as horrible but beautiful and admirable traits in Fracture. All Fallen entities in the Satanic Court, Princes, Kings and even Serpents look upon highly corrupted souls with spiteful joy.

Heavily corrupted souls are even celebrated and sometimes paraded and idolized, but always with a malicious intent. This false admiration from the Satanic Court has spread down to ordinary souls and makes corruption a blessing and a curse. Corruption is good because it often is a "get out of jail card" when dealing with the Satanic Court. Even if you will be paraded like the Court Jester your head will probably be left on your neck.

## The Masquerade

Uncorrupted souls or souls with few or invisible corruptions instead fake corruptions of some sort, wear a mask or put feces or dirt in their face to blend in. The first to be arrested and tortured for a lifetime in some Baron's basement is an uncorrupted and clean Rare Blood who looks all posh and fancy.

The only ones who dare to display their uncorrupted self are people of power like greater Rare Bloods and newcomers, like the Undying who don't know better.

## Corruption Levels

You can mostly see upon a soul how heavy they are corrupted in how clean and pure they look. Clean souls look like ordinary Earth-like creatures with no other bodily traits, while more adventurous souls often display a multitude of bodily deformations and often both look, sound and move differently than a normal human.

Unless you have any abilities that allow you to carry more corruption, you can only carry 10 Corruptions. the tenth corruption is called "*The Last Verse*" and is the last life of a Soul or Death Singer. If she gets an 11th corruption she turns into a creature of unlight, but with all the memories and gear of the character. The GM will be using that creature to wreak havoc among the party in the future, but for the soul, it is over.



**Corruptions**

0 - Clean Soul/Undying

1-3 Ashen Soul

4-7 Adventurous or soiled souls

8-10 Black souls

11+ Creatures of Unlight

## Describing getting a Corruption in game

First describe how the corruption manifests itself, how it as a dark flower bud bursts into blood and meat and grows out of you. Then the sensation of this new power that flows into you, knowledge, physical traits or pure power. Last describe your corruption, the aesthetic of it and how your character experience it and explore it and finally accept it as a new part of her body.

# 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 fits the bonus and/or your character better. Look at movies, bosses in games and find traits that you think look cool The table is just to spark the imagination of players and set them in the right mood. There is no right or wrong.

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

Bonuses from Corruptions are added to your existing Qualities and Skills. So if you have the skill Stealth 16 and you get a corruption that gives you a bonus of 2D6. Roll 2D6 and add the result to your skill value. If you rolled 8 your new skill value in Stealth is now 24.

## MAIN CORRUPTIONS BETA LIST ROLL 3D10

**3. Skull features of a mythic being**  
*Minotaur, Sphinx, Gorgon, Goblin, Ogre, Cyclops, Fairy, Faun, Griffin, Phoenix, Basilisk*  
👁 Bonus +20

**4. Skull features of a Goat/Stag**  
*Horned, black, plastic*  
♥ Bonus +20

**5. Skull features of a domestic animal**  
*Pig, cow, horse, cat, dog*  
Conduct +1D6

**6. Skull features of a wild animal**  
*Fox, wolf, deer, boar, crocodile, baboon*  
PHY **or** SPD +1D6

**7. Skull face**  
*Iron, golden, glass, glowing, stone, red*  
COG **or** DRV +1D6

**8. Flesh hood**  
*Bloody, gory, metal, black, devil*  
SPR **or** CHA +1D6

**9. Horrific giant jaw**  
*Organic, barnacle, teathy, steel*  
*golden teeth, black, red, chattering*  
Maneuver +1D6

**10. Demonic mouth**  
*Long, tall, small, growth, demonic, deep sockets, scary, crowned, sharp*  
☾ Bonus +20





11. Bird like head Features

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

12. Hoof's

Black, sharp, jagged, metallic, rotten, bleeding, demonic  
♥ Bonus +20  
PHY +3  
SPD +1  
Natural Weapon (Wound II)

13. Insect Features

Hairy, segmented, exo skeleton, spider, wasp, mechanic  
♥ threshold +1  
PHY +5

14. Many insect eyes

Faceted, large, spider, multitude, black, all over  
SPR +4  
Read situation +3

15. Steel Features in arms

Skeletal, armor, hybrid, cybernetic, bleeding, ritualistic, sharp  
PHY +4  
Lockpick +3

16 Mechanical Features in torso

Predatory, infernal tech, bio-mechanical, steam, motorized  
☾ Bonus +20  
PHY +4

17. Spinal thorns

Rotten, slimy, living, sharp, bleeding, colorful, skeletal, soft  
COG +5  
Abyssal rituals +3

18. Rotting meat

Chunks, juicy, dried up, glowing, blackened, harrowed tech  
CHA +4  
Conduct +3

19. Skeleton tail

Thin, agile, sharp, huge, self aware, insect, winged, caterpillar  
Climb +4  
Stealth +2  
Natural Weapon (Wound II)

20 Biomechanical tail

Serrated, sharp, predatory, metal, demonic, self aware  
Secular Tech +4  
Maneuver +2  
Natural Weapon (Mutilate III)



CORRUPTIONS &  
GENESIS  
MACHINES

Playing a synthetic form as the Genesis Machine and rolling "Synthetic corruptions" (Synthetic parts, Steel Parts, Mechanical) can feel underwhelming and set a barrier for further inspiration during character evolving.

There is no particular rule or hindrance in rolling synthetic corruptions on a synthetic character you may however want to alter the result into something more extreme. Maybe the "Mechanical parts in torso" is a grinder always churning and acting as a second mouth, "Steel parts in head" may be a set of scythes or an instrument used as a binocular or a certain type of gear.

*If you feel hindered by your result* and feel you can't integrate it into your character, feel free to keep the bonus and roll again for the appearance of the corruption.

This is true for any corruption that you feel don't fit your character or that clash with other corruptions you may have.



*This oasis is a poison well - Of rotting carcasses that clog the deep  
A prince in exile here in Hell - In midst of sinners flocking up like soulless sheep*  
‡ GHOST - MAJESTY

21. Tusks

Huge, long, sharp, razor, single, sulfur, hot, glowing  
COG +5  
Medicine +3  
Natural Weapon (Mutilate III)

22. Huge Claws

Razor, grotesque, bloody, wrist, long, ivory, serrated, smoking  
Climb +2  
Brawling +4  
Natural Weapon (Mutilate III)

23. Mechanical Claws

Mono-filament, Ornamented, digital, glass, mirror  
Lockpick +4  
Genesis tech +3  
Natural Weapon (Mutilate III)

24. Very long arms

Predatory, bio-mechanical, skeletal, blackened, robotic, massive  
PHY +4  
Throw +5

25. Very long legs

Predatory, satyric, mechanical, skeletal, slender  
Manouver +3  
Jump +3

26. Tentacle(s) in face or skull

One huge, clawed, mechanical, sharp, tendrils, living, grotesque  
☾ Threshold +1  
☾ Bonus +20  
Natural Weapon (Wound II)

27. Tentacle(s) on body or limbs

Slimy, teethed, thorns, ropey, spearlike, yarnlike, acidic, warm  
DRV +4  
Harrowed Tech +4  
Natural Weapon (Wound II)

28. Extra Pair of eyes

Golden, red, huge, small, divine, glowing, bright, haunting, scary  
SPR +5  
Sixth Sense +4

29. Detatchable arms

Gruesome, mechanic, bleeding, tentacle like  
Harrowed tech +3  
Disguise +3  
Emergency aid +3

30. Extra set of jaws

Beneath, inside, vertical, in groin, face opens, skull opens  
Satisfy +3  
Read situation +3  
Brawling +3  
Natural Weapon (Mutilate III)



# Dark Marks

THE SEAL OF OWNERSHIP

In the maelstrom, the endless vast 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. Completely in violence of the void.

Something opens up in front of you, a consciousness, a being, stroking, communicating, inspecting in impossible ways for your poor soul to grasp. Something touches your spirit, set upon you is a dark mark. A mark of valor, a mark of evolution, a mark of ownership.

Dark marks are rewards from your master and give you abilities beyond other souls. They can be based on your own abilities or completely supernatural. Dark marks often are invisible, but some entities can sense them by different means and deduct who you belong to.

You gain one dark mark at rank 1 at creation and can gain more dark marks when leveling up your connection to your master. You can at most have 3 dark marks and they can be leveled up to rank 10. Some dark marks are unique to a certain form and can only be chosen by characters with that particular form.

A dark mark rank with a ✕ symbol in front of them is a feature and they can evolve as you rank up that dark mark and the new rank replaces the old one.

In the quick play rules you're presented with 3 dark marks for you to explore.

In the full version of Astro Inferno there are more than 40 dark marks.



## Faith Undying only

Your faith never left you, and you still have hope of a greater power lost in all this darkness, your faith may heal you or your friends in time of desperation.

- Rank 1** ✕ *Symbol of salvation* - Pray on it in dire need, roll 1D10 if the result is 1, your prayer is heard!
- Rank 2** Fable +5
- Rank 3** ✕ *Prayers I:* remove one wound, once per session.
- Rank 4** ☾ Bonus +20
- Rank 5** ✕ *Prayers II:* remove two wounds, once per session.
- Rank 6** Medicine +5
- Rank 7** ✕ *Prayers III:* remove three wounds, once per session.
- Rank 8** Emergency aid +5
- Rank 9** ☾ Bonus +20
- Rank 10** ✕ *Selfless Sacrifice:* You may end your own life and remove three wounds for all allies in the vicinity. This counts as you rolled a Failure on the Dying Table. Can be done at any time before rolling on the Dying Table.

## Assassin Nano suit only

You are a silent killer ready to move and strike from the shadows. You may perform a sneak attack if you are undetected. Sneak attack cost 1D6 ☹.

- Rank 1** ✕ *Sneak attack:* +1 Damage
- Rank 2** Stealth +5
- Rank 3** ✕ *Combine Stealth & Melee Finesse*
- Rank 4** Maneuver +5
- Rank 5** ✕ *Sneak attack:* +2 Damage
- Rank 6** Climb +5
- Rank 7** ✕ *Combine Sixth sense & Ranged Precision*
- Rank 8** ✕ *Silent:* Movement actions are always "silent".
- Rank 9** Stealth +5
- Rank 10** Sneak attack cost is 1 ☹.

## Behemoth Satanic Entity only

You are a huge monster and move slow but strike hard. You may sacrifice an action to make the next **melee check** more powerful. Can be used once per session.

- Rank 1** You are "large" and get +20 ♥ bonus.
- Rank 2** ✕ *Sacrifice action I:* +1 Damage.
- Rank 3** You are "very large" and get +1 ♥ threshold.
- Rank 4** ✕ *Combine Brawling & Melee Crushing*
- Rank 5** Brawling +5
- Rank 6** ✕ *Sacrifice action II:* +2 Damage.
- Rank 7** You are "huuuge" and get +1 ♥ threshold.
- Rank 8** ✕ *Violence is soothing* - Use the skill Brawling + Bonus instead of Drive + Bonus when calculating the number of ☹ hexagons.
- Rank 9** You are "towering" and get +30 ♥ threshold.
- Rank 10** ✕ *Truly frightening:* Spend 1D10 ☹ to increase the Conflict Truth target by 2.



# Inner Demons

## Examples

### INSIGHT INTO MADNESS

Here we present three of the seven inner demons, somewhat simplified. In the full game you and your demon will form a relationship and evolve together every time you go nuts. Choose on that you find interesting. You can create your own inner demons based on and use in game as long as the GM approves their functionality.



## 1. Goat Demon - Lust

Demons of lust crave their tribute as lustful sirens. They often evolve their bearer into seductive beings and can evolve and become outright dangerous if too powerful.

### Kink Satisfy

### Fear reactions

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

### Demon Awakening

You become a beast of lust. You crave mindless satisfaction now! Life means less than your lust. Your actions must be aimed at satisfying your endless lust.

### Demon Truths

Sexual Predator, Sexual transformation, Subconscious manipulator, Romantic, Horny, Hyper sexual, Goat like

### Example related actions

Try to charm, touch sexually, isolate and seduce, tell a secret, naughty comment, act horny, be sexually awkward, daydream, poetic/pecoral longing, seductive voice, hysterical flirting, fleeing the scene to masturbate, sexually assault

## 3. Fox Demon - Greed

Greed Demons are nifty and charismatic and always manipulating to get what they want. They are not to be trusted, but since their greed includes their own life they tend to run more than cause trouble.

### Kink Sleight of Hand

### Fear Reactions

Hyperventilating, mundane talk, hiding, maniac laugh, hysteria

### Demon Awakening

You become a Beast of Greed and other lives mean less than getting your hands on the riches! You don't care what they think or say anymore! Your actions may only be in order to get your hands on something of value.

### Demon Truths

Cheap, Trickster, Suspicious, Sycophant, Fox like

### Example related actions

Investigate alone, lie about loot or resources, hide something, plan something for later, stealing, hiding, lying, plotting, must have X, overly charming, dishonest, kleptomaniac, unfair

## 7. Peacock Demon - Pride

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 mouth can't speak, staring into nothing, hallucinations, giving a show

### Demon 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. (Isolate yourself, take the credit from someone else, misjudge dangers, get rid of your friends)

### Demon Truths

Narcissistic, Selfish, Posh, Patronizing, Pompous, Peacock like

### Example 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



Martin van Mark



27



# Masters Examples

## THE WOLVES IN THE THRONE ROOM

Three of the 50+ masters from the full game, somewhat simplified.  
We don't include the rules for auditions with your master, leveling up your connection or gaining blessings in the beta.

The master can be everything or nothing to a soul. All souls who come back after death have a master. The relationship is mutual, and your master gives and your master takes. Most prominently, the master lends their power to bring your soul back after death and keep it from being devoured by the worm gods.

The higher your Spirit value, the better relationship you have with your master. Some souls commune with their masters and get advice and gifts from them. Some souls never even get to know who their master is.

### Dionysos

Drunken god of abuse

Through the ages of pale ash  
his river deep and red  
forsaken punishment  
his blood reveals sins of gods

**Type** Olympian god  
**Subtype** Tainted golden blooded  
**Abode** The burning Mount Olympus  
**Throne** Temple of Zagreus *(see page 244)*

**Domain** God of the wine, fertility, ecstasy and theater

**Aspects** Drinking, epiphany, fucking, orgasm, bull, fruit, music, dancing, chalices, insanity, satyrs, masks.

### Blessings

<b>Mundane</b>	Perception +1
<b>Ordinary</b>	Affinity +2
<b>Excellent</b>	Shadowry +3
<b>Masterful</b>	X
<b>Legendary</b>	[Emotional] + [Anatomy]

### Thoth

God of forgotten wisdom

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

**Type** Aaru god  
**Subtype** Golden blooded  
**Abode** Aaru, Field of Reeds  
**Throne** The Library of Thoth *(see page 249)*

**Domain** God of wisdom, science and magic

**Aspects** Writing, nano-tech, memory, equilibrium, law, arcane forces, Ibis, moon disk, papyrus scroll, feather

### Blessings

<b>Mundane</b>	Craft +1
<b>Ordinary</b>	Arcane Arts +2
<b>Excellent</b>	Literacy +3
<b>Masterful</b>	X
<b>Legendary</b>	[Emotional] + [Ability]

# YGGDRASIL





# JERAY

BETA EDITION

DIE - GO INSANE - CORRUPT

In the full rules of Astro Inferno, each way of decaying has their own kind of development.  
In the Beta we have simplified this to make it as easy as possible, so only the decay is left.

Whenever suffer damage you cross off your ♥ hexagons.  
When lose sanity you cross off your ☹ hexagons.  
When encounter darkness you cross off your ☾ hexagons.



But what happens when you lose more than their threshold?  
And what happens when they run out of hexagons?



**Life** > THRESHOLD IN ONE GO = **ASPECT**  
OUT OF HEXAGONS = **DEATH**  
REGAINED BY RESTING (1/HOUR)

♥ is your character's health, more often ruled by wound truths since you often don't get to know your ♥ score before it's to late.

## Threshold

If you lose more ♥ than your threshold in one go, you will suffer a negative aspect, just as if you fail a check.

"Knocked over", "dizzy", "temporarily deaf", "blinded", "crippled in pain", "blood in the eyes", "cornered", "trapped beneath X".

If you lose all your ♥, you will probably die. But your friends can still try to save in their next action if they have the possibility — using a potion, emergency aid or just whispering encouraging words.

If the save is a success, you escape the clutches of death and are now just dying and wont regain any ♥ yourself and need treatment with the Medicine skill or being helped by a miracle (potion, arcane forces or abilities). If you fail to get treatment within a short while, depending on your wound truths, you will die anyway, and this time there is no saving you.

## Death

### HEY! Wasn't this game about dying over and over?

Yeah, it sure is, but most of the information about death is not Beta material. But we'll give you a short version here.

### When you die in the Beta

- Your clothes, gear and corpse are left where you die.
- You lose 1D6 ☾.
- Your wounds truths turns to scars, just as if you have healed.
- You awaken "naked" a couple of moments later, with half of your ♥ checked.
- The location you awaken in, is decided by the GM.
- You are temporarily influenced by an aspect based on your master decided by the GM.



**Sanity** > THRESHOLD IN ONE GO = **ACTION**  
OUT OF HEXAGONS = **DEMON AWAKENS**  
REGAINED BY RESTING (1/HOUR)

☹ is your character's mental balance and the connection to their inner demon. You lose ☹ from many sources, like straining your sanity, seeing horrific things or when you experiencing mental fatigue in any form.

## Threshold

If you lose more ☹ than your threshold in one go, you will be incited to perform some kind of action related to your demon. You must perform it in the scene you are in or the demon will take over in the next scene.

Licking someone's ear and purring. **(Lust)**

Steal something. **(Greed)**

Slapping a fellow character in the face while making an arrogant remark. **(Pride)**

If you lose all your ☹, your demon will take control of you. The GM decides when and how this happens, and from then on you must act in its interest until the GM thinks the demon has been satiated by sin. (Which will usually take about a scene.)

Acting as a demon can be subtle or it can be blatant, you decide yourself, but if the GM decides that you aren't doing enough, they can make the demon perform actions without your will.

Example: Styrax has a rowdy lust demon called Prizzilla, who takes control of him just as the party comes back from a hard fight. Styrax's player tells the GM he doesn't want to act all seducing while wounded and dirty, so Styrax is going for some grub and take a well earned bath before any such activities. The GM has other plans though, and tells him that Styrax is walking along trying to repress the demon, when he suddenly finds himself at an unknown dark location, sitting completely naked in the lap of a giant Satanic Inquisitor. Other Satanic beings are laughing and pointing at him around a large table filled with a festive meal of gore and horror, everybody seems to be very drunk.



**Aura** > THRESHOLD IN ONE SESSION = **SICKNESS**  
OUT OF HEXAGONS = **CORRUPTION**  
STARTS OVER WHEN DEPLETED

☾ is your character's resistance to darkness, your final defense against corruption and True Death. You never regain ☾, it is a stat that slowly creeps upward and never goes down.

## Threshold

If you lose more ☾ than your threshold in the same session you will suffer unlight sickness, a sort of radiation sickness that makes you incomprehensible and nauseous.

"Fever", "body ache", "pain", "spasms", "trembling", "sweating", "nightmares", "hallucinations", "delusions".

If you lose all your ☾, you will gain one random corruption rolled on the corruption table. The corruption blooms out either slowly or instantly, it's up to the GM how the transformation happens.

Corruptions can be sad and meaningless or immensely powerful.



# OV CONFLICT - BETA

Here is a short description of how conflict works in Astro Inferno, in case you haven't read the rules but want to understand a little more of the underlying mechanics.

Each verse in conflict begins with an end trouble. The GM reads one out loud from the list of the adversary or creates something totally new and unexpected. End troubles are supposed to be avoided and make the players use their fantastic creativity – how can they somehow save the character who loses his balance or stop the tower of acid barrels from tumbling over before it is too late?

While avoiding, preparing for or preventing the end trouble, the characters have to deal damage to the enemies they are fighting by making attacks or other actions that either gives them or their friends some edge. Whenever someone fails a check (over its goal or a result of 17, 18 or 19), they activate either a triggered trouble or suffer a negative aspect (like "out of ammo, need to reload" or "drops the grenade at their feet"). On a botch (natural 20), this ramps up a notch ("broken weapon", "shoot yourself in the face" and so on). The whole point is to make failures very impactful in the game.

After every character has taken an action, they need to roll a defense check (with a skill the GM decides) to avoid the enemies' attacks. The player who fails it by the worst margin gets hit by the strongest attack, the second worst with the second strongest, and so on. If all players succeed their roll, no one gets hit.

Players don't get to know how hurt their character is, only what wound truth they receive. As long as they act on the wound truth, you may allow them to perform reasonable actions, but if they step out of line (running without legs, throwing grenades without arms), make them suffer the consequences. However, we do encourage GMs to let legendary scenes take place in his game – *"So you want to stab the witch even if you don't have a head? Sure, let's say you need at least one 🎲 to hit her since you can't see."*

A conflict can be won in two ways. Against minions, players can defeat all enemies with damage. Against champions and bosses, though, someone has to buy a conflict end truth for 3 🎲. When this happens, they roll 1D20 and must to roll under the following total to win:

**Enemy's mortality + damage dealt + Advantage or disadvantage\***  
\* up to the GM to award!

If successful, the players achieve a victory that they narrate alongside you. If they fail the roll, though, they are defeated in some way. Victory and defeat is not as final as in most RPG's, however, depending a lot on what action was used to buy the conflict truth. Did the players convince the centurion to give up? Did they catch him in his own intestines or did they punch their hand through his chest and leave a grenade inside? Did he "let the dogs out" and you are now hiding, bleeding and terrified by the demonic creatures searching for you? You won't know until you've bought that conflict end truth.

## WOUND TRUTHS

Damage is often portrayed as a wound truth instead of lost ♥. This means a player often only know they have a "crushed skull" or "slit throat" not how many ♥ they have lost. Knowing the amount of ♥ is something that is reserved for after the action has ended and the character has a chance to realize how damaged they are.

Imagine it's a very violent movie and even if the main character is on the brink of death, they always have a small chance of making great impact until everything settles down and the villain either is dead or victorious. Not until then the character truly experiences the impact of their wounds and falls into a bleeding pile of flesh or maybe has the villain leaning over them, telling them some departing words.

Characters who are wounded, are affected by their wound truths just as any other truths, so even if a character can continue to play with their "eyes popped out" they probably have a hard time seeing anything, and the GM can demand more 🎲 from any check, depending on the characters wound truths.



# Conflict

BETA 3.1

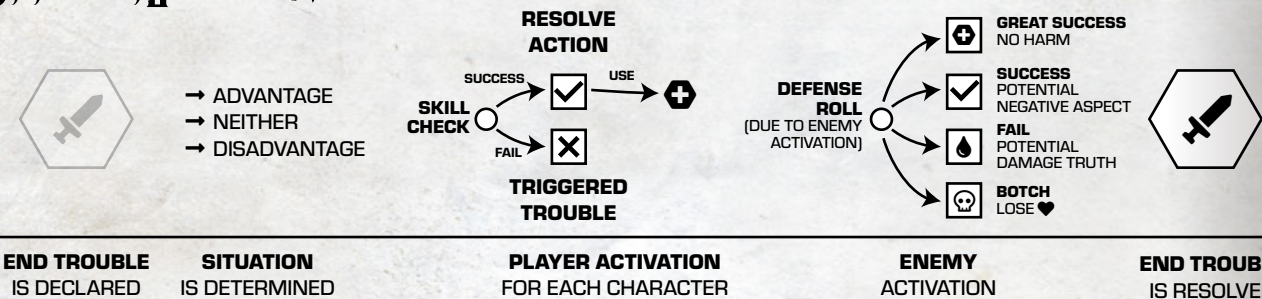
MAJESTIC ‡ MAJESTIC

## Conflict structure

Conflict is divided into verses. Each verse has an end trouble, starting with its declaration and ending with its resolution. In between that, players act first by performing an action with each of their characters, followed by the GM with the enemy activation and the players' defense rolls. At the very start of each verse the GM also determines whether each character is at an advantage or disadvantage, but forget about that for now.

### POTENTIAL

## Anatomy of a Verse



Players are free to choose the order in which they'll activate their characters, as long as activations are resolved one at a time. When unexpectedly entering conflict, however, some player characters might have their activation skipped in the first verse. Such situations are up to the GM, but they usually involve a check of the appropriate quality or skill to give players some chance.

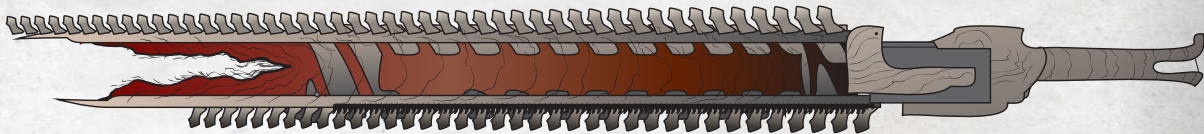
## QLIPHOTH

MASTERFUL IV GREAT SWORD

STATS	Tier	Masterful
Attack	+1	
Damage	VI	
Targets	3	
Reload	+1	
Penetration	2	
Grade	+2	

Level	1
UXP	0
DUR	25/25

Feature: Accurate  
Damage +2/SP



**Satanic** Great sword of the Beast  
Target +2 Damage +2 Accurate: +2 Damage/SP  
Target /2

## Troubles

Each verse has an end trouble, which describes what will happen after the verse ends if the players do not manage to prevent it. The GM may create each end trouble anew or choose one from the enemies' descriptions, and must declare it at the beginning of its 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 on earlier verses (usually the first one) for extra suspension.

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. The players won't necessarily know that upfront, however, which leads to intriguing dilemmas and plot twists, such as an ally disguised as an enemy that would reveal itself in the end trouble – if only the players hadn't jumped to kill him first...

If a player fails or botches 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 enemies' descriptions, and in botches, they may even mimic the effects listed as end troubles.



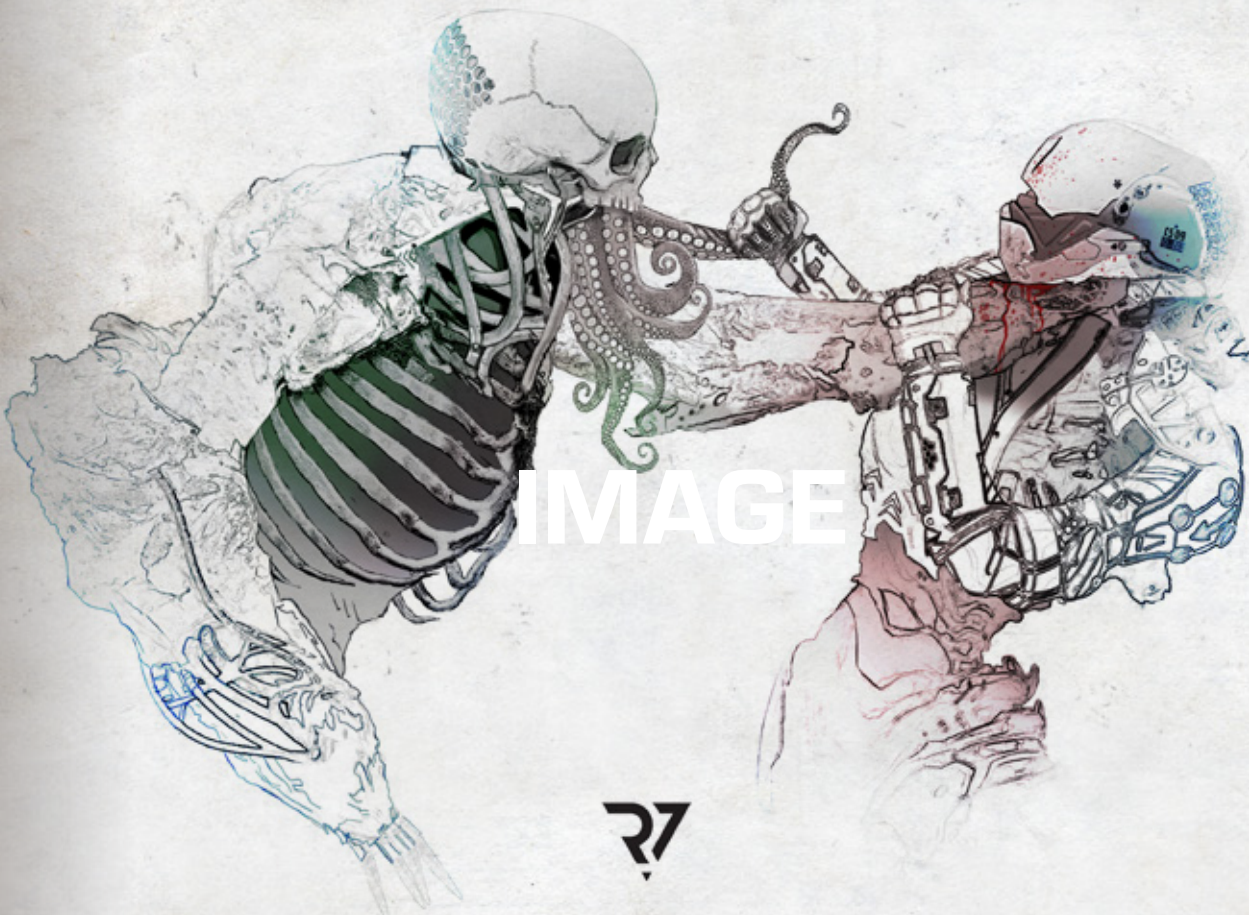
### Example end troubles

- ✂ The space station will crack and lose pressure.
- ✂ The Queen looks at you and smiles.
- ✂ 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.



### Example triggered troubles

- ✂ An attack is added to the enemy activation.
- ✂ Two new enemies appear.
- ✂ The weapon jams or gets stuck.
- ✂ A character gets pinned or grappled.





## Conflict actions

You can do pretty much anything during a conflict, but the following are some examples of actions that are especially useful in such events.

### Analyze

Attempt to figure out things that are hidden or obscured and get hints about how to gain an advantage by performing 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, 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 topics can usually be asked to the GM straight away, to which they can reply fully or approximately. Enemy 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.

### 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 check on the relevant Conflict skill with the weapon's ATT as a modifier, and deal damage as indicated by the weapon's DAM if successful. Finally, ⚡ may be spent to increase the damage tier dealt or to choose additional targets up to the weapon's TGT value.

As weapons have no such thing as a specific range, 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 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.

# WEAPONS 101

This gun was generated through **forging**, a simple mechanic used to generate random Weapons and Armors. Three dice rolled gave the result: **Blackened - Scout Rifle (Precision Weapon) - of Hate** - making the gun unique among other guns in a flurry of ways. Later on players can use parts from found weapons to give it **UXP** (Upgrade Expeiece) to level up the gun making it more powerful every time.

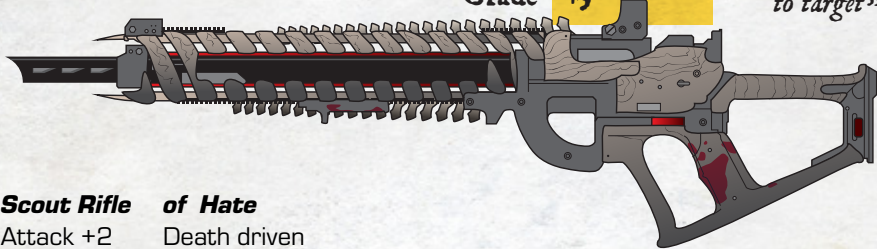
## OREBOUS

MASTERFUL IV SCOUT RIFLE

STATS	Tier	Legendary
Attack	+4	
Damage	V	
Targets	5	
Reload	+2	
Penetration	3	
Grade	+3	

Level	1
UXP	0
DUR	25/25

**Feature: Aspect**  
Adds "crawling with bugs to target"



**Blackened Scout Rifle of Hate**  
\*Add aspect Attack +2 Death driven

Based upon a character who has 15 in Precision Guns, this is how this example gun would be filled in the character sheet.

NAME		ORIGIN				TRUTH FRAGMENTS				TIER	LEVEL/UXP		
OREBOUS		BLACKENED - SCOUT RIFLE - OF HATE				DEVIOUS - DRINKS - FIRE				V	1	0	
ATTACK	RELOAD	DAMAGE	TARGETS	PENET.	GRADE	FEATURE				DURABILITY			
19	+4	17	+2	5	5	3	+3	ASPECT - "HIT TARGET CRAWLS WITH BUGS"				25 OF 25	

Weapons will be further explained in their own section of the rulebook. To give you a better understanding of their relation with attacks, here is a summary of what their descriptions include.

### Type

The type of weapon which decides which Conflict skill that must be used for checks when attacking with this weapon. *Further explained in weapon forging.*

### Targets [TGT]

The maximum number of targets you can hit with one attack when spending enough ⚡. (Some weapons can hit more than one target extra per ⚡.)

### Attack [ATT]

This value is added or subtracted from your skill when using the weapon. Write the final value in the Attack circle.

### Damage [DAM]

The default damage the weapon will deal on a successful attack.

### Penetration [PEN]

This value is subtracted from your target's bones when you attack them, which is especially useful against tough and armored targets.

### Reload [RLD]

This is the bonus added to the relevant Conflict skill when trying to make alterations to your weapon or its ammunition. Write the final value in the Attack circle.

### Features

These are features the character can use while using the weapon.

### Grade

A grade that might be added to any affinity skill if the GM rules that showing or flaunting it impresses who you are communicating with.



## Flee

Run for your life, leaving this cursed conflict and all of your allies behind by performing 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, 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 check on the relevant skill. Preparations are especially useful for protecting and taking cover, but may be used for any sort of thing.

Protecting is a maneuver, parry or distraction in order to avoid damage to yourself or to a nearby friend. It allows you to reduce the damage dealt to a character in a future attack or effect by 5. There is no limit to how many prepared protections may be used in the same instance or to whom they are applied to as long as the GM thinks it makes sense.

*While fighting a horrid tentacled beast, Reznac 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 Grimwald, 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, and thus, Reznac 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 the damage dealt to a character in a future attack or effect, as well as all damage dealt to them until the end of the verse. A character can only take 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 in cover and under an effect that reduces the damage (such as a protection), always halve the damage first.

*Grimwald had one take cover action prepared, but as Reznac got more wounded than him, he decided to spend it to halve the damage she took, pushing her behind a pile of debris in 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.

## Reload

Load special ammunition or any sort of consumable modifications to a weapon by performing its relevant Conflict skill.

*After witnessing the power of the creature and being saved by Reznac by a hair, Grimwald decides it is time to coat his halberd with that nasty anti-squid poison the locals were drinking.*

Even though you normally don't need to reload your weapons in Astro Inferno, weapon jams or even empty cartridges can be introduced as negative aspects, which can then be fixed with a reload action.

# IMAGE

## Enemy activation & defense rolls

*"You don't have to outrun the bear to get away. You just have to outrun the guy next to you."*

After the players are done activating their characters, the GM describes what the enemies will do. That, added to possible extra attacks generated effects such as triggered troubles, will result in a number of attacks which the players must defend from by simultaneously rolling for defense.

The defense roll is not an action, so everyone always gets to do it. It is also not a check, 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 the players should use as a defense goal (usually from the Conflict, Movement or Perception skill tree) depending on the attacks, sometimes allowing players to choose between multiple skills.

All players involved in the conflict roll their defense simultaneously. The strongest attack is assigned to the character with the worst result (which is usually

based on how far it is from the defense goal, but the GM may use other parameters if appropriate), the second strongest attack to the second worst result, and so on. Usually, each character is only assigned a single attack, unless an effect or the GM's gut instructs otherwise.

Each attack then results in damage or other effects depending on the roll:

**Safe** (success with at least 1 +)

On a success with at least one +, the attack has no effect.

**Being hit** (success)

On a success, the attack results in a disadvantage, represented by a negative aspect introduced by the GM that describes how the attack affected the character.

**Wounded** (failure)

On a failure, the attack deals its damage normally.

**Botch** (well...)

On a botch, the attack deals its damage ignoring all armor and immediately updating the character's ♥ which can trigger their ♥ threshold or even kill them on the spot.



# Damage

Enemies, weapons and all kinds of damage sources have a fixed amount of damage they deal, while for improvised sources that amount is up to the GM. A damage's tier is always the same as its amount, except when going over 10, which remains in the 10th tier.

Every damage tier is represented by a wound truth, chosen by the GM according to what would best fit the story/the damage tier and hopefully be pretty gruesome. These are handled as any kind of truth, being usable by GM and players for affecting game-play as normal.

*Since the centurion has a severed arm, I can claim an extra + if I succeed?*

Tier	Wound truth examples	Source example
Bruising I	"Black eye", "broken fingernail", "slight limp"	Fistfight
Serious II	"Flesh wound", "broken hand", "strained muscle"	Improvised weapon
Mutilate III	"Finger missing", "trashed face", "large wound"	Fire
Goring IV	"Huge flesh wound", "massive bleeding", "broken bones"	Gun
Critical V	"Deep gut wound", "crushed face", "punctured organs"	Heavy gun
Maim VI	"Failed limbs", "crushed ribs", "huge open wounds"	Explosives grenade
Sever VII	"Limbs flying", "crushed skull", "organs hanging out"	Infernal fire
Shatter VIII	"Flesh tear from bones", "crushed skeleton", "torn out spine"	Free fall landing
Destroy IX	"Splattered body", "shred to pieces", "organs everywhere"	Rocket
Disintegrate X	"Blood mist", "rupture", "micro fragments of body parts"	Voice of a god

There is no general rule to what happens when wounding an enemy, only what the damage is. A **Shattered VIII** enemy may fall dead torn into pieces of meat and blood or continue fighting with its flesh falling off in chunks from its fractured bones.

## Armor and bones

Characters have armor, while enemies have all sorts of armor, toughness and endurance, which are collectively called bones. When resolving damage, subtract the **PEN** value of the attack from the armor or bones value of the target (down to 0), then reduce the damage by the result.

If you attack an enemy with bones 3 using a weapon with **PEN 1**, the damage dealt to it is reduced by 2.

When the GM finds appropriate, aspects or truths can reduce an enemy's bones, meaning whatever they represent was weakened for the moment or even destroyed.

## Damage to characters

When a character takes damage, the GM declares the wound truth they've gotten, but doesn't stop to calculate the exact amount of ♥ they lost yet – that is only done when the player botches a defense roll or when the conflict is over (which includes damage taken outside of conflict). When one of these conditions are met, the GM then calculates how hurt the character really is (secretly tweaking it if they feel it to be appropriate) and communicates this to the player, who adjusts their character sheet accordingly. That means players don't usually get to know how much damage they've taken exactly, only in what state their character is in, but it also means that characters bound to kick the bucket at least get to pull off some stunts before facing their fate.

## Damage to enemies

When enemies take damage, the GM declares the wound truth they've gotten and notes down the highest damage given to each. This number can both be used later, when the characters want to end the conflict, or at that very moment, if the damage was high enough to incapacitate the enemy. The GM can always decide that an enemy has had enough and dies, gives up or suffers something else because of their wounds.

# Ending the conflict

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

*To fulfill your previous moves and the progress you have made throughout the conflict, you often have to resort to purchasing your one-way ticket to a conflict end roll, an all-or-nothing moment where the fight is decided. Is your foe defeated? Is your victory pyrrhic and 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 your character 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 it is with any truth, this should be related to the context of what you were doing.

- If it was a check on a skill from the Conflict tree, you may try to kill the enemies.*
- If it was a check on Fable, you might try to persuade them to give up.*
- If it was a check on Maneuver, you might try to capture or trap them.*

Your description is not guaranteed to happen, though, as the result is subject to the conflict end roll, which takes place as soon as the player who bought the truth finishes their other action. Any remaining + above the three spent buying the truth can be used to further increase the chance of succeeding the roll.

As with defense rolls, the conflict end roll is not a check, 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 goal of the “conflict end roll” is the lowest mortality value among all enemies, with the following modifiers:

- Increase it by 1 for each + rolled beyond 3 when you purchased "the conflict ends".
- Increase it with the highest damage dealt to the enemy with the lowest mortality during the conflict.
- 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:

### Perfect

The player gets to narrate how this conflict ends. The GM should try to keep away, this is a player 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 characters facing dramatic and dire consequences.

### Botch

The GM will make you suffer.

IMAGE

Raznec gets whopping 8+ on her next perfect attack with her spear. She knows the champion is wounded from previous rounds, so instead of using the + to improve her attack, 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 was 4, making the conflict end goal a 9. Raznec also gets to add her 5 extra + to the goal, making it a 14. She rolls the conflict end and gets a 7, a success. The GM then tells the group that Raznecs infernal jagged 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.



# Advantage & disadvantage

Throughout the conflict, the characters can be put into better or worse circumstances. At the start of every verse, before declaring the end trouble, the GM must evaluate the overall situation to determine for each character if, for that verse, they'll be at an advantage, at a disadvantage, or neither.

A character with an advantage has +5 on conflict end rolls.  
A character at a disadvantage has -5 on conflict end rolls.

Nothing can change this midthrough a verse – any effects that improve or worsen a character's situation will only be taken into consideration for advantages and disadvantages at the beginning of the next verse.

The GM will tend towards declaring a character is at an advantage when they are under positive circumstances, such as being well positioned or safe from immediate danger.

### Example positive circumstances

- Far from threats
- Enemy outflanked
- Hidden in ambush
- Winning streak
- Backed up by allies
- Stunned enemy
- Unaware enemy
- Dazed enemy

The GM will tend towards declaring a character is at a disadvantage when they are under negative circumstances, such as being under direct threat or recently wounded.

### Example negative circumstances

- Heavily outnumbered
- Heavily outgunned
- Under great pain
- Unbalanced
- Grappled
- Cornered
- Drenched in blood
- Terrified

Bad situations can overcome good ones when declaring a player is at a disadvantage – a character under lots of negative circumstances but also some positive ones would usually be at a disadvantage. The opposite, however, does not apply – a character under lots of positive circumstances but also some negative ones would hardly ever be at an advantage, but they also wouldn't be at a disadvantage, at least.

# Enemies

There are three kinds of enemies in Astro Inferno – minions, champions and bosses. Each enemy has a set of characteristics and values, regardless of their type.

### Names and prefixes

What the enemy is and how it is usually referred to.

### Flavor title

An innate truth the enemy carries.

### Class

A truth related to the origin of the enemy.

### Damage

The damage each attack from the enemy deals.

### Attacks

The number of attacks that the enemy can do each verse.

### Mortality

How hard the enemy is to defeat – the lower the harder.

### Bones

Armor and endurance of the enemy, which lowers damage dealt to it.

### Size

How big the enemy is. Each additional number increases the distance tier a normal soul needs for moving around or through the enemy.

### Other info

Additional facts and tips for the GM, such as a general description of the enemy, truths related to its behavior and quirks, and possibly some additional rules to be aware of.

### Triggered trouble

Possible triggered troubles the GM can apply when a player fails a check. That is not restrictive, though – the GM can always apply generic triggered troubles, such as some damage or a negative aspect that will set the player at a disadvantage on the next verse, or anything that seems fit.

### End trouble

Possible end troubles the GM can apply to verses. That is also not restrictive in any way – generic end troubles include dealing big chunks of damage, capturing or incapacitating players, making them lose something, changing the conflict in some drastic way, and so on.

### Harvesting list, looting and blood level

Things you don't need to worry about yet, further explained in the Looting and the Path of Blood chapters.

# IMAGE

## LEGIONARIES

THE ENDLESS ‡ SATANS LEGION

*The cowardice*

### BROKEN SOULS

IV Damage - 3 Attacks

### MORTALITY

10

### BONES / SIZE

0 / +ZERO

*The Satanic Legion. Masses, dirty, bloody, haunting, laughing, stupid and drunk. Sometimes lead by a Centurion.*

### Often in groups of 2-10 legionaires

IV Damage incapacitates a soldier

### EASILY FOOLED ‡ HATES GENESIS MACHINES

#### Triggered Troubles

Add 3 legionaires  
Flanking manouver  
Heavy weapon: add 1 Attack with a Damage of 6

#### End Trouble

Add 1 Centurion (champion) and 3 legionaires  
Suicide attack with explosive - 10 damage to one character

#### Harvesting (Choose one)

- 1D4/☒ Ordinary Poison
- 1D10/☒ Black Iron Ingots
- 1/☒ Ordinary Consumable
- 1D6/☒ Human Heads

#### Looting

- ☒ Mundane (-2)
- ☒ Soiled Blood



### Minions

Weak creatures usually grouped by the dozens, but often 5-10. Each group has a mortality value of 10 or less. Their attack number (and even other values, if appropriate) may change as they get fewer at the GMs discretion. Triggered and end troubles often add to their numbers or summon a champion or boss.

Minions often die from a set damage number, usually 1 to 4. Each attack may only target a single minion, so any remaining damage is lost. When they are considerably numerous, with at least some 20 individuals but up to the hundreds, the GM may decide to consider them a horde. When attacking a horde, decrease its enemy count by the total damage you deal, without having to assign attacks individually.

*If you deal 3 attacks with 4 in damage (for a total damage of 12) and the horde has minions that take 2 damage to kill, you have killed 6 enemies there.*

Minions are often cowards and will flee if decimated too much, but they can be chaotic to fight against. When calculating a conflict end goal, damage to them only raises it with the health of a single individual, often meaning 1 to 4. Fighting many enemies at once always tends towards putting players at a disadvantage, meaning characters will either have to kill a significant amount of them or be at a great advantage to negate this.

Rapid weapons such as automatic or slashing work best against many enemies with low health, but they aren't great at killing stronger enemies.

### Champions

Powerful enemies, captains or large creatures. They often appear as the main enemy in a conflict, usually accompanied by a bunch or a horde of minions, but there can also be several champions. Each of them has a **mortality value of 5** or less.

Unless the GM decides otherwise, the only way to defeat a champion is through a conflict end roll. For this reason, when they're attacked, the GM actually only needs to note down the highest damage they've taken.

*Large weapons such as **heavy or crushing** work best against strong enemies, but they aren't great at killing large quantities of enemies.*

### Bosses

Large creatures, titans or gods. They always appear as the main enemy in a conflict, usually accompanied by numerous minions and champions. Bosses have a **mortality value of 0 or less**, but can go down to -20, making them virtually undefeatable unless players activate a weak point.

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, when they're attacked, the GM only needs to note down the highest damage they've taken.

### Weak points

Bosses are often assigned weak points that must be discovered and triggered to raise their mortality value to something more achievable, usually by a predetermined amount and up to a maximum value. A boss-fight should be treated like a puzzle, where the players must figure out how to beat it or flee from it using the environment, cooperation and creativity.

A weak point can be many things, and only the GM's imagination sets the limit for creative freedom here.

- An armor plate that you can destroy by damaging them with a certain amount of damage.
- A statue that can be tipped over, pinning the boss against a wall.
- Chanting priests that you can disrupt or kill, 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 exposed to.
- A lullaby that can be sung to make the boss sleepy.





# PIG FIEND

DEVOURER ‡ BLOOD FESTER

*The eternal hunger*

## UNLIGHT CREATURES

4 Damage 3 Attacks

## MORTALITY

10

## BONES/SIZE

0 / ZERO

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 where completely surrounded.

**Hunting in Packs of 20-50 creatures**  
1 Damage removes a pig fiend

### FEEDING FRENZY ‡ SCREAMING ‡ CANNIBALS

#### Triggered Trouble

- Add 10 Pig Fiends
- Add 20 Pig Fiends
- Taking a bite 5 ♥
- Disable armor on character

#### End Trouble

- Swarm 1 character (Lose 1 ☾, 5 👁 and 5 ♥)
- Add 1 Pig King (Champion) or 25 Pig fiends

#### Harvesting (Choose one)

- 🧪 Ordinary II Poison 1D4/+
- 🔧 Tech Parts 1D10/+
- 👤 Ordinary Consumable 1/+
- 👤 Human Heads 1D6/+

#### Looting

- 📦 Mundane (-2)
- 💧 Soiled Blood

# LEGIONARIES

THE ENDLESS ‡ SATANS LEGION

*The cowardice*

## SOULS

5 Damage - 3 Attacks

## MORTALITY

10

## BONES/SIZE

0 / +ONE

The Satanic Legion. Masses, dirty, bloody, haunting, laughing, stupid and drunk. Sometimes lead by a Centurion.

**Often in groups of 2-10 legionaries**  
4 Damage incapacitates a soldier

### EASILY FOOLED ‡ HATES GENESIS MACHINES

#### Triggered Troubles

- Add 3 legionaries
- Heavy weapon: add 1 Attack with a Damage of 6
- Flanking manouver

#### End Trouble

- Add 1 Centurion (champion) and 5 legionaries
- Grenades -10 damage to 1D2 character

#### Harvesting (Choose one)

- 🧪 Excellent III Poison 1D4/+
- 🔧 Black Iron Ingots 1D10/+
- 📦 Excellent III Equipment 1/+
- 👤 Ordinary II Valuable 1/+

#### Looting

- 📦 Ordinary (+0)
- 💧 Soiled Blood

# Arachnite

SPIDER GOD ‡ FAUST DEMON

*Servants of the Spider Entity*

## TRUE UNLIGHT

10 Damage - 3 Attacks

## MORTALITY

5

## BONES/SIZE

4 / +TWO

The crackling, whirring laughter of the knight made us wary as he emerged from the shadows, clicking and rattling a thousand legs beneath his armor as he spoke.

**Fear** - lose 4 👁 at sight  
**Adapting** - Mortality lowered by 1 on each verse end

### CUNNING ‡ TRIXTER ‡ TWO FACED

#### Triggered Trouble

- Trapped in web - "Pinned"
- Sudden move - "Complication"
- Disarm one character
- Fear attack 4 👁

#### End Trouble - (Always adapting +1 Mortality) +

- Capture a Soul in spider silk - Deal 10 Damage
- Injecting poison into a Soul - Death within 1D10 nights (Creating an antidote is a 🧪 complex task 10 🧨)

#### Harvesting (Choose one)

- 🧪 Masterful IV Poison 1D6/+
- 👤 Abyssal Ivory Bones 1D10/+
- 1 Masterful IV - Equipment
- 1 Masterful IV - Weapon

#### Looting

- 📦 Excellent (+2)
- 💧 Black Honey

# EXODUS TOAD

RUINER ‡ COSMOS FROG

*Divine instruments run amok*

## ANCIENT

30 Damage - 1 Attack

## MORTALITY

-10

## BONES/SIZE

5 / +FOUR

They say it emerged once every year and demanded a virgin sacrifice. It's lair deep beneath the surface, unreachable to all Souls. But we held the Heralds Death Key.

**Fear** lose 5 👁 at sight / lose 2 👁 on each verse end  
**Weakpoint** - Destroying 100 eyes (1♥) Mortality +5

### BARBED TENTACLES ‡ HYPNOTIC ‡ DREAMING

#### Triggered Trouble

- Character "Confused"
- Hypnotic Overload -2 👁 & -2 ♥
- Action impacts allies
- Fear attack -1D6 👁

#### End Trouble

- Grabbing 1D2 Characters and lifting them into the air
- Acid blood rain - Damage 20 on all combatants in the area

#### Harvesting (Choose two)

- 🧪 Legendary V Potion 1D6/+
- 👤 Kvasir Blood Honey 1D6/+
- 👤 Crimson Weave 1D10/+
- 👤 Celestial Ingot. 1D6/+

#### Looting

- 📦 Masterful (+4)
- 💧 Ancient Blood





PRESENT

THY NAME

THY FORM

THY DESTINY

PAST

WHAT

WHO/WHERE

HOW

[PHY] **PHYSIQUE** TIER

TIER **DRIVE** [DRV]



[SPD] **SPEED** TIER

TIER **CHARISMA** [CHA]



[COG] **COGNITION** TIER

TIER **SPIRIT** [SPR]



MANNERISM

DESIRE

FEAR

PAIN POINT

FORM TRUTHS

DESTINY TRUTHS

DEMON TRUTHS

CHARACTER TRUTHS

Features

✕

✕

✕

✕

✕

✕

✕

✕

✕

✕

**Skills**

AFFINITY [CHA]

FABLE

SATISFY

CONDUCT

GRADE OF GEAR

ARCANE ARTS [SPR]

ALCHEMY TECH

DIVINE RITUALS

ABYSSAL RITUALS

WITCHCRAFT

CRAFTS [COG]

ANCIENT TECH

SECULAR TECH

GENESIS TECH

HARROWED TECH

INFERNAL SURVIVAL [DRV]

EMERGENCY AID

NAVIGATE

PHARMACY

DARK CONNECTIONS

LITERACY [COG]

DOMINIONS

PANTHEON

MEDICINE

PSYCHOLOGY

MOVEMENT [SPD]

MANEUVER

JUMP

THROW

CLIMB

PERCEPTION [CHA]

LISTEN

READ SITUATION

SCROUNGE

SIXTH SENSE

SHADOWRY [SPD]

DISGUISE

LOCKPICK

SLEIGHT OF HAND

STEALTH

CONFLICT [PHY]

BRAWLING

MELEE	TIER	SKILL	RANGED	TIER	SKILL
FINESSE			PRECISION		
SLASHING			AUTOMATIC		
CRUSHING			HEAVY		

**DARK MARKS**

RANK

**IDENTITY**

XP

LEVEL

**BLOOD**

AETHER



## BODY












**LIFE** ❤️ [PHY + BONUS] [DAMAGE & TRAUMA]


-10 0 +10 +20 +30 +40 +50 +60 +70 +80 +90 +100 +110 +120 +130 +140

LOSE ALL LIFE = DEATH (SEE ART OF DYING P.XXX)  
LOSE > THRESHOLD = NEGATIVE ASPECT


WOUND TRUTHS & SCARS



TIER	CONDITION & ARMOR DESCENT	
	TRUTH FRAGMENTS	
ARMOR VALUE	FEATURE	
MODIFICATIONS	LEVEL/UXP	


TIER	GEAR, ITEMS	FRAGMENTS/TRUTHS	FRAGMENTS	ORIGIN
			 	
			 	
			 	
			 	
			 	
			 	
			 	
			 	
			 	
			 	

[STRAINING & FEAR] [DRV + BONUS]  SANITY





















+140	+130	+120	+110	+100	+90	+80	+70	+60	+50	+40	+30	+20	+10	0	-10



LOSE ALL  = STARE INTO THE ABYSS CHECK  
 LOSE > THRESHOLD = MARK ITCH OR CRAVING  
 BY FEAR = PERFORM NEXT FEAR REACTION


 BONUS  THRESHOLD

**AURA**  [SPR + BONUS] [RADIATION & UNLIGHT]

-10 0 +10 +20 +30 +40 +50 +60 +70 +80 +90 +100 +110 +120 +130 +140

 BONUS  THRESHOLD

WHEN FULL  - GAIN ONE CORRUPTION  
LOSE > THRESHOLD = RADIATION SICKNESS  
(SEE P.xxx)

## INNER DEMON & FEAR REACTIONS

NAME	TYPE	POWER
SIN	ITCH CRAVING	KINK
FEAR REACTIONS	1	2
	3	4

## MASTER & BLESSINGS

NAME	TYPE	XP	CONNECTION
MUNDANE	ORDINARY		
EXCELLENT	MASTERFUL		
LEGENDARY			

## CORRUPTIONS

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

# SANITY

# ARMOR

**DARKNESS**



