

## ARCHETYPE

NAME:	Etta
AGE:	25
RANK:	City Judge (2)
EXPERIENCE:	

LEGACY: Lurker (Consorted with the Blood Birds)

SEX:	Female
HEIGHT:	172 cm
WEIGHT:	70 kg
DRAFTS/DINARS:	150 CD



Borca



## X. The Heretic



Judge

ATHLETICS	◇◇◇◇◇◇
BRAWL	◇◇◇◇◇◇
FORCE	◆◇◇◇◇◇
MELEE	◆◆◆◇◇◇
STAMINA	◆◇◇◇◇◇
TOUGHNESS	◆◆◆◇◇◇

CRAFTING	◇◇◇◇◇◇
DEXTERITY	◆◇◇◇◇◇
NAVIGATION	◆◇◇◇◇◇
MOBILITY	◆◆◇◇◇◇
PROJECTILES	◆◇◇◇◇◇
STEALTH	◇◇◇◇◇◇

ARTS	◇◇◇◇◇◇
CONDUCT	◆◆◇◇◇◇
EXPRESSION	◆◆◇◇◇◇
LEADERSHIP	◆◇◇◇◇◇
NEGOTIATION	◆◇◇◇◇◇
SEDUCTION	◇◇◇◇◇◇

ARTIFACT LORE	◇◇◇◇◇◇
ENGINEERING	◇◇◇◇◇◇
FOCUS	◇◇◇◇◇◇
LEGENDS	◆◆◇◇◇◇
MEDICINE	◇◇◇◇◇◇
SCIENCE	◇◇◇◇◇◇

CUNNING	◆◇◇◇◇
DECEPTION	◇◇◇◇◇
DOMINATION	◆◆◇◇◇
FAITH	◇◇◇◇◇
REACTION	◆◇◇◇◇
WILLPOWER	◆◇◇◇◇

EMPATHY	◇◇◇◇◇◇
ORIENTEERING	◆◇◇◇◇◇
PERCEPTION	◆◇◇◇◇◇
PRIMAL	◆◆◇◇◇◇
SURVIVAL	◆◇◇◇◇◇
TAMING	◇◇◇◇◇◇

ALLIES	◇◇◇◇◇◇
AUTHORITY	◇◇◇◇◇◇
NETWORK	◆◆◇◇◇◇
REOWN	◇◇◇◇◇◇
RESOURCES	◆◇◇◇◇◇
SECRETS	◆◇◇◇◇◇

Danger Sense

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GROUP NAME: \_\_\_\_\_

ALIGNMENT: \_\_\_\_\_

CONSTELLATION: \_\_\_\_\_

SCARS VALUE: \_\_\_\_\_

INFAMY ◆◆◆◆◆◆

+1D to exerting her authority  
in Justitian while in uniform  
(Authority)

Figure 1 illustrates the distribution of four types of stimuli (EGO, SPORE INFESTATIONS, FLESHWOUNDS, and TRAUMA) across 20 subjects. Each subject is represented by a horizontal row of 20 diamond shapes. Filled diamonds indicate the presence of a stimulus, while open diamonds indicate its absence. EGO stimuli are present in the first 10 positions for all subjects. SPORE INFESTATIONS, FLESHWOUNDS, and TRAUMA stimuli are present in the first 10 positions for a subset of subjects, with the number of subjects decreasing for each stimulus type.

## COMPLICATIONS

### VISUALS

Broad shouldered  
Cropped black hair  
Holds her hammer with  
practiced ease



PORTRAIT

### RELATIONSHIPS

CULT:	MOD.

## ARSENAL

### WEAPONS

	HANDLING	DISTANCE ( - / - 4D )	DAMAGE	MAG	PROPERTIES	ENC.	TECH	SLOTS
Knife	+1D	1	2+F /3	-	Smooth Running ( 2T)	1	II	1
Judgment Hammer	-2D	1	1+F	-	Blunt, Impact ( 3T)	3	III	2

### ARMOR

	ARMOR VALUE	PROPERTIES	ENC.	TECH	SLOTS
Judge's Hat and Coat	2	-	2	II	2

## POSSESSIONS

### EQUIPMENT

	ENC.	ENC.	TOTAL ENC.
Flask (Filled with distillate)			
Codex			
Judgement Tools			
Judicial badge			
The Dossier (Carrion Bird Blackmail material)			

### ARTIFACTS

	ACTIVATION	OPERATION	APPRAISAL VALUE

# DEGENESIS

## ARCHETYPE

NAME: Vesper  
AGE: 22  
RANK: Finch (1)  
EXPERIENCE: \_\_\_\_\_

LEGACY: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SEX: Male  
HEIGHT: 185 cm  
WEIGHT: 84 kg  
DRAFTS/DINARS: 25 CD

## CULTURE



Borca

## CONCEPT



XVIII. The Zealot

## CULT



Apocalypics

## ATTRIBUTES & SKILLS

### BODY

ATHLETICS      ◆◆◆◆◆◆  
BRAWL          ◆◆◆◆◆◆  
FORCE          ◆◆◆◆◆◆  
MELEE          ◆◆◆◆◆◆  
STAMINA       ◆◆◆◆◆◆  
TOUGHNESS    ◆◆◆◆◆◆

### AGILITY

CRAFTING      ◇◇◇◇◇◇  
DEXTERITY     ◆◆◆◆◆◆  
NAVIGATION    ◆◆◆◆◆◆  
MOBILITY       ◆◆◆◆◆◆  
PROJECTILES    ◆◆◆◆◆◆  
STEALTH        ◆◆◆◆◆◆

### CHARISMA

ARTS           ◇◇◇◇◇◇  
CONDUCT       ◆◆◆◆◆◆  
EXPRESSION    ◆◆◆◆◆◆  
LEADERSHIP    ◇◇◇◇◇◇  
NEGOTIATION   ◆◆◆◆◆◆  
SEDUCTION     ◇◇◇◇◇◇

### INTELLECT

ARTIFACT LORE   ◇◇◇◇◇◇  
ENGINEERING     ◇◇◇◇◇◇  
FOCUS           ◇◇◇◇◇◇  
LEGENDS        ◆◆◆◆◆◆  
MEDICINE       ◇◇◇◇◇◇  
SCIENCE        ◇◇◇◇◇◇

### PSYCHE

CUNNING       ◆◆◆◆◆◆  
DECEPTION      ◆◆◆◆◆◆  
DOMINATION     ◇◇◇◇◇◇  
FAITH           ◆◆◆◆◆◆  
REACTION       ◆◆◆◆◆◆  
WILLPOWER      ◇◇◇◇◇◇

### INSTINCT

EMPATHY        ◇◇◇◇◇◇  
ORIENTEERING   ◇◇◇◇◇◇  
PERCEPTION     ◆◆◆◆◆◆  
PRIMAL          ◆◆◆◆◆◆  
SURVIVAL        ◆◆◆◆◆◆  
TAMING          ◇◇◇◇◇◇

## ADVANTAGES

### BACKGROUNDS

ALLIES          ◆◆◆◆◆◆  
AUTHORITY      ◇◇◇◇◇◇  
NETWORK        ◆◆◆◆◆◆  
REOWN          ◇◇◇◇◇◇  
RESOURCES      ◆◆◆◆◆◆  
SECRETS        ◇◇◇◇◇◇

### POTENTIALS

Crow's Nest      ◆◆◆  
\_\_\_\_\_  
\_\_\_\_\_      ◇◆◆  
\_\_\_\_\_  
\_\_\_\_\_      ◇◆◆  
\_\_\_\_\_  
\_\_\_\_\_      ◇◆◆  
\_\_\_\_\_  
\_\_\_\_\_      ◇◆◆

### SCARS

GROUP NAME: \_\_\_\_\_  
ALIGNMENT: \_\_\_\_\_  
CONSTELLATION: \_\_\_\_\_  
SCARS VALUE: \_\_\_\_\_  
INFAMY           ◇◇◇◇◇◇

## CONDITION

### MODIFIERS

+1D when in the company of  
Carion Birds (Finch Rank bonus)  
+1D to friendly social interaction  
(Unsavoury Connections)  
\_\_\_\_\_  
\_\_\_\_\_

◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆  
EGO  
◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆  
SPORE INFESTATIONS  
◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆  
FLESHWOUNDS  
◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆  
TRAUMA

### COMPLICATIONS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### VISUALS

Chiseled jaw, with short light hair  
Single talon piercing through ear  
Gaze hardened from a year of  
abuse from his Flock



### PORTRAIT

### RELATIONSHIPS

CULT:	MOD.

## ARSENAL

### WEAPONS

	HANDLING	DISTANCE ( - / - 4D )	DAMAGE	MAG	PROPERTIES	ENC.	TECH	SLOTS
Blow	+2D	1	-	-	Dazed (F/3), Smooth Running (2T)		I	
Kick	+1D	1	-	-	Dazed (F/2)		I	
Brass Knuckles	+2D	1	1+F/2	-	Blunt		II	2

### ARMOR

	ARMOR VALUE	PROPERTIES	ENC.	TECH	SLOTS
Leather Coat	2	-	2	I	2

## POSSESSIONS

### EQUIPMENT

	ENC.	ENC.	TOTAL ENC.
Donkey and cart (On loan from Wicker)			
Stimulants (Rating 1, 1 dose)			
Carrion Birds insignia			
Compass			

### ARTIFACTS

	ACTIVATION	OPERATION	APPRAISAL VALUE

## ARCHETYPE

SEX:	Female
HEIGHT:	160 cm
WEIGHT:	55 kg
DRAFTS/DINARS:	78 CD

## CULT



### Clanners (Stukov)

## ATTRIBUTES & SKILLS

## CHARISMA

ARTS	◆◇◇◇◇
CONDUCT	◆◆◇◇◇
EXPRESSION	◆◆◆◇◇
LEADERSHIP	◇◇◇◇◇
NEGOTIATION	◆◇◇◇◇
SEDUCTION	◆◇◇◇◇

## INSTINCT

EMPATHY	◆◇◇◇◇
ORIENTEERING	◇◇◇◇◇
PERCEPTION	◆◇◇◇◇
PRIMAL	◆◇◇◇◇
SURVIVAL	◆◇◇◇◇
TAMING	◇◇◇◇◇

## ADVANTAGES

## SCARS

GROUP NAME: \_\_\_\_\_

ALIGNMENT: \_\_\_\_\_

CONSTELLATION: \_\_\_\_\_

SCARS VALUE: \_\_\_\_\_

INFAMY ◇◇◇◇◇◇◇◇

## CONDITION

## COMPLICATIONS

This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

### VISUALS

Short and lithe, covering up  
with layers of fabric  
Close-cut dark hair  
Resting look of annoyance



PORTRAIT

### RELATIONSHIPS

CULT:	MOD.
Apocalypics	+1D

## ARSENAL

### WEAPONS

	HANDLING	DISTANCE ( - / - 4D )	DAMAGE	MAG	PROPERTIES	ENC.	TECH	SLOTS
Brass Knuckles	+2D	1	1+F/2	-	Blunt		II	1
Sling	-1D	5 / 15	2+F/3	1	Blunt	1	I	1

### ARMOR

	ARMOR VALUE	PROPERTIES	ENC.	TECH	SLOTS
Citizen's clothes	1	-	1	I	-

## POSSESSIONS

### EQUIPMENT

	ENC.	ENC.	TOTAL ENC.
Note with instructions for the job with Vesper			
Lightning bolt medallion (Stukov symbol)			
Bottle of Brenni beer (To make journeys easier)			
Citizenship papers			

### ARTIFACTS

	ACTIVATION	OPERATION	APPRAISAL VALUE

## ARCHETYPE

NAME:	Kiefer
AGE:	21
RANK:	Citizen (1)
EXPERIENCE:	

LEGACY: Family Bond: Stukov (While he's stuck with his family, he might as well let them help)  
Creature of Habit (Mind over Matter)

SEX:	Male
HEIGHT:	183 cm
WEIGHT:	79 kg
DRAFTS/DINARS:	130 CD



Borca



## XX. The Righteous



## Clanners (Stukov)

ATHLETICS	◆◇◇◇◇
BRAWL	◇◇◇◇◇
FORCE	◆◆◇◇◇
MELEE	◆◆◇◇◇
STAMINA	◇◇◇◇◇
TOUGHNESS	◆◆◇◇◇

CRAFTING	◆◇◇◇◇
DEXTERITY	◇◇◇◇◇
NAVIGATION	◇◇◇◇◇
MOBILITY	◆◇◇◇◇
PROJECTILES	◆◇◇◇◇
STEALTH	◇◇◇◇◇

ARTS	◇◇◇◇◇◇
CONDUCT	◇◇◇◇◇◇
EXPRESSION	◇◇◇◇◇◇
LEADERSHIP	◇◇◇◇◇◇
NEGOTIATION	◆◇◇◇◇◇
SEDUCTION	◇◇◇◇◇◇

ARTIFACT LORE	◆◇◇◇◇
ENGINEERING	◇◇◇◇◇
FOCUS	◆◆◇◇◇
LEGENDS	◆◆◇◇◇
MEDICINE	◆◆◇◇◇
SCIENCE	◆◇◇◇◇

CUNNING	◆◆◆◆◆
DECEPTION	◇◇◇◇◇
DOMINATION	◆◇◇◇◇
FAITH	◇◇◇◇◇
REACTION	◆◇◇◇◇
WILLPOWER	◆◆◆◆◆

EMPATHY	◇◇◇◇◇◇
ORIENTEERING	◇◇◇◇◇◇
PERCEPTION	◆◆◇◇◇◇
PRIMAL	◇◇◇◇◇◇
SURVIVAL	◆◇◇◇◇◇
TAMING	◇◇◇◇◇◇

ALLIES	◆◇◇◇◇
AUTHORITY	◇◇◇◇◇
NETWORK	◆◆◇◇◇
REOWN	◆◇◇◇◇
RESOURCES	◇◇◇◇◇
SECRETS	◇◇◇◇◇

Unyielding	◆◆◆◆
	◆◆◆◆
	◆◆◆◆
	◆◆◆◆
	◆◆◆◆
	◆◆◆◆

GROUP NAME: \_\_\_\_\_

ALIGNMENT: \_\_\_\_\_

CONSTELLATION: \_\_\_\_\_

SCARS VALUE: \_\_\_\_\_

INFAMY ◇◇◇◇◇◇◇◇

+1D to social interaction with Spitalians, and +1D to INT+Medicine (Experience through Osmosis)  
+2 Resources and Allies while in Borca (Family Bond: Stukov)

Figure 1 is a diagram illustrating the relative frequency of four types of stimuli (EGO, SPORE INFESTATIONS, FLESHWOUNDS, TRAUMA) across four groups of subjects. The stimuli are represented by horizontal rows of diamond shapes. Filled diamonds indicate a high frequency, while open diamonds indicate a low frequency. The relative frequencies are as follows:

- EGO:** 15 filled diamonds, 15 open diamonds.
- SPORE INFESTATIONS:** 10 filled diamonds, 20 open diamonds.
- FLESHWOUNDS:** 10 filled diamonds, 20 open diamonds.
- TRAUMA:** 5 filled diamonds, 10 open diamonds.

## COMPLICATIONS

### VISUALS

Tall and proud, with an ever-present look of superiority  
 Light hair kept in two long braids  
 Visible distaste for anything dirty or unclean  
 Wearing a small pin with the Spitalian cross, and obviously proud of that



PORTRAIT

### RELATIONSHIPS

CULT:	MOD.
Spitalians	+1D

## ARSENAL

### WEAPONS

	HANDLING	DISTANCE ( - / - 4D )	DAMAGE	MAG	PROPERTIES	ENC.	TECH	SLOTS
Scalpel	+1D	1	3+F/4	-	Smooth Running (2T)	-	IV	-
				-				

### ARMOR

	ARMOR VALUE	PROPERTIES	ENC.	TECH	SLOTS
Citizen's clothes	1	-	1	I	-

## POSSESSIONS

### EQUIPMENT

	ENC.	ENC.	TOTAL ENC.
Bandage			
Tourniquet			
Healing Herbs			
Notebook (For observations of medical work)			
Reindeer medallion (Stukov symbol)			
Citizenship papers (By birthright)			
Spitalian Aide pin (Gives access to Public Hospitals)			

### ARTIFACTS

	ACTIVATION	OPERATION	APPRAISAL VALUE