

QUICKSTART

# BIOMA

- THE ROLEPLAYING GAME -



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- THE ROLEPLAYING GAME -





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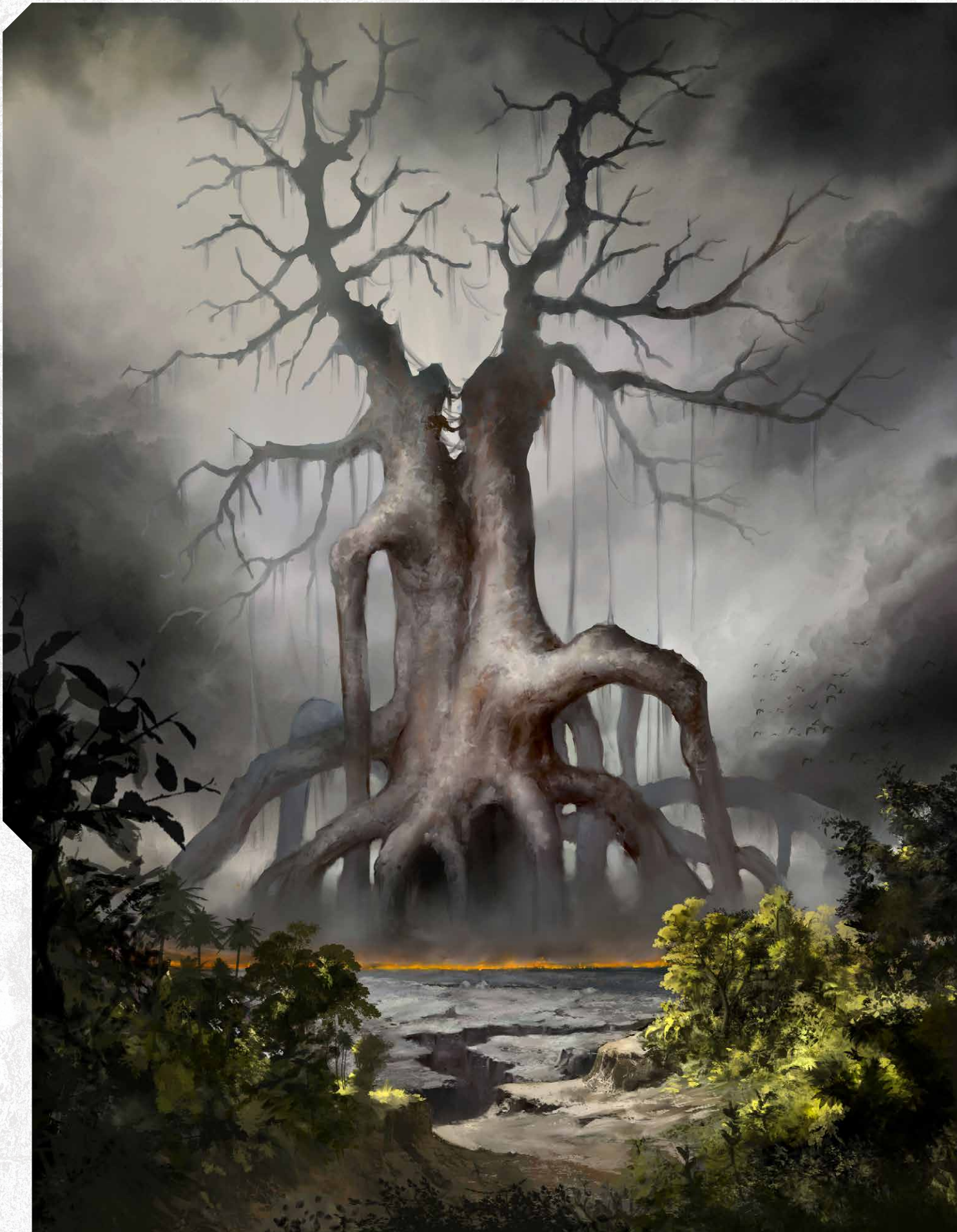
# INDICE

<b>THE WORLD OF BIOMA</b>	<b>1</b>
▷ <b>REGIONS</b>	<b>2</b>
CHANT WEAVERS	2
HEIRS OF THE OLD WORLD	3
<b>RULES</b>	<b>5</b>
▷ <b>TESTS</b>	<b>5</b>
PERFORMING A CHECK	6
RESOURCE, RISK, AND SAFETY DICE	7
CRITICAL SUCCESS AND CRITICAL FAILURE	8
DETERMINING IF A CHECK IS NECESSARY	8
▷ <b>BASIC NEEDS CHART</b>	<b>9</b>
MEETING NEEDS	9
▷ <b>ATTRITION</b>	<b>10</b>
▷ <b>TEMPERATURE</b>	<b>11</b>
▷ <b>COMBAT</b>	<b>12</b>
START OF COMBAT	12
COMBAT TURNS	13
RANGE	15
HITTING A TARGET	15
DAMAGE	16
KEEPING TRACK OF ARMOR AND WOUNDS	18
DISMEMBERMENT	18
BLEEDING OUT	18
COVER	19
▷ <b>POISONS AND VENOMOUS SUBSTANCES</b>	<b>20</b>
TYPES OF POISONS AND VENOMOUS SUBSTANCES	20
FACING POISONS AND VENOMOUS SUBSTANCES	20
EFFECTS AND TREATMENT OF POISONS AND VENOMOUS SUBSTANCES	20
LIST OF POISONS AND VENOMOUS SUBSTANCES	20
<b>EQUIPMENT</b>	<b>21</b>
▷ <b>EQUIPMENT AND SLOTS</b>	<b>22</b>
▷ <b>CRAFTING</b>	<b>22</b>
LEVELS OF CRAFTING	22

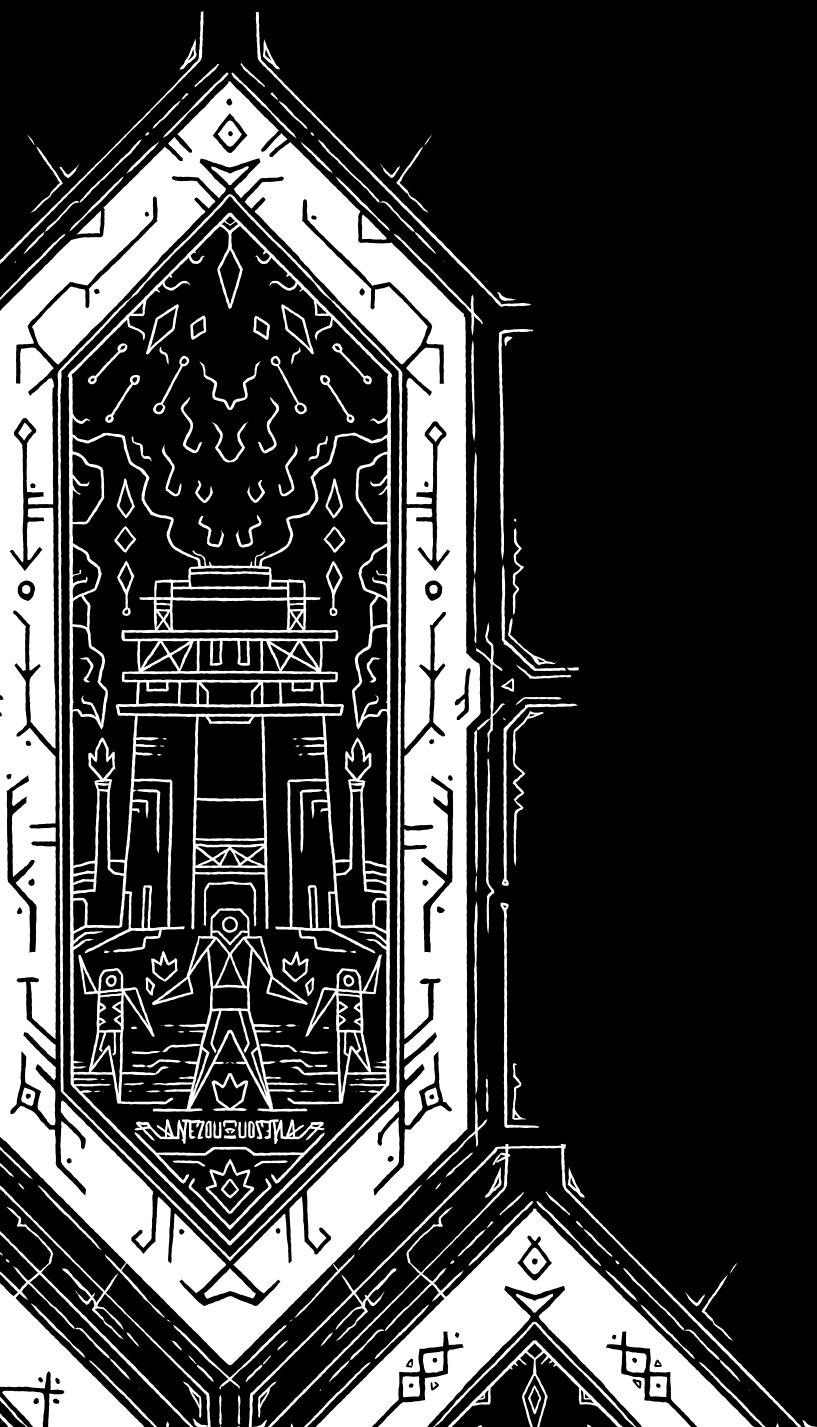


TOOLS FOR CRAFTING.....	23
CRAFTING ACTIONS.....	23
CREATIVE CRAFTING.....	23
➤ <b>TRADING IN BIOMA</b> .....	<b>24</b>
RELICS OF THE OLD WORLD.....	24
➤ <b>WEAPONS</b> .....	<b>25</b>
➤ <b>ARMOR</b> .....	<b>28</b>
➤ <b>CRAFTING MATERIALS</b> .....	<b>30</b>
➤ <b>RATIONS AND MEDICINES</b> .....	<b>32</b>
<b>BESTIARY</b> .....	<b>33</b>
➤ <b>LIVING PLANET</b> .....	<b>34</b>
READING STATBLOCKS.....	34
THUNDERWING.....	36
PRICK SLOTH.....	37
CEPHALOPOLIS.....	38
COURSER.....	39
BEARER'S PARASITE SWARM.....	40
<b>ADVENTURE: THE CRAWLING RUINS</b> .....	<b>49</b>
➤ <b>XANDER'S DRIFT</b> .....	<b>51</b>
➤ <b>WELCOME TO THE ETERNAL CITY</b> .....	<b>53</b>











# THE WORLD OF BIOMA

*Bioma - The Roleplaying Game* is set in a world irrevocably changed by a mysterious event that changed it irrevocably in the forgotten past. Little is known of what happened, but hordes of cryptic creatures of all shapes and sizes now roam the earth, forcing the remnants of humanity to live in their shadows, struggling even to survive.

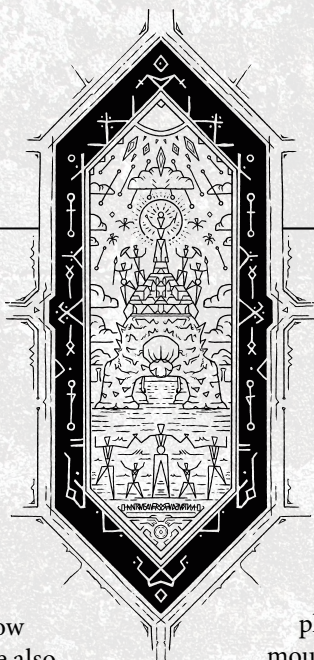




## REGIONS

### CHANT WEAVERS

A society of warrior women that colonized and built their city atop the Bearer, a gargantuan creature also known as “the wandering mountain”. All men that dare step atop their colossal city are doomed to go mad. Thanks to their chants, they are able to commune with the Bearer. Chant Weavers take everything they need from their living mountain: they carve their city into its rocky scales, harvest organic matter from its skin, and they go on hunting expeditions in the Quillforest on the titan’s rear, where spines as thick as trees grow densely as bamboo forests. Chant Weavers have also developed advanced farming techniques, plateauing sections of the largest scales for cultivation.



### THE VALLEY OF NO RETURN

A flat expanse of grass and barren land where vast ditches several meters deep can be found, as though ploughed by something enormous. The region stretches so far and is so devoid of landmarks that it is quite difficult to navigate. The Valley of No Return is the home of the Bearer, a creature the size of a mountain that alternates between phases of hibernation, in which it lies half buried in the ground, to phases of wandering, in which it gouges enormous quantities of soil from the earth to extract the nutrients it needs to survive. Such is the size of the beast that it hosts a diverse and thriving ecosystem upon its body, making the Bearer one of the few “places” where life can thrive in the resource-starved Valley. The few animals that manage to survive on the ground are conditioned to dig complex dens in the ground to seek shelter from the buffeting winds. The Valley’s climate varies dramatically throughout the year: For most of the year, it is wracked by strong winds that make it cold and inhospitable. In the summer, temperatures rise, making it a hot and arid environment with very sparse downpours. Those who dwell here have adapted their clothing to keep the cold bite of the winds at bay.

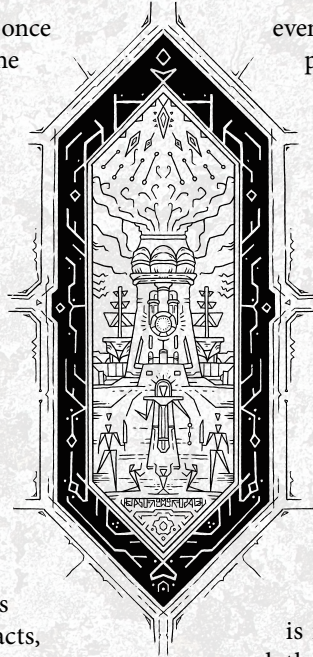




## HEIRS OF THE OLD WORLD

The self-proclaimed heirs of the world that once was, this community jealously cherishes the technology the Old World and jealously aims to acquire all the relics of the bygone era by any means necessary. Thanks to the heirlooms they have scavenged from the ruins of the world-that-was, they are the most technologically advanced civilization in the world. However, their understanding of that technology is incomplete, and their relationship to it closer to religious than scientific. The ruling caste has turned its eyes to the outside world, as the majority of the Citadel's population languishes in poverty in the ruins of the old Power Plant that houses the Heirs. Despite the strict hierarchical rule, some operate outside the bounds of the societal structure. These intrepid adventurers are called Corsairs and they regularly venture out into the wildlands on their bizarre land ships to forage for artifacts, hunt gigantic creatures, and fill out the maps of the New World. Though they are technically under the rule of the clergy, Corsairs are granted a measure of independence, and it is a well-known fact that they act of their own accord,

even going as far as striking trade deals with other peoples.



### THE CITADEL

The wild lands at the foot of the eastern mountains is barren and deadly save for one location. The remains of a nuclear power plant now house the Citadel. The ancient, near completely automated structure used to power entire nations but now supports only a small community of humans that depend on the complex machinery to survive harsh weather conditions. The above ground sections of the Citadel are made of solid, soulless steel but, in the bowels of the stronghold, its radioactive heart is beating still, its radioactive byproduct relentlessly mutating all life around it. On the outskirts of the Citadel the temperature is freezing, forcing the denizens to rely on heavy clothes and energy gifted from the Core. Since the environment is mostly barren and holds very little coal, timber, or other natural resources, people from the Citadel hire Corsairs to gather provisions from other lands.









# BIOMA

## RULES

*"Do you hear it? Of course you don't. For your kind, the air sounds like the desert, and flesh tastes like blood. But if you were to listen to the song of the world, you would realize each note is its own, and each one of them forms the chant of our times. You, however, are about to listen to your last note."*

KLELHIA, CHANTWEAVER HUNTRESS

Your Survivor is ready to venture into the story of *Bioma - The Roleplaying Game*. Before you leave the safety of the walls of your settlement, however, you must learn how the New World works – what are its laws and, most importantly, what dangers does it contain?

Fear not! Read the next pages carefully and you will learn that every challenge in *Bioma - The Roleplaying Game* will also give you the tools to succeed.

### CHECKS

During play sessions of *Bioma - the Roleplaying Game*, your character (Survivor) will have to face some Checks: physical or mental challenges that will determine whether their actions succeed or fail. Will you hit the raging beast that is about to fall upon you with your bow? Will you manage to persuade the merchant to give you a discount on the water supplies you desperately need? Will your body withstand the toxin that that strange plant has spewed all over your skin?

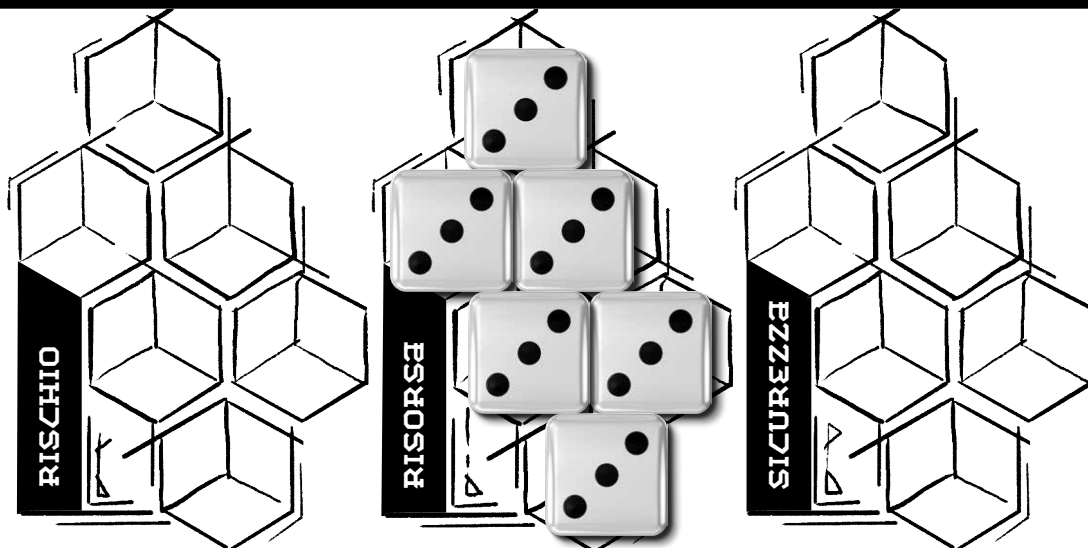
Though each of these examples may be quite different from one another, they are all determined in the same way: through Checks.

*Bioma - The Roleplaying Game* utilizes d6s (6-sided dice). At the start of the game, all players will place six d6s in the appropriate slots for Resource Dice, as can be seen below.

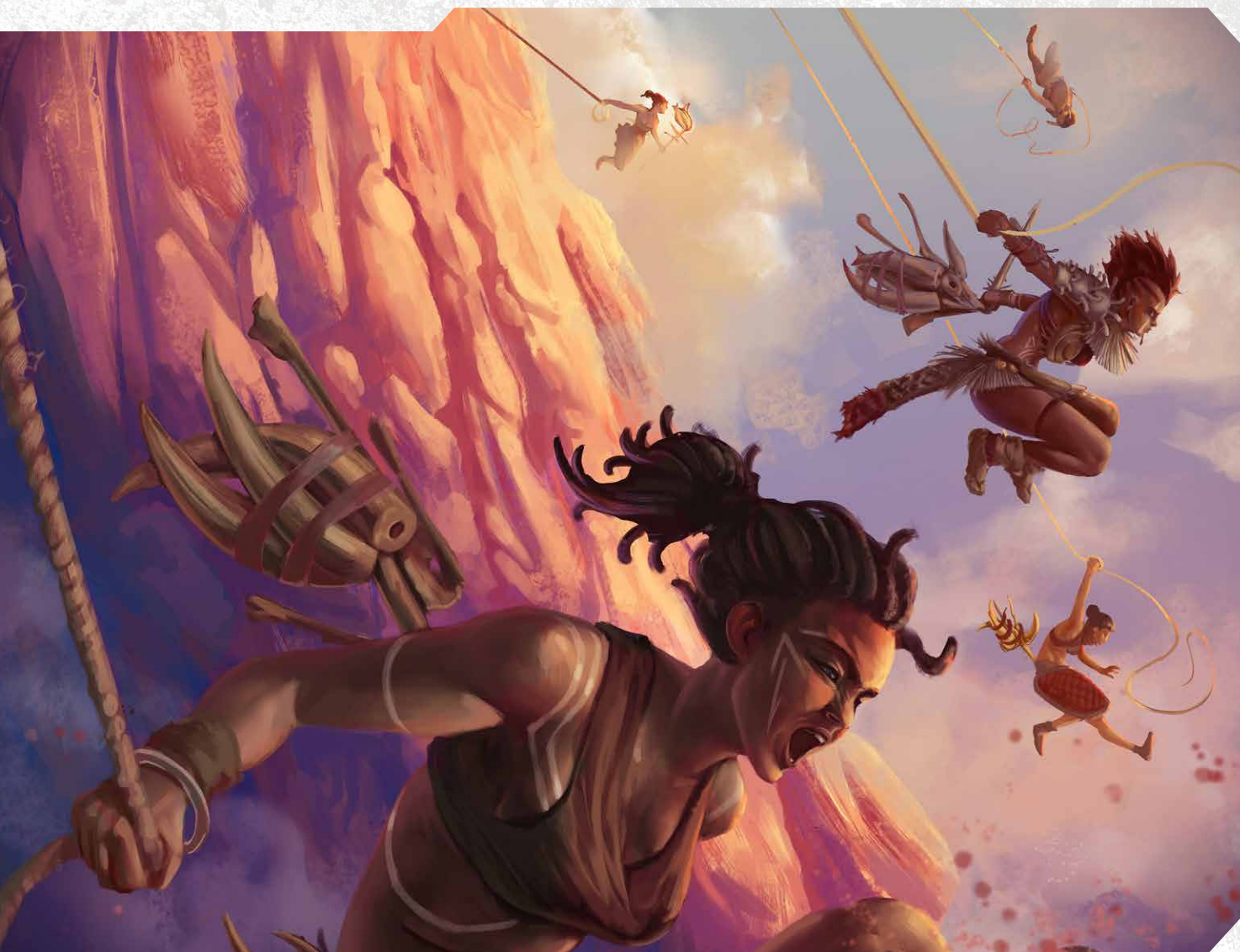
Every time you have to perform a Check, the first thing you will have to do is determine whether it is a Statistic or Skill Check.

**STATISTICS CHECKS:** The most common checks, which deal with generic actions that don't require a specific aptitude. For example, pushing a stuck door will require a Strength Check; pursuing a fleeing target, a Swiftiness Check; understanding what kind of environment you are approaching, a Knowledge Check; and a Mind Check will help you determine the stability of the ruined bridge you are about to cross.

**SKILL CHECKS:** Checks that encompass actions requiring a particular Skill. Every statistic has 4 skills pertaining to it.







## PERFORMING A CHECK

If you have to perform a Statistic Check, you will only have to look at the corresponding score. That number indicates the maximum number of dice you can roll to attempt to surpass the Check. When you have determined how many dice you want to roll, take them from any of the dice sections (Resource, Risk, or Safety) and throw them. Every result of 4 or more is a success, while 3 or less is a failure.

Skill checks work the same way, with the difference that if you are not proficient in the required Skill, the Statistic score is considered to be 2 points lower (minimum 1). This means that you will always be able to roll at least one die to make every check, even if you are not proficient in the required skill. For checks dealing with Specialized Skills, your character needs to have the corresponding skill or they can't even attempt it.

**However, even if you have the required skill, you will make that check with a malus of -2 points to the related Statistic (minimum 1).**

## CHECK DIFFICULTY

As stated previously, every result of 4 or more is a success, but the harder the test, the more of them you will need to succeed in that particular challenge. Normally, it is up to the Game Master to determine how many successes are necessary to overcome a Check, based on its likelihood. Here are some examples:

**SIMPLE CHECK (1 SUCCESS):** Hitting an armed opponent, picking a simple lock, pickpocketing among the crowd, disarming a bear trap without getting hurt.



**CHALLENGING CHECK (2-3 SUCCESSES):** Hitting a specific body part of a foe, picking a sturdy lock, stealing an item from the pockets of a merchant with a guard close by, disarming a bear trap without making a noise.

**DIFFICULT CHECK (4-5 SUCCESSES):** Hitting a specific body part of a foe, breaking through an armoured door, pickpocketing a merchant next to a guard while you are talking, defusing a timebomb.

**EXTREME CHECK (5-6 SUCCESSES):** Hitting a tiny target with a weapon, breaking into a door locked with an electronic security system, pickpocketing a suspicious merchant while surrounded by and talking to guards, shutting down the central security system of an Old World building.

When you see the wording “make a test with Difficulty 2” it means that that test requires at least 2 successes to be passed.

## RESOURCE DICE, RISK, AND SAFETY

At the beginning of the game, all dice are placed on the Resource boxes on your character sheet. The checks made with these dice are done normally and without any specific consequences.

When you roll a Success or a Failure, however, these dice need to be moved. Place all your Resource dice that scored a Success in the SAFETY boxes, while those that scored a Failure are moved into the RISK boxes.

For example: Hatol tries to hit a threatening Rockbreaker with his Stone Fist. Hitting a foe requires a single Success with the Strength Skill. Hatol's Strength is 4, so he could decide to roll a maximum of four dice. He wants to be on the safe side, so he rolls all of them.

The dice results are 4, 4, 5, and 2. He made three successes, so he succeeded in hitting the target. The dice which scored 2, however, is considered a failure.

The player has to move three dice from the RESOURCE boxes to the SAFETY ones, and one from the RESOURCE boxes to the RISK ones.

Please note that you always need to move the dice, whether the check is successful or not.

## USING SAFETY DICE

SAFETY dice grant you the ability to surpass checks more easily. Each success you make with a Safety die equals two regular successes. Furthermore, if you score two or more 6s rolling Safety dice, your check is to be considered a Critical Success (thoroughly explained below). Regardless of success or failure, whenever you roll a Safety die, you must place it back on your Resource Boxes once the check is resolved.

Furthermore, each time you make a success with a Safety die, you regain 1 Fatigue point, which will be explained later.

## USING RISK DICE

RISK dice are, like their names suggests, the riskiest ones to roll, opposed to the SUCCESS ones. When rolling a Risk die, if you obtain two or more failures, the check is to be considered a Critical Failure. Regardless of the outcome, whenever you roll a Risk die, you must place it back on your Resource Boxes once the check is resolved.

Each time you make a success with a Risk die, you suffer 1 Fatigue point.

## USING MIXED DICE

Whenever you make a check, you can choose to roll only Resource, Safety, or Risk Dice, but you can also roll Mixed, or a combination of Resource and Risk dice. Safety dice must be rolled only on their own, however.

In case you decide to roll both Risk and Resource dice in a check, roll the Resource first and, after moving them according to the Successes and Failures you scored, roll the Risk dice. Note that you may roll Mixed dice only if you do not have the number of Resource Dice required for the check.

For example: Hatol must make a Strength check of 4 and wants to roll four Mixed dice (Resource dice + Risk dice).

If he has only three Resource dice at the moment of the check, he rolls these first, while rolling the last one from the Risk boxes.

If he has four or more Resource dice at the moment of the check, he must roll all four, without using any Risk die.



## CRITICAL SUCCESSES AND CRITICAL FAILURES

While Critical successes represent astonishing feats, Critical failures are glaring fiascos. Both add something unique to the result of a check, whether very positive or disastrously negative. These are determined by the Game Master, based on the situation or the difficulty of the checks.

Let's say, for example, your character wants to sneak behind a foe for a surprise attack. With a Critical Success, the Master may allow them to take the opponent's weapon before engaging. A critical Failure, instead, would result not only in being discovered, but could make the character slip and fall face-first to the ground, completely at the mercy of the enemy.

Another example: your character finds an area in a jungle where the vegetation is extremely dense and unseen dangers, such as traps, are all around. They must make a Mind check. With a Critical Success, the Master states that, on top of identifying the safest route through the jungle, your character can spot an abandoned pouch among the vegetation, perhaps dropped by a careless traveller, filled with useful items. Instead, with a Critical Failure, your character may attempt a route they consider safe, only to fall victim to a trap and find themselves with a steel rod piercing their thigh. Obviously, this would be much worse than a regular Failure, which would result in general uncertainty as to which route to take through the jungle and its hidden dangers.

As the Game Master, don't be afraid to employ your creativity to determine the outcome of a Critical Success or a Critical Failure, as long as they make sense in-game. Also remember to neither grant too much or punish too harshly.

For example, a Critical Success in a Sense Check will not allow a character to hear noises or conversations that would realistically be beyond human hearing. Similarly, a Critical Failure of the same check should not result in the character's eardrums spontaneously bursting.

In some specific situations, such as combat, the outcome of Critical Successes and Critical Failures is already determined, as you will see on pg. 43.

## DETERMINING IF A CHECK IS NECESSARY

Checks are used for specific instances that require the use of a Statistic or a Skill. You will not have to make a Check to punch a man tied to a chair, to kick open a door that is already ajar, or retrieve your fallen backpack from the ground. You will, however, have to make a Check if the target of your punch is in front of you and ready to fight back, if the door you want to kick open is locked, or if the backpack is firmly in the jaws of a Thunderwing.





# NEEDS CHART

Wild creatures, raiders and traps are not the only things you will have to face in the world of *Bioma - The Roleplaying Game*. There are other risks, more mundane but just as deadly.

You will have to manage your Survivor's need to drink, eat, and rest. Surviving in a post-apocalyptic world is not just about quick reflexes, fuel, and weapons, but also about having the necessary resources to live – resources people are prepared to kill and die for. A source of water could thus become a contested territory between two settlements and a group of explorer's lack of sleep could prove the difference between life and death.

## SATISFYING YOUR NEEDS

Throughout a 24-hour span, each character will need to drink one ration of water, eat one ration of food and rest for at least six hours on comfortable bedding.

A character can freely decide when to rest, eat, or drink so long as, at the end of the 24-hour time-span, each of these needs are satisfied. The Game Master can force specific moments to sleep or consume rations on the player characters: for example, if the characters are travelling through the desert, the Master may determine that they drink their water before the start of the journey, if they haven't done it yet. Similarly, if the characters are to face a particularly difficult climb, the Master may force them to rest before starting.

If throughout the 24-hour period one or more needs are not satisfied, the Player has to note an ever growing number in the corresponding need box on the character sheet. As you will notice, next to each box are numbers. These must be multiplied with the numbers written in the need box. Finally, the sum of the resulting numbers of all the marked boxes has to be written in the Hardship box

For example, if a character has not drunk his water ration in the last 24-hour period or has not slept for at least six hours in that same time-span, they will have to write a "1" in both the Thirst and Sleep boxes. The Sleep box has x1 multiplier, meaning that 1 multiplied by 1 equals 1. The Thirst box, instead, is far more damaging and has a x3 multiplier. That means that each time the Thirst need is not satisfied, it results in 3 Hardship points.

The final Hardship score for a character that has not slept or drunk throughout 24 hours is a combination of both resulting Hardship scores: or 3 + 1, which is 4. Nothing too worrying (for now), although Attrition will start to take its toll. After all, in *Bioma - The Roleplaying Game* adventurers are used to deprivation. The hard part is preventing them from piling up, leading to a premature death.

## RECOVERING FROM UNFULFILLED NEEDS

Have you just spent a day without eating, drinking or sleeping? That's not a problem... yet! You could still recover the next day. To do that, however, over the course of the next 24 hours, you will have to satisfy both the current and the previous day's needs. Therefore, if you haven't drunk a ration of water one day, you will have to drink 2 on the next.

Simply satisfying your daily needs will allow you to not increase the counter in the relevant box, but never to compensate for the previous day's missed needs.

## PRESSING NEEDS

In some situations, it will not be enough to satisfy your basic needs. At the Game Master's discretion, the Survivors might need to consume more than one ration of food or water per day or sleep for longer than 6 hours. As an example, if the group spends days traveling in a desert under a blistering sun, they might need two or even three rations of water to satisfy their daily needs.

On the other hand, if they spend the whole day fighting back a pack of White Stalkers, they might need more than six hours of rest.

## UNEASY REST

Sleeping in a warm bed or on the cold hard floor of a cell is not exactly the same thing.

Depending on the type of climate (whether it is cold, warm, rainy, etc..) and the type of surface on which the Survivor intends to sleep, the Master can determine whether the sleep was satisfying or uneasy. In the first case, if the Survivor sleeps the hours that are required, nothing is added to the corresponding box. In the second case, at the end of the rest the Survivor will have to make a Toughness Check (Strength-based Skill) with Difficulty 3. On a failure, the Sleep box will be marked to show the lack of sleep.

Note that the difference between the Heat of the Survivor and the Surrounding Temperature can impact the sleep of a character, but we'll get into that more on page 19.



# ATTRITION

Another value you will need to manage is Attrition, which is composed of the sum of Hardships (the value tracking the Needs) and Fatigue (that can never be more than 10 nor less than 0). As written on page 24, Fatigue points add up with every failure of a Risk Die and are removed with Safety Dice.

## LEVELS OF ATTRITION

Beneath the value of Attrition you will notice a numbered meter. Those numbers represent the Attrition Level of your Survivor. To determine the current Attrition Level, you will just need to check where your current Attrition falls on the meter.

For example, if your character's Attrition equals 4 it means that your Attrition Level is Low, while an Attrition Level of 10 is considered to be Debilitating, close to an unpleasant an unheroic death.

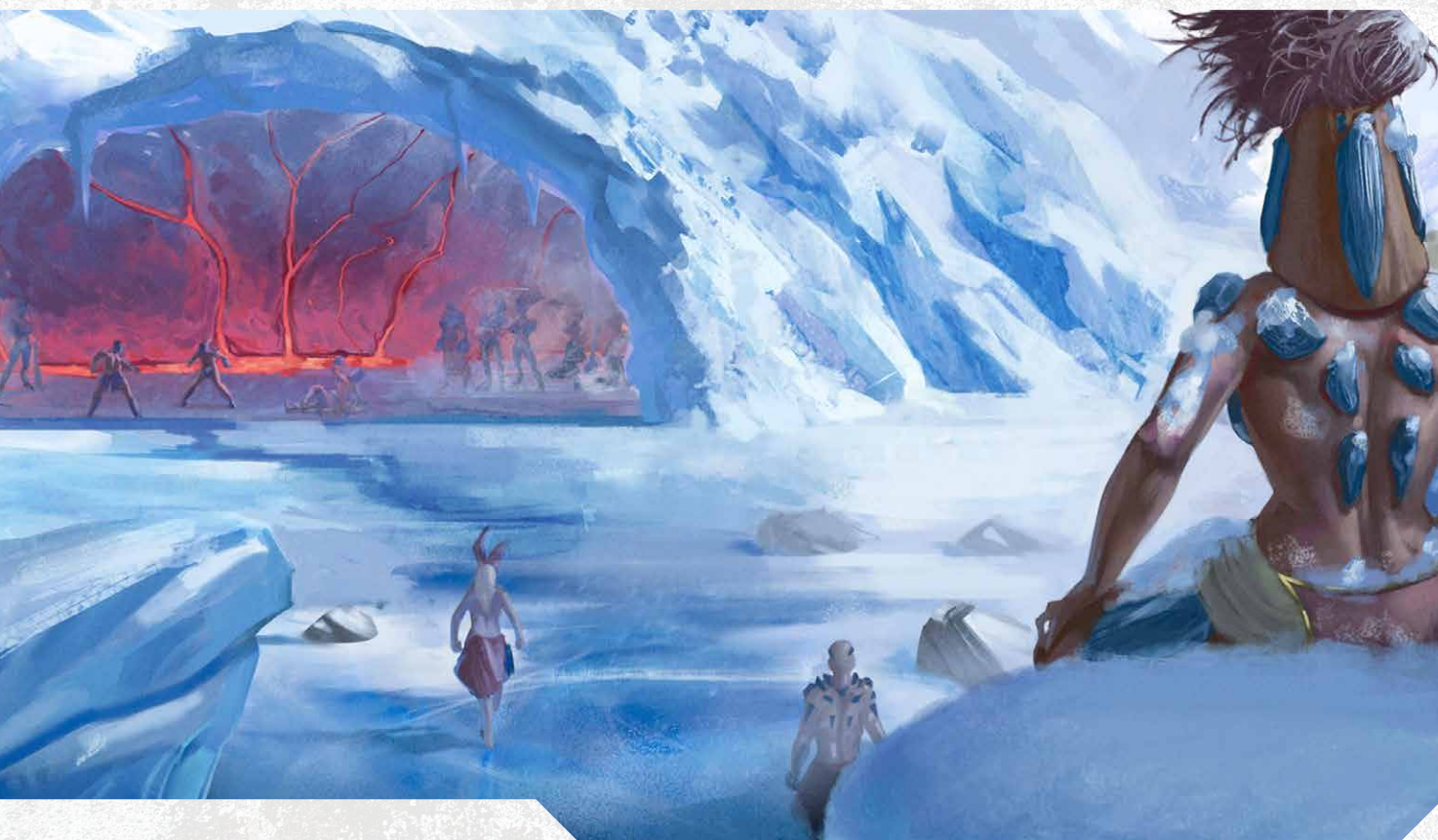
## ATTRITION MALUS

Except for the Negligible Attrition Level that, as the name suggests, does not inflict a malus, every other Attrition Level will permanently trap a Risk Die in its column. This means that the die will not move from the column when used.

In this circumstance, it will be more likely that the player will suffer critical failures, amass more Fatigue, and thus accumulate more Attrition.

If, for example, a Survivor has a Hindering Attrition Level, two of their dice will be stuck in the Risk column (no dice for Negligible Attrition, 1 for Light Attrition, and 1 for Hindering Attrition).

If Attrition ever reaches 15, the Survivor dies of hardships, overcome by fatigue and the harsh world of *Bioma - The Roleplaying Game*.












# TEMPERATURE

Another thing that you will have to keep your eye on as you struggle to survive is the Temperature. In the world of Bioma, crossing into a new territory does not only mean having to face different creatures and discovering societies with peculiar clothes and customs, but also having to adapt to temperatures that turn from sultry to freezing to red-hot.

As you can imagine, to face certain types of weather you will need appropriate clothes that, like your armor, have a value called Heat.

You will need to make sure that your Heat is not too dissimilar from the Temperature you are navigating, so as not to incur the penalties that go with dealing with excessive warmth or cold.

In the chart below, you can see the seven Temperature levels, from the coldest (Freezing), to the warmest (Fiery). The numbers in the right column show the Heat range that is suitable to avoid penalties. Penalties come into play when your Heat (obtained by adding the Heat value of clothing and armor) is two or more steps removed from the Temperature.








Temperature	- HEAT -
 Freezing	11 / 15
 Frigid	6 / 10
 Cold	1 / 5
 Normal	4 / 0
 Warm	-1 / -5
 Sultry	-6 / -10
 Fiery	-11 / -15

As an example. If your Survivor's Heat is 5, they will be able to navigate Cold, Frigid, and normal Temperature; but if they are in an area with Freezing, Warm, Sultry or Fiery Temperature, they will suffer some penalties.

Just like Attrition maluses, each step from the acceptable range will lock an equal amount of dice in the Risk column.

Examining the previous example, when the Heat 5 Survivor is navigating a Freezing or Warm area (respectively, two steps above and below their Heat value), one of their Resource Dice will degrade into a Risk Die. If, instead, they are in a Sultry Temperature, two dice will be moved into the Risk column. If the Temperature is Fiery, a whopping three dice will fall into the Risk column.

## Example: SURVIVOR HEAT 5

Temperature	- HEAT -	MALUS
Freezing	11 / 15	+ 1 Risk Die 
Frigid	6 / 10	no Malus 
Cold	1 / 5	normal 
Normal	4 / 0	no Malus 
Warm	-1 / -5	+ 1 Risk Die 
Sultry	-6 / -10	+ 2 Risk Die 
Fiery	-11 / -15	+ 3 Risk Die 

## REST AND TEMPERATURE

Temperature influences even a survivor's rest. Though they might have found comfortable bedding and slept six hours, if they are not able to adapt their Heat to the Temperature (say by covering themselves with blankets) they will still suffer the Uneasy Rest penalties. Of course, the Game Master need track the Heat of every player and their environment's Temperature every second. Common sense dictates when the Temperature of a resting place is appropriate for a good rest.



## COMBAT

It goes without saying that, in the world of Bioma - the Roleplaying Game, you will often have to struggle against not only hunger, tiredness, and cold, but also and most importantly with dangerous creatures and the aggression of other humans such as raiders, looters, and slavers. In this instance, the Survivors have only the recourse of their wits, to avoid battle, and their weapons, to be the last one standing. This chapter is dedicated to the latter case.

Since *Bioma - the Roleplaying Game* handles fights with rules specific to battle, it's necessary to make it clear when normal gameplay shifts into combat. A fight is any armed conflict between a group of characters and a living menace that is prepared to strike back (a group of assassins, a pack of hungry beasts, an aggressive creature whose territory has been trespassed upon, and so on).

When all the characters point their weapons at a merchant who has dropped their weapons and raised their hands, that does not constitute a fight.

Trying to hit a meek animal whose only reaction would be fleeing is not a fight. However, these scenarios do become a fight when the merchant raises their weapon and returns fire, perhaps with the backing of a few henchmen, or when the meek animal bears its fangs and attacks.

## COMBAT START

Once the Game Master has established that a fight has begun, the first order of business should be a roll for Initiative to determine the order in which the combatants will act. Those who roll the highest Initiative go earliest, followed by those with lower rolls.

To determine Initiative, every player rolls 1d6 and adds to it their Survivor's Swiftiness rating. The Master does the same for each creature they control. The combatant with the highest scores act first, followed by the combatant with the next highest score, and so on, until all the combatants have acted. Once the character with the lowest score has taken their turn, the current round ends and the next begins, starting again with the combatant who had the highest Initiative score.

Keep in mind that the Initiative roll is only performed once, before the start of the first round of combat. It is not repeated every round.

Can't wait to fight as soon as possible? In that case, you should know that you can shift up to 3 dice from the Resource pool to the Risk pool before rolling for Initiative. For each dice downgraded in this way, you will gain +1 to your Initiative score.

For example: Hatol, who has Swiftiness 3, will roll 1d6+3 to determine her Initiative. Before rolling, however, she announces that she downgrades 2 Resource Dice to the Risk pool to gain a +2 bonus, meaning her Initiative will be calculated as 1d6+5.

At that point, she rolls the dice and the result is 4.

Her Initiative will be: 4 (die roll result) + 3 (Swiftiness) + 2 (from the downgraded dice) = 9

Once all Initiative scores have been determined, the fighting can begin.

## DIFFERENCE BETWEEN TURN AND ROUND

In the sections pertaining to combat, you will often find the terms "Turn" and "Round". "Turn" indicates the span of time in which a combatant acts – the duration from the start of their first action to the end of their last action. When a combatant ends their Turn it will be the next combatant's Turn. A "Round" is comprised of all the Turns of all the combatants, both Survivors and enemies. It begins when the combatant with the highest Initiative score takes a turn and ends when the combatant with the lowest Initiative finishes their Turn.





For in-game purposes, a Round lasts seven seconds; though all combatants technically act independently, you should imagine a chaotic situation where shooters let their projectiles whiz through the air and melee fighters try to get as close as possible to their targets to unleash their powerful close-range blows.

## COMBAT TURN

During each of their Turns, every combatant can perform two actions. However, due to the hectic and fast-paced nature of combat, they will have to be quick actions; you won't be able to perform an open-heart surgery or build a palisade.

What follows is a list of all actions that may be taken during a combatant's Turn. If you want to take actions that are different from those listed below, consider the timing restrictions and use common sense.

Unless otherwise specified, each of the actions below will only use up one of the two actions that are available to you each turn:

## GRABBING AN OBJECT

A necessary action to prior to use of an object that is in your bags, on the ground, or anywhere else it isn't directly within reach.

## MELEE ATTACK

Attacking an opponent in Melee Range (see page 23) with a melee weapon (a hammer, an axe, a punch, etc.). More than one melee attack may be performed in one turn, but you cannot follow up a melee attack with a ranged one, or vice-versa.

Hitting with a melee weapon requires a Strength Check. Furthermore, if the Damage value of a melee weapon is equal to or higher than 2 and the wielder has Strength 4 or higher, the weapon's damage value will increase by 1.

## RANGED ATTACK

Attacking a target with a ranged weapon (a rifle, a sling, a bow, etc.), as long as the Range of the weapon is being met (more on this on page 23). More than one Ranged attack may be performed in a turn, but you cannot make a Ranged attack in the same turn as a Melee attack.

Hitting with a Ranged attack requires a Swiftess check.

## CHARGE

Charges are potentially devastating Melee attacks that are preceded by a reckless sprint toward the target, maximizing the blow's damage. First of all, to initiate, the target must be a Short Distance from the attacker and the ground between them must be unobstructed (small rocks and objects littered around are not considered obstructions, but barricades, heaps of junk, and deep holes are). At that point the attacker can make a Swiftess 1 check. If the test is a success, they arrive in Melee Range and can use a Melee Attack with +1 Damage (you'll read more about damage on page 24) that does not consume an action. If the Swiftess check fails, the attacker will still get into Melee Range, but their turn ends immediately and two of their dice are shifted into the Risk column.

## DIALOGUE

There are two ways of communicating during a Fight: through short sentences such as "Look right," "Hand me the grenade," "Prepare to die;" or through longer sentences like "I'm going right, you go left. If we keep low, we'll catch him by surprise!" or "Get here, quick! You need to start this vehicle so we can get away from here!" As you can see, the short sentences elicit quick reactions, while the longer ones are more complex battle plans or express complicated but specific needs. Short sentences do not need an action to be performed, longer ones take up an action.





Keep in mind to always use common sense: stringing together short sentences still equates to a long sentence, and even long sentences need to be of an acceptable length - while they may be called “long”, they are not as long as a poem or a complex battle plan.

## DROPPING TO THE GROUND/GETTING UP

If you find yourself without cover, it can often be advantageous to drop to the ground to avoid ranged attacks. This tactic would be ill-advised against a melee attack, however, as it would make the Survivor more vulnerable. In that case, the Survivor would be wise to get to their feet as soon as possible.

A fighter on the ground cannot take Approach, Withdraw, or Charge actions, and the number of successes the enemy needs to hit them with melee attacks is reduced by one. Attacks from Short, Medium, and Long Range, on the other hand, need one more success to hit.

Dropping to the ground consumes one action; getting up, two.

## MOVEMENT

Every Movement action reduces (Approach) or increases (Withdraw) the distance relative to an enemy, an allied combatant, an object or feature providing cover, or any other specific point on the battlefield by 1.

## RELOADING A WEAPON

Every weapon that requires projectiles to be used needs to be loaded or reloaded before it can sow death and destruction on the battlefield. For each weapon, the Reload value (see page 33) indicates how many shots are loaded in with a single Reload action. Some weapons are quicker than others to reload, while others are so particular as to need more specific information underneath its profile.

## PREPARING AND COMBINING AN ACTION

Your Survivor combatant can communicate that they intend to perform a specific action in response to an event you think might happen. This is called “Preparing”. For example, “As soon as the Thunderwing gets into Melee Range, I’ll hit it with my mace!” or, “As soon as the door opens, I’ll kick it closed” Are both Preparing actions. These are actions that the combatant communicates and do not take place during the current Turn, but at other points during the battle.

Combined actions work the same way but they involve an ally. For example, one combatant might tell an ally, “Crouch down so I can climb on your back and get on top of that big creature.” In that case, your action would resolve as soon as the ally performs the relative action during their Turn. Since tactic described involves two combatants performing connected but independent actions, each combatant would spend one action to perform the Combination.

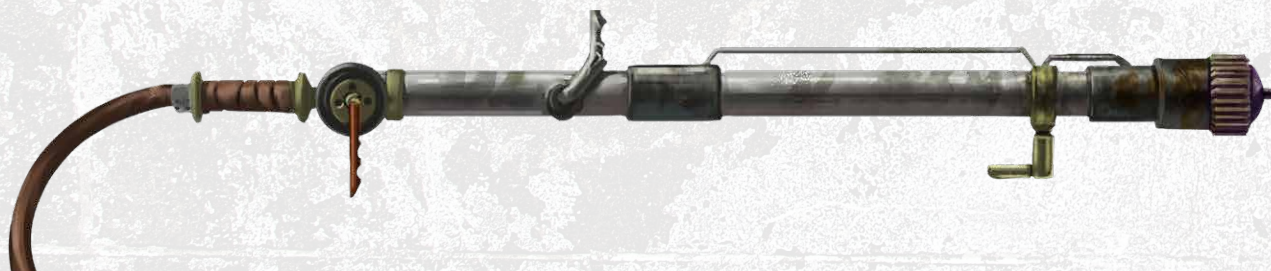
If it is not possible for either combatant involved to perform their necessary action before the start of their next Turn (if the ally or enemy does not act as expected, or one of the combatants involved in the Combined action dies, for instance), the action is lost.

Both Prepared and Combined actions cannot use up more than one action of you or an ally’s turn.

## DODGE ACTION

It’s also possible to perform a dodge action to avoid an enemy’s attack so long as the Survivor prepares this action. It won’t be necessary to announce a target; you will decide what to dodge when the time comes.

At the time of the incoming attack, you must perform a Swiftess check after the enemy has done the attack check. If your Swiftess check is successful, subtract 1 success for each 3 swiftess your character has (minimum of 0).





## BREAKING UP AN ACTION

You will often have to carry out an action that cannot be completed that same Turn. For example: you are on the ground and have just fired your projectile (one action) and now you want to get up, but this requires two actions. You would have to spend one of the two required actions to get up during the current Turn, and the first action of the next Turn to finish getting up. Actions take effect only when completed, so in this example the combatant would be considered on the ground until your next Turn, with all the advantages and disadvantages that entails.

## RANGE

With the term “Range”, we indicate the distance between a character and other objects, features, and creatures on the battlefield. Since Bioma does not use miniatures or a game board, the Game Master will have to communicate distances to the players at the start of a fight. To make things simpler, when we talk about Ranges, we are referring to approximations, not exact measurements.

If, at the start of a fight, some characters are within punching distance of a group of raiders, the Master will communicate that they are, in fact, in melee range. If the distance is such that the opponents are just out of reach of weapons such as a bat, that would be Short Range. Longer distances that can be traversed using two Approach actions, represented by a short sprint, are considered Medium Range. For longer distances yet, which take more than two actions to cross, we use Long Range.

Ranges also determine which weapons can hit targets at the respective distance:

- ▷ Melee - targets can be hit by Melee weapons;
- ▷ Short - targets can be hit by weapons with Short Range or higher;
- ▷ Medium - targets can be hit by weapons with Medium Range or higher;
- ▷ Long - targets can be hit by Weapons with Long Range or higher.

As Game Master, make sure to clarify the Ranges of places and objects that could be of interest to the Survivors during a Fight. For example, if there is a weapon ready to be used on a table at Short Range relative to the combatant or another table that can be used as cover at Medium Range, let the players know. That way Survivors can use their turn to navigate and interact with objects, features, and other combatants on the battlefield more effectively.

## CLARIFICATIONS ON LONG RANGE

Since Long Range covers all ranges above Medium, in some cases it might be necessary for the Game Master to impose some limitations. First of all, it must be specified that there is no combat beyond Long Range (e.g. it isn't considered combat to shoot a sniper rifle at a guard half a kilometer away).

However, since it technically only takes one action to turn Long range into Medium, the Master might decide it should take more actions to cover a larger distance.

## RANGE MALUS

It isn't always a strict advantage to have a Long Range weapon. Using a bow in Melee Range might prove to be very troublesome, as would a sniper rifle at only a couple of meters.

If the Range of your weapon is two or more Ranges larger than the distance to the target, subtract one die from your attack roll (minimum of 0).

## HITTING A TARGET

Hitting a target with your weapon is a Check with Difficulty of 1, which means you only need a single success to land your attack.

With one success, the most prominent body part of the target, also called Primary Body Part, will be hit. The Primary Body Part is different for each type of target. In the case of humanoids it is the torso, but for another type of creature it could be the head, legs, or something else.

With two successes, it becomes possible to choose between hitting either the Primary Body Parts or one of the Secondary Body Parts, or smaller body parts (in the case of humanoids, arms and legs).

With three successes, it is possible to choose between Primary, Secondary, or Elusive Body Parts (the head in the case of humanoids).

With four successes, it becomes possible to hit even harder to reach, specific points like a knife someone might be holding, the straps of someone's armor, or an eye. For even less likely shots the Game Master may require five or even six successes.

Primary, Secondary and Elusive Body Parts vary from monster to monster, as will be detailed on page 41.

Please note that in specific situations, like when taking Cover or if the target we're trying to hit is on the ground, the number of successes that is required can increase or decrease. When a situation states that “successes decrease by one” it means that one more success is needed to hit a particular body part (so two successes to hit a Primary, three for Secondary, and so on). In the same way, if something says that “the number of successes is increased by one”, it means that you only need one success to hit Secondary areas.

A minimum of one success is always needed to hit the target.



## DAMAGE

Great, you hit the target! Now, how do you determine how much damage is dealt? Luckily, it's extremely easy!

Every weapon and attack have a Damage Value that indicates how good it is at penetrating metal and flesh.

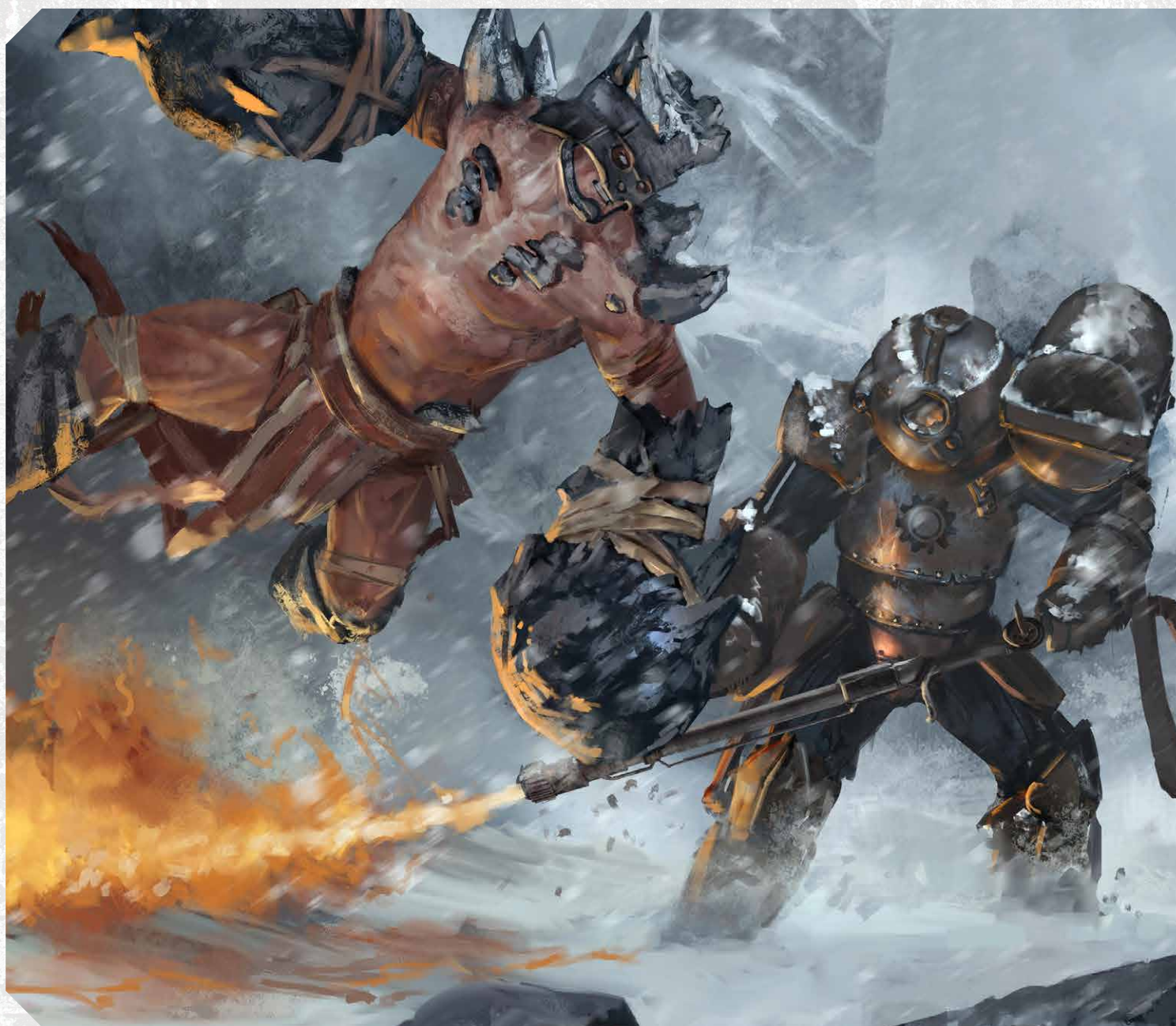
### DAMAGING ARMORED PARTS

Whether they are covered by sheets of metal, hardened scales, or an incredibly tough hide, almost every creature in Bioma can have something protecting their body. When an armored body part suffers damage, it is necessary to compare its Protection value with the attack's Damage value.

If the Damage is equal to or inferior to the Protection value, then the Armor holds and the area does not suffer any damage.

If the Damage is superior to the Protection of the Armor, then the latter loses Protection equal to the difference.

For example, if an Armor with Protection 3 is hit with a blow from a Weapon with Damage 4, then the Protection of the armor will lose one point ( $4-3=1$ ). If the same blow were to hit that weakened Armor again, it would lose two Protection ( $4-2=2$ ), sending the Protection value to 0 and rendering the piece of Armor useless.





Loss of Protection will always be noted from right to left.

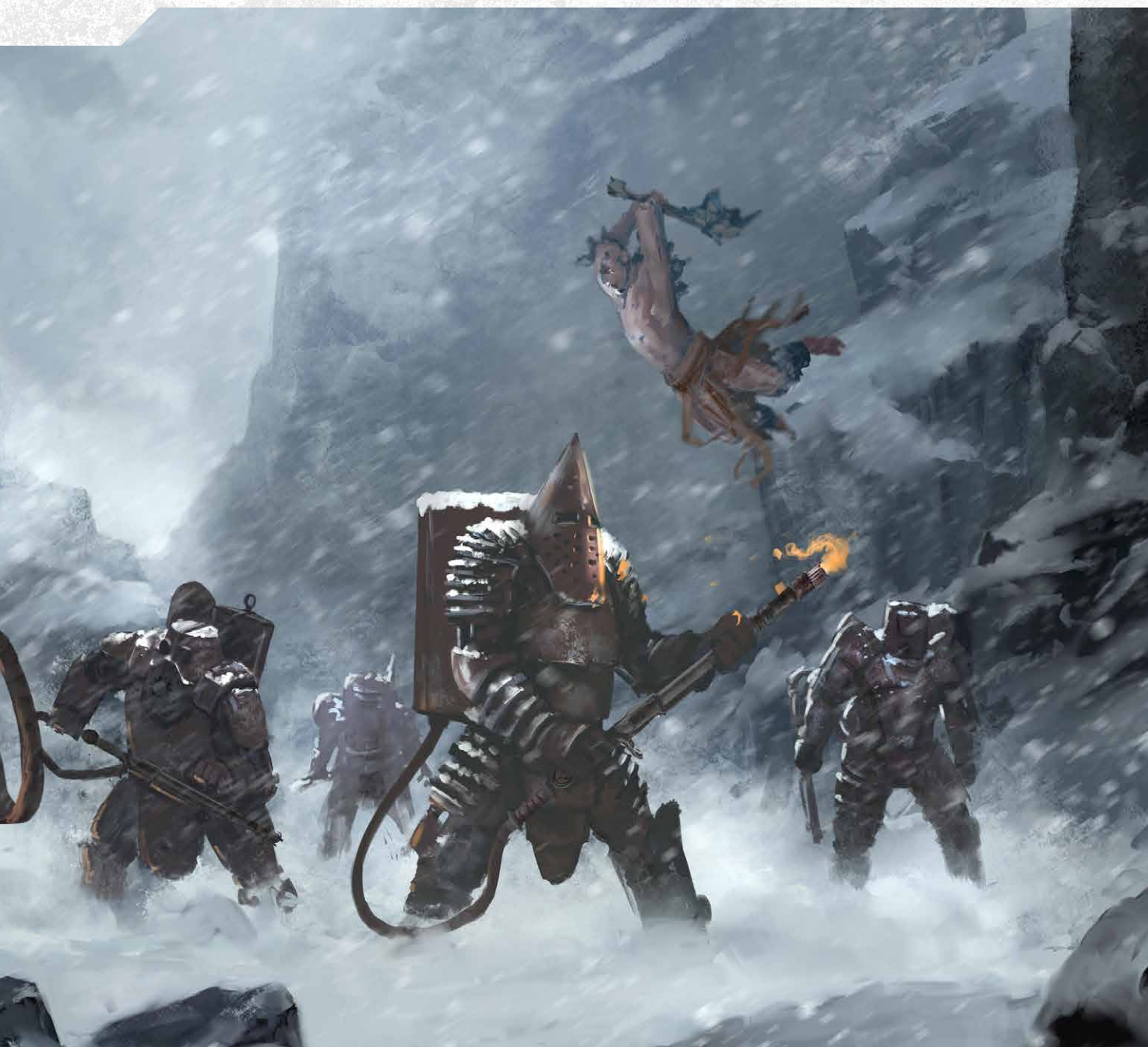
When an Armor depletes its Protection, it is considered incapable of protecting the flesh underneath, but it can still be repaired later on (as explained on page 31).

## DAMAGING AN UNPROTECTED BODY PART

Having to take a blow with only your flesh during a fight is not a healthy prospect, and it can swiftly bring about your demise.

When an unarmored area (meaning an area not protected by Armor or with Armor with Protection value 0) is hit, deplete squares equal to the Damage value of the Weapon.

For example, if you are hit on your bare Torso by a Weapon with Damage 4, you will have to cross out (with vertical lines) 4 of the squares of your Torso, going from left to right.





## TRACKING ARMOR AND WOUNDS

As you read during the character creation section and in the previous paragraph, the body part squares are filled with horizontal lines when you wear Armor. These indicate the protection the Armor grants.

ZONA	- ARMATURA -	DANNEGGIAMENTO
TESTA	Elmetto metallico (3)	
BRACCIO SX	Armatura imbottita (2)	
BRACCIO DX	Armatura imbottita (2)	
TORSO	Armatura imbottita (2)	
GAMBA SX	Armatura imbottita (2)	
GAMBA DX	Armatura imbottita (2)	

When a body part takes Damage, that many squares are marked with an additional, vertical line.

ZONA	- ARMATURA -	DANNEGGIAMENTO
TESTA	<del>Elmetto metallico (3)</del> rotto	
BRACCIO SX	<del>Armatura imbottita (2)</del> rotto	
BRACCIO DX	<del>Armatura imbottita (2)</del> rotto	
TORSO	Armatura imbottita (2)	
GAMBA SX	<del>Armatura imbottita (2)</del> rotto	
GAMBA DX	<del>Armatura imbottita (2)</del> rotto	

However, it could happen that your character wears Armor on a wounded body part. That would mean that the two lines would intersect forming a + sign.

ZONA	- ARMATURA -	DANNEGGIAMENTO
TESTA	Elmetto metallico (3)	
BRACCIO SX	Armatura imbottita (2)	
BRACCIO DX	Armatura imbottita (2)	
TORSO	Armatura imbottita (2)	
GAMBA SX	Armatura imbottita (2)	
GAMBA DX	Armatura imbottita (2)	

As you can see, both wounds (vertical lines) and Armor Protection (horizontal lines) are written down from left to right.

## DISMEMBERMENT

When the damage to a body part reaches or exceeds its maximum, it is completely destroyed and reduced to a mass of flesh and broken bones.

If all the damage squares are filled with vertical lines and the body part is hit again, the Survivor must make a Toughness Check with a difficulty rating equal to the damage it suffered. If the test fails the appendage is cut off, mangled, or rendered otherwise unusable. If the Check succeeds, then the body is safe until the next attack, but you can only take this check once until the body part is healed again.

If the body parts that are rendered unusable are necessary to sustain life (the torso and head, in a human's case), the character instantly dies.

Please note that, even if a body part still has at least one square, it will not be possible to eliminate it with a single attack, no matter how mighty the blow. Dismemberment can only take place when all the damage squares are filled, and then another attack lands. In this case, no matter what the damage value is, any successful attack will eliminate the body part.

As long as the Dismembered part is not substituted (with a graft, for example) it obviously can not be targeted by further attacks nor be protected by Armor.

## BLEEDING OUT

To put an end to an enemy's life, you don't necessarily have to make their head explode. An enemy can also die when half their total health squares are depleted. In the case of a human, that value is 15 (since they have 30 squares in total). All other creatures, as shown in the Bestiary, will have their own total number of squares specified.

## STEMMING THE BLOOD FLOW

When you lose a body part, its squares are counted for the purposes of Bleeding Out. To make that stop, it is necessary to treat the affected area with a Biology Check and the appropriate Tools (see page 40). 24 hours after the successful operation, you can cross out the area with slanted lines to remember they do not count towards the Bleeding Out limit.



# COVER

During a fight, it's imperative to use your surroundings to your advantage since it often offers great ways to avoid enemy attacks. When talking about Cover, this guide is referring to environmental protection (a table, a boulder, a wall) that can completely or partially block you from the enemy's attack or line of sight.

An environmental feature provides Partial Cover when the combatant is behind cover but still visible and hittable to some degree. Complete Cover, on the other hand, blocks or obscures the combatant's whole body. Please note that what makes a Cover "Complete" is contextual. Standing in front of a 1-meter tall rock will only give you Partial Cover, while crouching behind it will give Complete Cover.

Partial Cover reduces the number of successes rolled against the combatant using cover by 1 (minimum of 0) for every range category between the attacker and its target. Partial Cover does not affect melee attacks.

**Short Range:** Successes -1 (minimum 0)

**Medium Range:** Successes -2 (minimum 0)

**Long Range:** Successes -3 (minimum 0)

Please note that Partial Cover only counts as such when a substantial part of the target's body is blocked (both legs and part of the torso, for example; or head, arms, and part of the torso). When only one part of the body is behind cover, it doesn't count as Partial Cover. A hefty table on its side counts as cover, a chair does not.

It could also happen that the particular body part being aimed at is behind cover. In that case, the attacker can choose another body part, as long as they have the necessary successes to do so (if you have two successes, any Secondary Body Part is viable, but not an Elusive one), or continue targeting the covered area while incurring the Complete Cover penalties.

Maluses to hitting a target behind Complete Cover are the same as the ones described for Partial Cover, however, you must also take the Damage of the weapon into account. If the Damage is equal to or less than the Cover's Protection, then the blow bounces off of it innocuously. If, however, the weapon's Damage is higher than the Protection, the weapon hits its target and the normal Damage rules described on page 24 apply.

Cover doesn't suffer from Protection Reduction like Armor does, but it can be reduced in certain situations, under the discretion of the Game Master, if damaged by particularly devastating attacks.

A small list of Cover Protections is provided below. Please note that these symbols are just a sample and not representative of all the Covers that can be used in a fight..

Cover	- PROTECTION -
Tree Trunk	4
Hefty Wooden Table	2
Rock	5
Crumbling Brick wall	3
Wrecked Car	2





# POISON AND TOXIC SUBSTANCES

The creatures of Bioma have a myriad of ways to eliminate Survivors besides rending with fangs and claws. Fungi, chemicals, and animal secretions constitute very real dangers that can easily lead to death.

It's up to you to recognize these dangers, even though they might be well hidden.

## TYPES OF POISONS AND TOXIC SUBSTANCES

Many toxic Substances get into their victim's body by being inhaled, others only need some contact with the skin, and others still need to be ingested. Some, the most dangerous, have more exotic ways of invading the body.

Every Poison and Toxic Substance has one or more of three Absorption Modalities: Gaseous, Cutaneous, and Internal. They also have Effects and, in some cases, Curative Properties.

## DEALING WITH POISONS AND TOXIC SUBSTANCES

It is possible to recognize a toxic substance by analyzing the environment in which it is found, say a plant or an animal. If you wish to look for traces of poisons or toxic substances (or of a Medicine, if your Survivor is aware of its existence),

you have to perform an Animal (if it's derived from an animal) or Biology (in any other case) Check with Difficulty that varies depending on the substance's complexity.

## EFFECTS AND CURE FROM POISONS AND OTHER TOXIC SUBSTANCES

Luckily, not all of these substances are deadly. Some have mild or even no harmful effects, but are still capable of affecting the Survivor's body in many ways. As for Effects, these are noted in parentheses with an incubation value indicating how long it will take the symptoms to manifest.

When a Survivor comes in contact with a poison, they will have the chance to make a Toughness Check with a Difficulty indicated by the Complexity of the substance or suffer its Effects.

Regarding Cures, they can be both simple or complex. Sometimes it is wiser to let the poison exhaust its effect, while on other occasions is advisable to find a cure as soon as possible.

Identifying a Cure for a Poison or a Toxic Substance is possible in two ways: by studying them, as indicated in the previous paragraph, or by making the same Check on a target that has just manifested the Substance's Effects.

## LIST OF POISON AND TOXIC SUBSTANCES

### PARASITE'S SALIVA

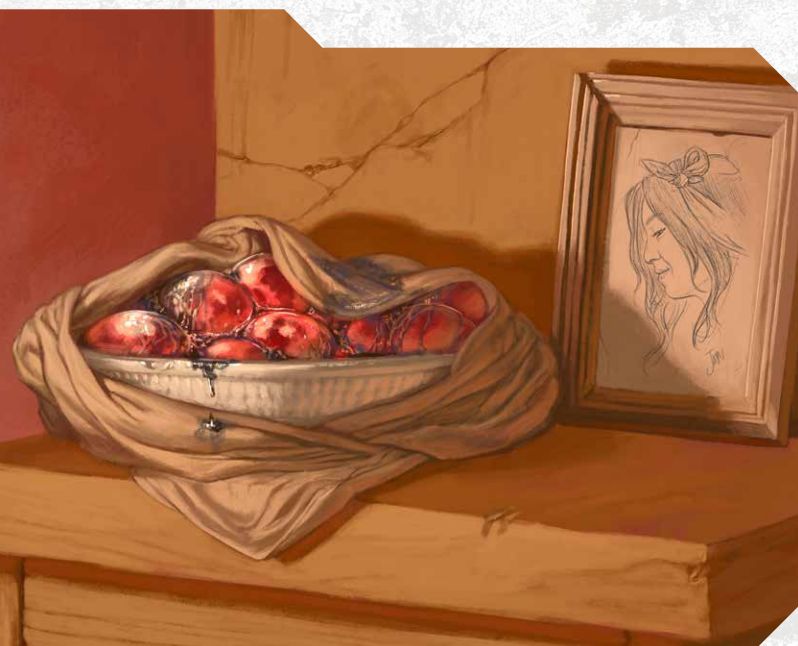
Liquid secreted by the Bearer's Parasites to prevent coagulation in open wounds, allowing the creature to freely suck blood from its victims. The saliva is denser than water and has an anesthetic effect on creatures as large as a human.

**ABSORPTION METHOD:** Cutaneous

**EFFECTS:** Attacks that hit the affected body part and have Damage 2 or higher are increased by 1 (+1 Damage).

**CURE:** Wash the affected area thoroughly with one ration of clean water.

**COMPLEXITY:** 1





# EQUIPMENT

*"Take what you can, they will not need it anymore. What's with the face? Tomorrow it could be us; and in that case you should be glad that, even in death, you helped them survive."*

[RIVA AND KAMELYA, CHANTWEAVER SISTERS]

The human body is an incredible machine which has evolved over millennia to cope with the challenges and opportunities we confront in the world. Organs regulate our internal chemistry, nerves continuously monitor what happens within and without, our brains analyze everything with an impressive calculating power. Maintaining such a complex and precise machine, of course, requires essential inputs, food and water being the most obvious.

Yet, in Bioma, survival requires far more than what we consider the basic necessities, especially when such simple and vital resources are also the most contested. Your Survivor will need Weapons and Armor to fight for and protect precious resources.

In the following pages, we will list all the tools the New World offers to keep your body from becoming just another carcass for the scavengers.





## EQUIPMENT AND SLOTS

Knowing how to organize your equipment is a key factor in your journey. Each character can carry a limited number of items, stated by the number of Slots available in your equipment (20 by default, as you can see in the Character Sheet).

Each item you carry occupies a certain number of Slots that vary depending on the item's size and weight. For game purposes, you will not see mentions of kilograms or pounds, nor will we consider items that are too small or too light to occupy an equipment slot.

The clothes and pieces of armor your character has on do not affect the Equipment Slots, so you will not have to note in your Bag pieces of equipment you currently have in your Body section on your character sheet.

Weapons, instead, always occupy Slots, even if your Survivor is currently wielding them. This means that, when you note the Weapon Stats in the dedicated box on your sheet, you will also need to add them to your Bag and write down the number of Slots they occupy.

If your character exceeds the number of available Slots, two Resource Dice will be locked in the Risk Boxes for each Slot exceeding the limit.. You cannot, under any circumstances, carry a number of items equal to or exceeding twice the Slots available for your character.

### SLOT AND... COMMON SENSE

Handling equipment through Slots allows for an easy and practical way to organize objects. It is, however, necessary to address the items that do not take up Slots. It's up to the Survivor, aided by the Game Master and common sense, to recognise when a pile of objects that normally wouldn't take up slots suddenly becomes a hindrance. A sewing needle will definitely not encumber you, yet 2000 might.

## CRAFTING

Many things in the world of Bioma can be built, modified, and repaired provided the necessary tools and skills are available. As you will see, some objects can be enhanced with a variety of small modifications which make them better at what they do.

Crafting can also be used to repair damaged or broken Armor, or even to create things from raw materials.

## CRAFTING LEVELS

There are three crafting levels, each representing the difficulty of any particular crafting or repair job.

**Base Crafting** is what is needed for jobs that require few tools and little knowledge of working with raw materials. To Succeed at a Base Crafting action, the Survivor must pass a Craftsmanship Check and the have the required materials.

**Specialized Crafting** requires you to use specific tools, have a good knowledge of the materials needed, and, most importantly, possess a high level of relevant skill. Besides the required materials, to perform a Specialized Crafting action you must make a Craftiness Check and a Craftsmanship Check (difficulty varies according to the complexity of the action). If even one of the two Checks fails, the action is unsuccessful.

**Advanced Crafting** is the most complex one since, on top of extremely specific tools, you will need excellent knowledge of the required materials. In the case of an Advanced Crafting action, these often include Old World technology. To perform an Advanced Crafting Action, it is first necessary to have the relevant skill or skills, along with, of course, the required materials. Then the Survivor will have to pass a Craftiness Check and a Craftsmanship Check (difficulty varies according to the complexity of the action). If even one of the two Checks fails, the action is unsuccessful.

### DURATION OF A CRAFTING ACTION

No crafting action, as simple as it may be, can be completed in just a couple of seconds. Besides needing the appropriate workspace, you have to concentrate on it and invest half an hour for Base Crafting, an hour for Specialized Crafting, or three hours for Advanced Crafting.

### FAILING A CRAFTING ACTION

Even if you have all the time and the required tools, your hands or your knowledge may still fail you. On top of failing to successfully perform the intended action, when you fail a Crafting Action you also lose the Material required.



## CRAFTING TOOLS

To handle and modify armors, explosives, and any other goods you wish to get your hands on, you will need a certain number of specific tools. These requirements are indicated in the item modification requirements on their profiles.

Tools are practical items such as pliers, nails, leather or iron strips, copper wires, bolts, and so on. Tools don't have a specific purpose, but are generally considered useful for any Crafting Action.

## CRAFTING ACTIONS

What follows is a detailed description of all Crafting operations that allow you to maintain and personalize your equipment.

### CREATING AN ITEM

Some items in the world of Bioma can be used to create items of great practical worth. Usually, craftable items are not overly complex, but they do require specific materials.

## EXTRACTING RAW MATERIALS

These actions are required to extract raw materials such as hides, claws, bones, venom glands from creatures or plants. Even though these Actions require a certain number of Tools, you will lose such Tools only if you fail the Crafting Check.

### MODIFYING AN ITEM

Some items can be modified to a certain extent. These modifications can be simple (such as improving the grip on a Melee Weapon) or complex (attaching a healing gas tank to your gasmask). When an item allows modifications, these are noted in its description.

### ARMOR CREATION AND MAINTENANCE

Most armors available in Bioma can be created by your Survivor, but all can be repaired. In the armor description are noted the type and amount of Tools required for both the Armor's creation and maintenance. Note that each Repair Crafting Action allows the Armor to recover one Protection Point, up to its maximum. Your Survivor can repair multiple Protection Points with one Repair Crafting Action. This requires a proportionally higher number of Tools, but you still only need to succeed at one Check, and the Difficulty doesn't change.

## CREATIVE CRAFTING

Even though the items in this chapter allow a wide variety of Crafting, don't be afraid to experiment with modifications or creation of new objects not described here. Everything in *Bioma - The Roleplaying Game* can be turned to your Survivor's advantage, depending on where and when they are utilized. For example, adding a small serrated blade to a weapon may not make a great difference in combat, but it could grant you a significant advantage when climbing. Furthermore, even a creature's fangs, when collected in large quantities, could be used to create a new kind of Armor.

Players are encouraged to use their creativity for their Crafting Actions, and we hope you'll take inspiration from the ones described in this chapter to make your own.





## TRADING IN BIOMA

In Bioma, there is a great variety of items. All factions have their own particular resources and ways of handling raw materials. There are also items left from the Old World. In essence, trade in Bioma is rich, varied, and in a constant state of flux.

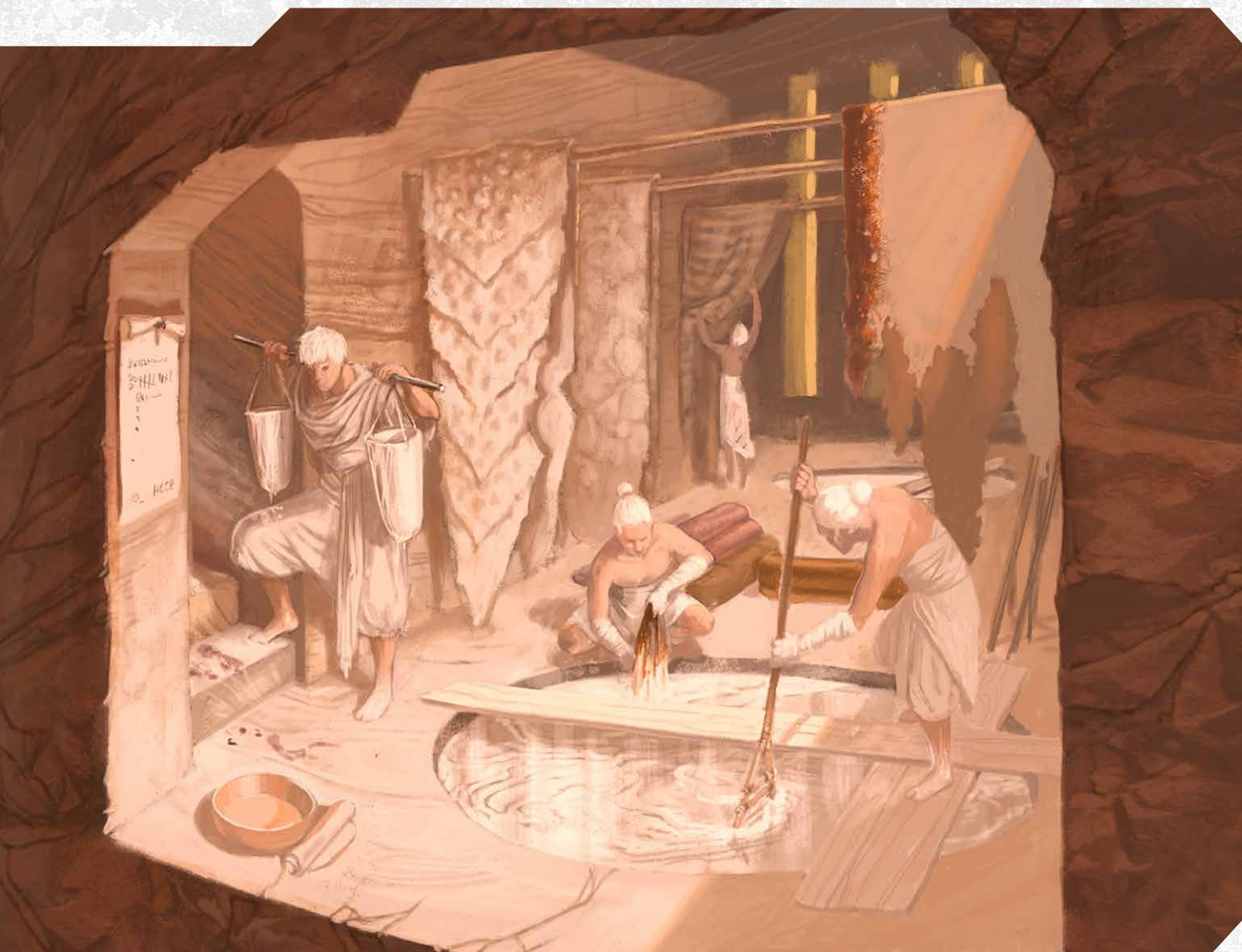
The items listed in this Quickstart are but a small portion of those that will be present in the complete manual.

While some items have generic purposes and are thus easily available in most of the New World, others are specific to a single faction. This doesn't mean that a raider could not have brought such items to even the most remote areas of the world, only that they are much more easily available in its motherland.

For ease of reading, the following lists are ordered by Faction.

## RELICS OF THE OLD WORLD

Relics of the Old World can be anything that has survived from the world-that-was: gears, motherboards, circuits, mechanical objects, or even simple books or bottle caps. Their worth does not come from their actual utility, but rather from the obsession for the Old World that grips the Church of the Core. Anyone that possesses Relics knows that they can easily be traded to any envoy of the Citadel for goods or services. They are accepted by most of Factions and are valued as a convenient universal coin, since they are easily transported.





# WEAPONS

Whether a master-crafted black powder projectile or an improvised club, every Survivor in the New World carries one or more weapons to face the various foes they will inevitably encounter on their travels.

Here is how you read a Weapon Sheet:

**NAME:** Name of the Weapon.

**RANGE:** The furthest effective distance of the Weapon, relative to a target. If the range is Melee it means that the weapon can hit only in Close Combat. If the range is Short, it can hit targets that are in Close Combat and Short distance, and so on. For details on Weapons Range, refer to p. 23.

If the Range indicates "Throwing", followed by numbers, it means that the weapon must be thrown by hand. The numbers noted in parentheses indicate the Strength required to throw the weapon at Short, Medium, and Long Range, respectively. For example, Throwing (1-3-6) means that the player will need 1 Strength to throw the weapon at Short Range, 3 Strength for Medium Range, and 6 Strength for Long Range.

Sometimes these numbers can be replaced with "/", meaning that the weapon cannot hit at the relative Range.

**DAMAGE:** Determines the offensive power of the weapon.

**MAGAZINE:** Some weapons need a certain ammunition or fuel type to keep operating. This is true both for guns and bows, as well as for flamethrowers. Unless otherwise specified, every attack made with these weapons will use up one unit of ammunition or fuel. The "Magazine" entry will specify what type of ammunition or fuel is required as well as the weapon's maximum capacity.

**RELOAD:** Indicates how much ammunition or fuel can be replenished with a single Reloading Action.

**ENCUMBRANCE:** A number that represents how complex the weapon is to use, with 1 being simple and 6 being the most complex. If the encumbrance is more than the combatant's Strength value, they will receive -1 to successes (minimum of 0) when using it. If the Encumbrance is more than double the combatant's Strength value, they are unable to operate it at all.

For example: a Survivor with Strength 1 cannot use weapons with Encumbrance 3 or more, while a character with Strength 3 can use all weapons, though they have maluses for Encumbrance 4,5, and 6.

**SLOT:** The number of Slots the item occupies in your Bag.

**VALUE:** The value of the weapon in Relics.

**TABLE 3.1 – WEAPONS**

NAME	RANGE	DAMAGE	MAGAZINE	RELOAD	ENC.	SLOTS	VALUE (AMMUNITIONS)	VALUE (WEAPON)
<b>Heirs of the Old World</b>								
<b>Blunderbuss</b>	Short	3	1 (Scattering shells)	1	3	3	1x shell	8
<b>Black Powder Explosive</b>	Throwing (1, 3, 5)	Read Description	/	/	2	1	/	13
<b>Spear-Rifle</b>	Close (Spear)	3 (Spear)	10 (lead rounds)	5	4	3	2x10 lead rounds	20
	Medium (Rifle)	4 (Rifle)						
<b>Scimitar</b>	Close	3	/	/	2	2	/	3
<b>Tessicanto</b>								
<b>Bearer's Quill</b>	Throwing (1, 2, 4)	2	/	/	2	1	/	2
<b>Bone Dagger</b>	Close	2	/	/	2	1	/	5
<b>Singing Flail</b>	Close	3	/	/	3	2	/	8



## BEARER'S QUILL

Taken from the Bearer's Quill Forest, these new shoots are processed to be used as extremely pliant javelins. The most experienced Chantweavers can throw them with deadly precision even over long distances. Bearer's Quills are some of the simplest and most popular weapons in their hunters' arsenal due to their excellent production efficiency and death dealing potential. Indeed, many Chantweavers profess to feel naked when ranging without them. Damage +1 if used in Long Range. A Critical Failure with an attack will destroy the Bearer's Quill.

## BLUNDERBUSS

A simple and primitive short-range firearm, created through rituals performed by the Church of the Core. As lethal as it is unreliable, it is standard equipment for Corsairs and it is the reason why they are respected by those who face them in combat. The expansion of trade routes is mostly due to the strength of this weapon.

Damage: +1 if used in Close Range.

*Crafting (Modification, Roaring Muzzle):* Advanced Crafting, Difficulty 3 (Craftsmanship and Craftiness), Tools x4, Common Metal x1. The Roaring Muzzle allows blunderbuss shots to be fired with even greater power. The +1 Damage bonus is applied to Short Range attacks. However, if you fail 2 attacks firing this weapon, you get 1 Damage in both arm boxes (ignoring armor).

## BONE DAGGER

A simple weapon less than two feet in length, obtained from a single sharpened bone. Bone daggers are not the best at cutting, but they are very effective at stabbing. During hunting expeditions, Chantweavers will often spend their downtime carving these simple weapons and it isn't unusual to see Bone Daggers of exceptional beauty in the possession of experienced hunters.

Can use Swiftness to hit. Damage +1 if using Swiftness.

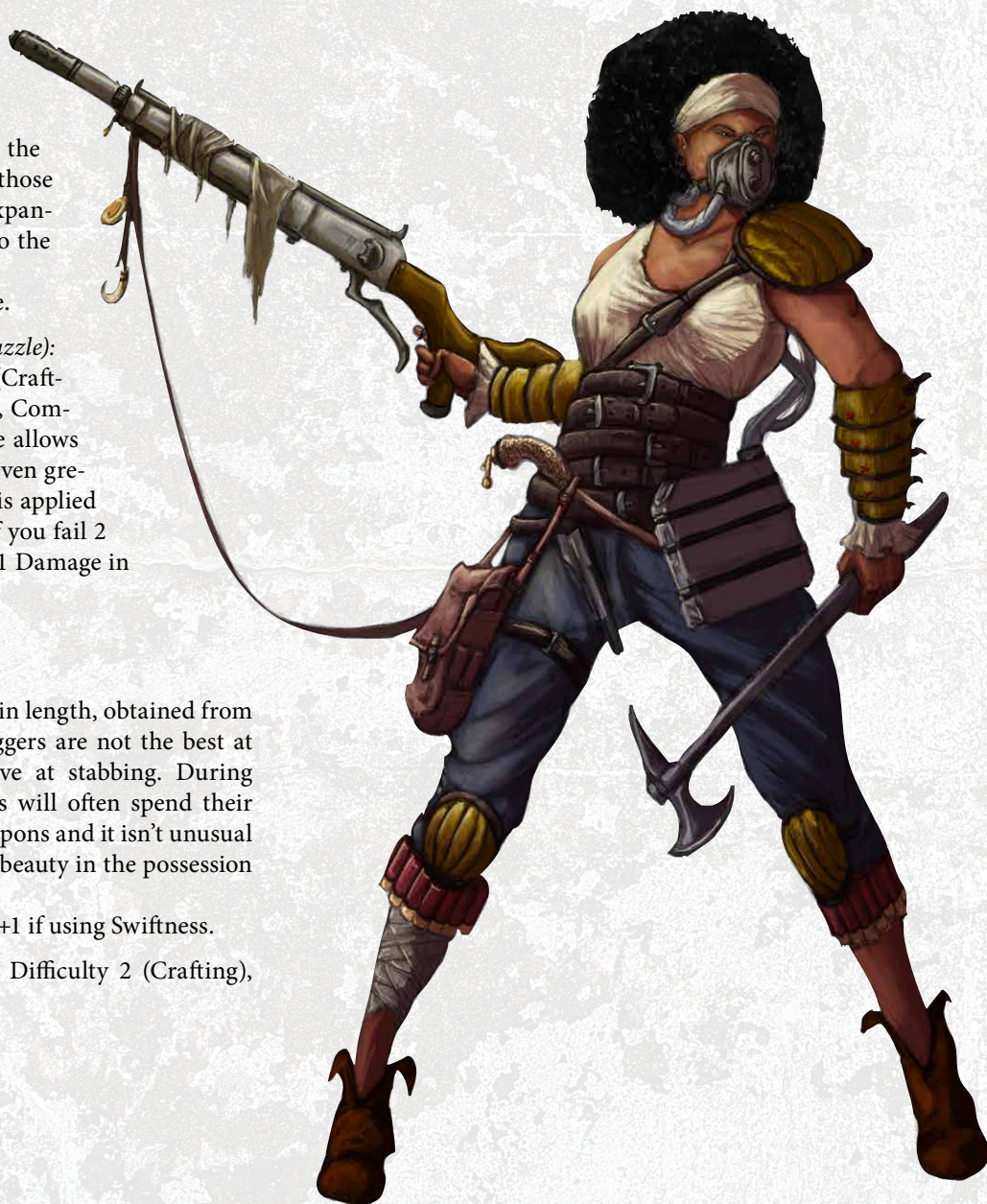
*Crafting (Creation):* Base Crafting, Difficulty 2 (Crafting), Tools x3, Medium Bone x1.

## BLACK POWDER EXPLOSIVE

A rudimentary bomb made with the few secrets of pyrotechnics preserved in the Citadel. Difficult and costly to craft, these explosives are extremely dangerous even for the user. Engineer Priests are deeply respected on the Corsairs' landships as they are the only ones who know how to craft these powerful weapons.

Each success made with this weapon inflicts 2 Damage at each foe's body part. If any of these parts is protected by an Armor of Resistance 2 or lower, this value is decreased by 1.

*Crafting (Creation):* Advanced Crafting, Difficulty 3 (Craftsmanship) and 2 (Craftiness), Tools x4, Black Powder x1.





*Crafting (Modification, Fragmentation Explosive):* Advanced Crafting, Difficulty 2 (Craftsmanship and Craftiness), Tools x3. The shell of the bomb is modified to fragment in a myriad of sharp shards, heated by the explosion. If the body parts hit are covered by an Armor of Resistance 3 or lower, this value is decreased by 1.

## SINGING FLAIL

The traditional weapon of Chantweaver warriors are built with the sturdiest bones taken from a variety of creatures. It is made up of a shaft and a spiked head connected by a pivot and socket combination that allows the head to rotate with extreme speed and inflict devastating blows by using centrifugal force. When it spins, air passes through holes in the bones, creating an ominous song from which this weapon derives its name.

*Crafting (Creation):* Advanced Crafting, Difficulty 2 (Craftsmanship and Craftiness), Tools x4, Medium Common Metal x1, Big Bone x1.

*Crafting (Modification, Scourgemaids Flail):* Advanced Crafting, Difficulty 3 (Craftsmanship and Craftiness), Tools x2. Flails modified in this fashion are reserved for only the most elite warriors. Sturdier and more lethal than its base version, this flail sounds terrifying while being spun. The Scourgemaids Flail has +1 to Damage when it hits a Secondary Area.

## SPEAR-RIFLE

This elite weapon is wielded by the guards of the Church of the Core. Precise and versatile, it requires practice and skill to be used effectively. The firing end has a large, and very sharp, metal blade, running under a wide muzzle. In the hands of a trained fighter, this weapon is very effective at short, medium, and long range.

*Crafting (Modification, Beginner's Stock):* Specialized Crafting, Difficulty 2 (Craftiness and Craftsmanship), Tools x2. -1 to Encumbrance and Damage.

## SCIMITAR

Curved sword forged from a single slab of metal, ideal to severe limbs of any Gargantua. Light and wieldy, but the blade must be frequently sharpened to retain its edge. Engineer Priests from the Citadel were able to employ smithing knowledge from the Old World to make it more lethal and durable than the metal weapons from other ethnicities.

*Crafting (Creation):* Specialized Crafting, Difficulty 1 (Craftsmanship and Craftiness), Tools x3, Medium Common Metal x2.





# ARMOR

Due to the New World's continuous arms race, the development of effective Armor has become crucial, whether composed of manmade alloys or assembled from materials taken from the bodies of Bioma's many creatures. Some Factions mark their Armor with elaborate decorations that exhibit hunting successes, trophies, or express their history and culture.

**NAME:** The Armor's name

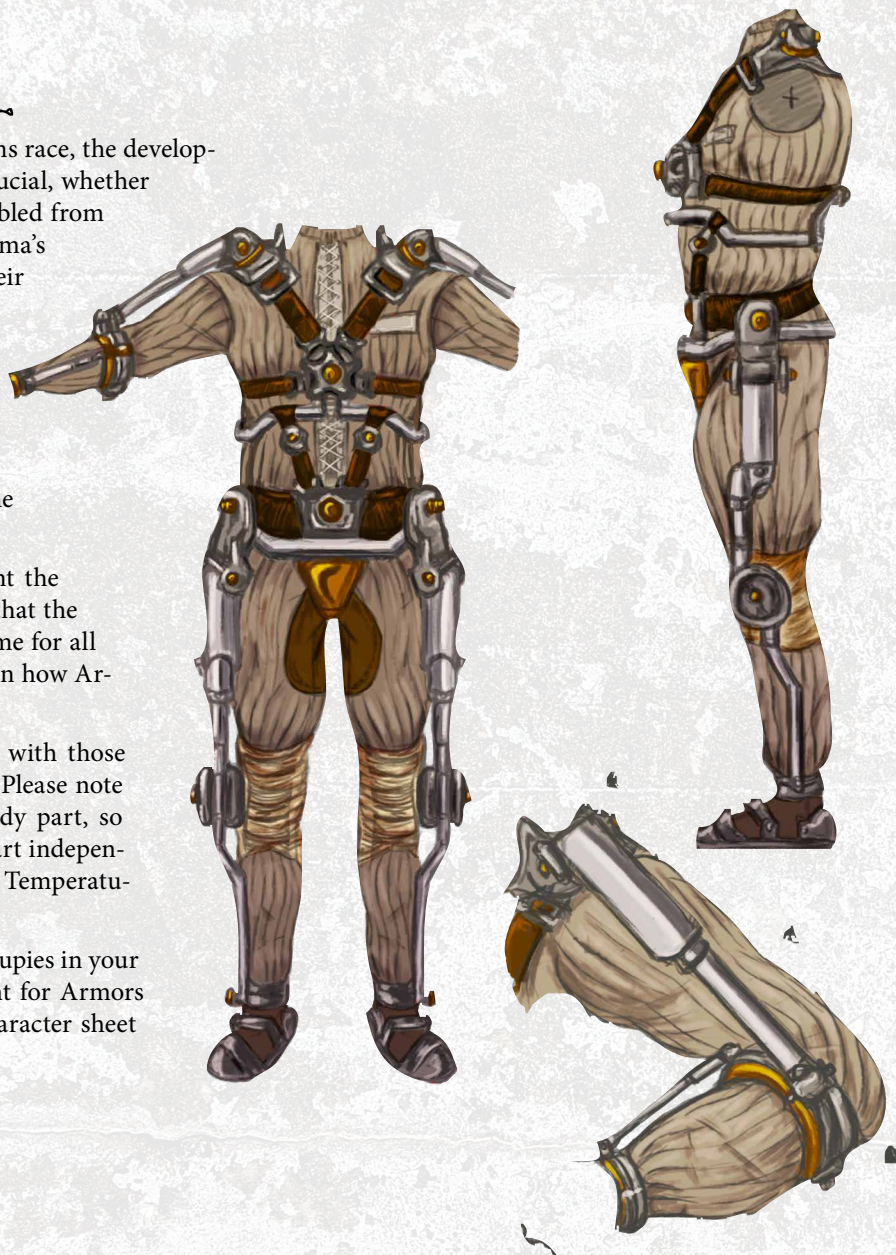
**PROTECTED AREAS:** What Areas the Armor actually covers.

**PROTECTION:** Indicates how resistant the Armor is against Damage. Please note that the Protection Value of an Armor is the same for all Areas it covers. For more information on how Armor works, see page 24.

**HEAT:** The Heat value is to be paired with those of the clothes the character is wearing. Please note that Armor protect more than one body part, so keep track of the Heat Value for each part independently. For details concerning Heat and Temperature, read pg. 19.

**SLOT:** The number of Slots the item occupies in your Bag. Note that this value is not relevant for Armors written in the Body section of your character sheet (thus currently worn).

**VALUE:** The Armor's value in Relics.



**TABLE 3.2 – ARMOR**

NAME	BODY PARTS PROTECTED	PROTECTION	HEAT	SLOT	VALUE
<b>Heirs of the Old World</b>					
Padded Armor	Arms, Legs, Torso	2	1	7	6
Plate Armor	Arms and Torso	4	3	10	20
Metal Helmet	Head	3	1	2	8
<b>Chantweavers</b>					
Bone Bracers	Arms	3	1	2	5
Warrior's Headpiece	Head	2	1	2	6
Prickcloth Hide Armor	Arms, Legs, Torso	2	2	6	8



## PADDED ARMOR

Protection worn over simple clothes and made out of sturdy leather and many layers of fabrics. It can stop a knife, but it is useless against a bullet. This item offers great protection from the cold, thanks to its thickness, but it can cause overheating in warm environments.

*Crafting (Creation):* Basic Crafting, Difficulty 2 (Craftsmanship), Tools x3, Medium light leather x3.

*Crafting (Repair):* Basic Crafting, Difficulty 1 (Craftsmanship), Attrezzi x1, Small Light Leather x1.

## BONE BRACERS

Gauntlets made from many pieces of bone tied together to protect the arms. The most skilled warriors craft bracers that extend up to their knuckles, giving them an advantage when fighting barehanded. The hollow yet strong bones of the Thunderwings are perfect for creating this kind of armor.

*Crafting (Creation):* Specialized Crafting, Difficulty 2 (Craftsmanship and Craftiness), Tools x2, Medium Bone x2.

*Crafting (Reparation):* Basic Crafting, Difficulty 2 (Craftsmanship), Tools x1, Small bone x1.

## WARRIOR'S HEADPIECE

An elaborate helmet carved from an animal skull and decorated with additional bits of bone, colorful scales, and iridescent feathers. Not very useful for protection, though it grants the wearer a fierce and imposing look.

*Crafting (Creation):* Specialized Crafting, Difficulty 2 (Craftsmanship and Craftiness), Tools x3, Medium Bone x1.

*Crafting (Repair):* Basic Crafting, Difficulty 2 (Craftsmanship), Tools x1, Small Bone x1.

## PLATED ARMOR

Heavy armor made of riveted wrought iron plates. Bulky and difficult to make, it is equally difficult to justify the use of something as precious as iron for a commoner; thus, only the elite can afford this kind of protection.

*Crafting (Creation):* Advanced Crafting, Difficulty 3 (Craftsmanship and Craftiness), Tools x4, Light Medium Leather x3, Medium Common Metal x3.

*Crafting (Repair):* Specialized Crafting, Difficulty 2 (Craftsmanship and Craftiness), Tools x1, Small Common Metal x1.

## PRICKSLOTH HIDE ARMOR

The Chantweaver warriors that venture into the Quill Forest on the Bearer's rump may come back proud with spoils taken from hunting the mighty Pricksloths. This tough hide can be crafted by skilled artisans into light but effective armor.

*Crafting (Creation):* Basic Crafting, Difficulty 2 (Craftsmanship), Tools x4, Medium Pricksloth Light Leather x3.

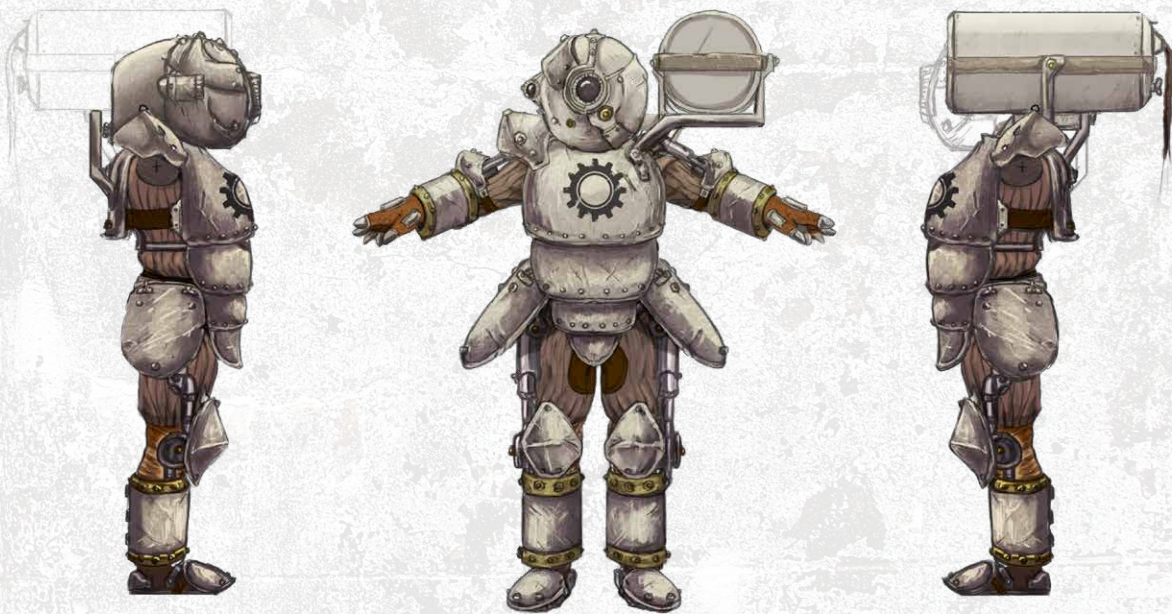
*Crafting (Repair):* Basic Crafting, Difficulty 1 (Craftsmanship), Tools x1, Small Pricksloth Light Leather x1.

## METAL HELMET

A Bucket Helmet of simple design, largely employed by the fighters in the Citadel. The inside is padded and can make the difference between a headache and lethal head trauma.

*Crafting (Creation):* Specialized Crafting, Difficulty 2 (Craftsmanship and Craftiness), Tools x3, Medium Common Metal x1.

*Crafting (Repair):* Basic Crafting, Difficulty 1 (Craftsmanship), Tools x1, Small Common Metal x1.





# CRAFTING MATERIALS

In the list that follows, please note that only those materials that appear in the Quickstart are listed here. The list in the full manual the selection will be exhaustive and much more varied.

In the list, when one of the items indicates that it “has size classes”, it means that the item can be Tiny, Small, Medium, Large, or Enormous. The Slot and Value numbers provided in the table correspond to Medium size. To calculate Values for Small and Tiny, halve and quarter the Medium number, respectively. For Large items, double the number, and quadruple it for Enormous ones.

Medium items take up 1 Slot, but Small and Tiny ones don’t take up slots at all. Large and Enormous items respectively take up 2 and 3 slots.

**TABLE 3.3 – CRAFTING ITEMS**

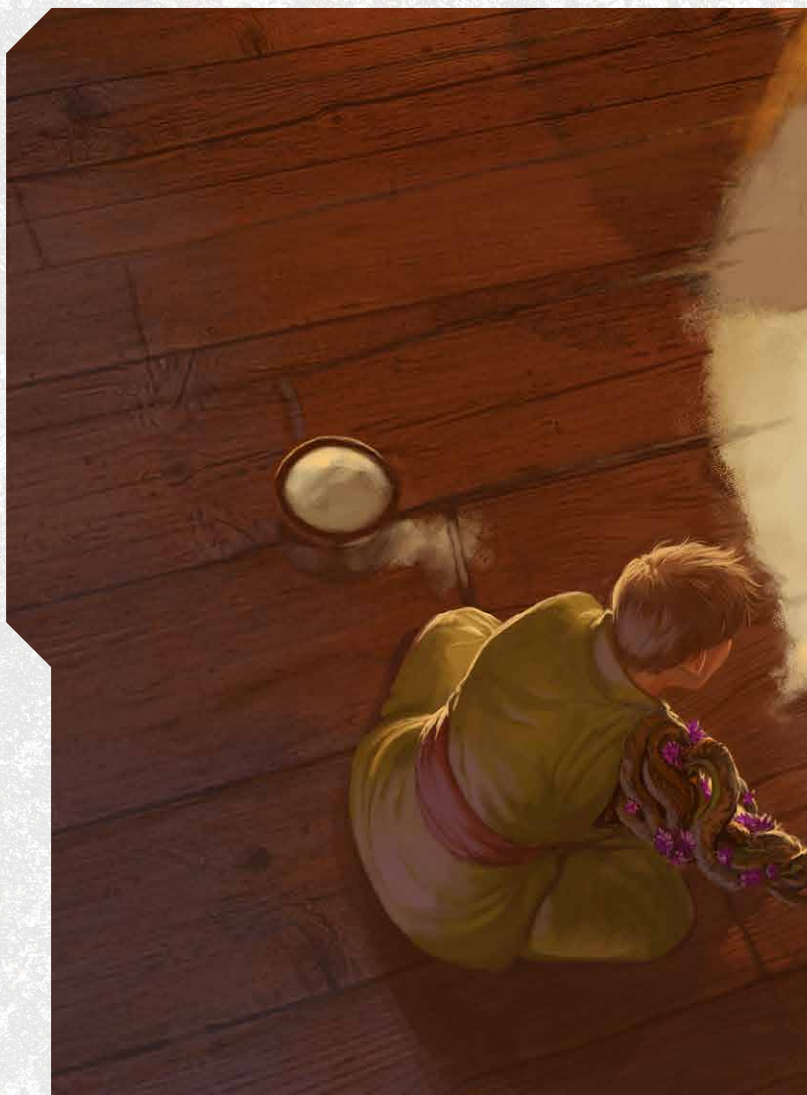
NAME	SLOT	VALUE
Claws and Fangs	1	1
Crafting Tools	1	1
Thunderwing Beak	2	3
Common Metal	2	3
Cephalopolis Mucus	1	3
Bone	1	1
Armored Hide	2	8
Light Hide	1	2
Black Powder	1	4
Chemicals	1	3
Cephalopolis Tentacle	5	4

## CLAWS AND FANGS

Claws, fangs, and teeth that vary in length from one inch to longer than a human arm. *This item has size classes.*

## CRAFTING TOOLS

Tools that are needed to create, extract, modify, and repair raw materials and equipment.



## THUNDERWING BEAK

Thunderwing beaks are famed for their toughness and sharp edges.

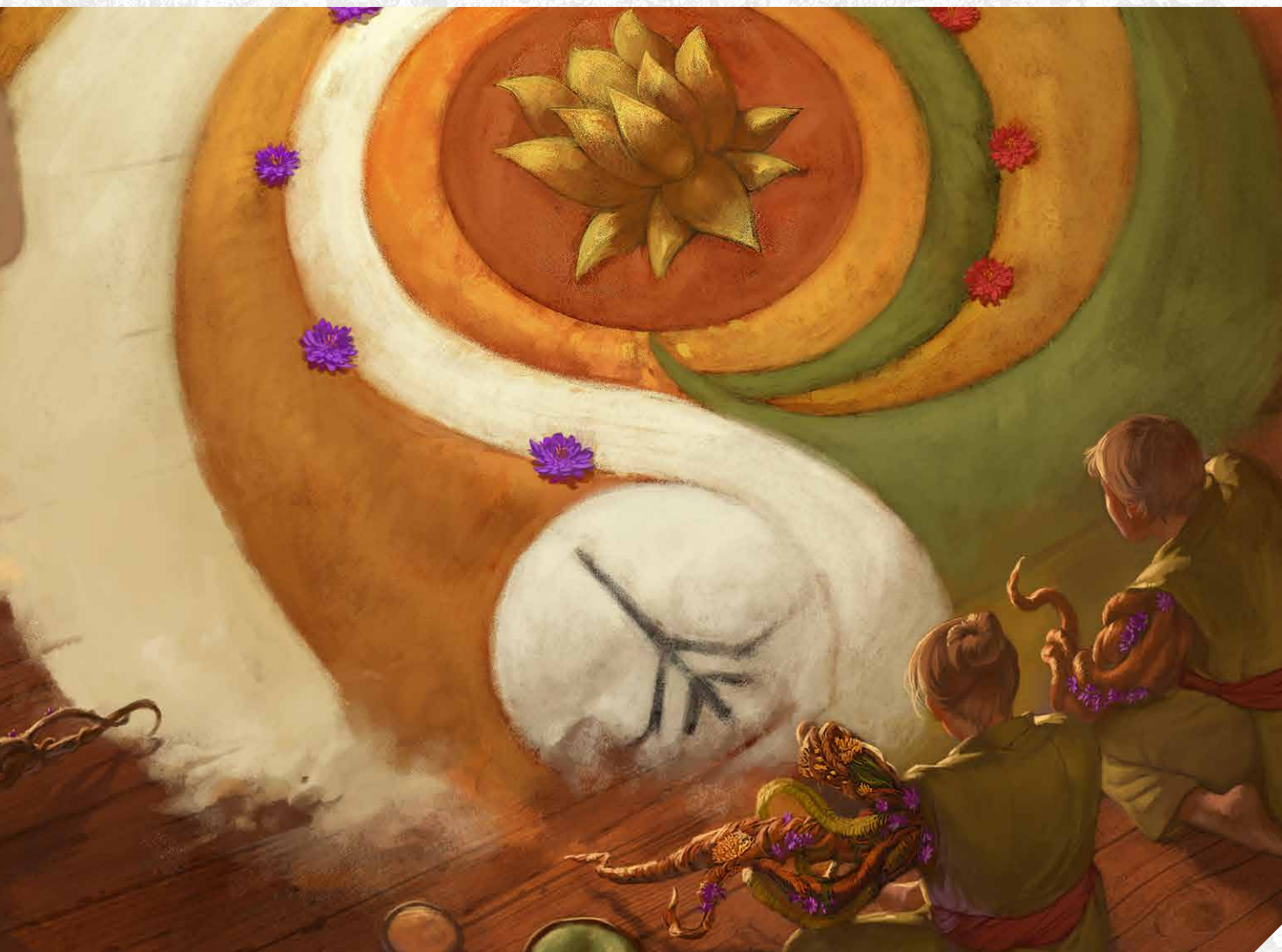
## COMMON METAL

A group composed of all the common metals that can be found in the world of Bioma (iron, aluminum, tin, lead, etc.), most of which can be recovered from the ruins of the Old World. *This item has size classes.*

## CEPHALOPOLIS MUCUS

A substance that coats the body of the Cephalopolis, protecting it from environmental hazards. It also provides defense against attacks, making the creature very hard to hurt unless a means can be devised to remove the mucus first. It is said that ingesting the mucus and spreading it on their skin will make humans tougher and resistant to harsh weather.





## BONE

There are many types of bone, from long to circular ones, skullcaps and rib cages. Each one can be used in various ways to create Armors, Weapons, or decorations. *This item has size classes.*

## ARMORED HIDE

Thick, protective skin made even more robust by scales, barbs, or other adaptations. Great for creating Armor but not suited for making normal clothes. *This Item has size classes.*

## LIGHT HIDE

Easy to process skin. These skins provide less protection than Armored Hide, but are easy to process and useful for crafting accessories and resistant belts. *This item has size classes.*

## BLACK POWDER

Sacrament of the Old World, symbol of the true believers of the Church of the Core that is occasionally ingested as a sign of devotion. Its main use is as a necessary component in many machine activation rites for the treasures of the Old World. As such, it is an extremely sought-after commodity. Though the process of its production is a secret the Church has tried to keep from spreading, it has long since escaped them and Black Powder can be bought from smugglers all over the New World.

## CHEMICALS

Acids and reagents used to manipulate and create mixtures that can range from toxins to healing balms.

## CEPHALOPOLIS TENTACLE

A soft and flexible appendage with which one can easily make clothes and padding. Is often used for clothes to be worn beneath armor, since it is relatively susceptible to ripping.



## RATIONS AND MEDICINES

The most important resources in the New World are those that ensure survival. Medicinal herbs, bandages, alchemical mixtures with miraculous properties, meat to nourish muscles, and water to hydrate them... You can skip on your clothing if you must, but you cannot do so with these essentials.

**TABLE 3.4 – RATIONS AND MEDICINES**

NAME	WEIGHT	VALUE
Water	1	2
Thunderwing Epiphysis	0	3
Parasite Gland	0	2
Courser Tongue	1	2
Red Moss	0	2
Parasite Meat	1	3

### WATER

A water ration. As simple as it is vital.

### THUNDERWING EPIPHYSIS

A small gland obtained from a Thunderwing brain. It takes considerable skill to extract it properly. If chewed, it has a stimulating effect, increasing thought and reaction speed beyond normal. Excessive use can lead to lethargy and brain fog when the effects end, though some people claim to be able to use them freely without suffering any aftereffects.

Chewing a Thunderwing Epiphysis gives +2 to Mind for 5 hours. Consuming more than 2 in a 24-hour period erases the bonus and actually results in a -2 Mind malus until the next rest.

### PARASITE GLAND

A small, bulbous organ filled with malodorous liquid. Its secretions can be used as bait for large creatures or to mask your own smell.

### COURSER TONGUE

A muscly appendage about two feet long and covered with teeth. Surprisingly tasty once the creature's slime is removed and it is cooked. Each tongue equals one food ration.

### RED MOSS

A common plant that grows all over the Valley of No Return. It has a gelatinous consistency and antiseptic properties that can be enhanced if properly processed.

One Red Moss cures two squares of the area where it is applied, but only if that area is not already fully depleted.

*Crafting (Modification, Processed Red Moss):* Specialized Crafting, Difficulty 1 (Craftsmanship), Tools x1, Chemicals x1. One Red Moss cures four squares in the Area where it is applied, but only if it is not already fully depleted.

### PARASITE MEAT

Has an acrid taste and an unpleasant texture which, nonetheless, constitutes a nutritious meal.

One Parasite Meat equals one food ration.

*Crafting (Extraction):* See "Bearer Parasite Swarm", pag. 48.

*Crafting (Modification, Healing Pulp):* Specialized Crafting, Difficulty 1 (Craftsmanship and Crafting), Tools x2, Red Moss x1. One Healing Pulp cures three squares of the area where it is applied, even if already fully depleted.





# BESTIARY

*"They never travel alone and the body is still warm. This means that, while we're looking at our dinner, its little friends are staring at theirs. No sudden movements and, on my signal, start running..."*

[GUSTAV MARLOK, HEIRS OF THE OLD WORLD EXPLORER]

We have taught you how to travel in the world of *Bioma - The Roleplaying Game* and how to prepare for its perils. Now, however, it's time to describe those perils. In the following

pages, you will read about some of the creatures that populate the New World, many of which will be more than happy to end your life for sustenance.





## LIVING PLANET

Even though the term “Bestiary” refers to the fauna of Bioma - The Roleplaying Game, this chapter contains multiple types of living menaces.

In this chapter you will find only five of the many creatures that will be in the complete manual, in addition to the guidelines for building your own NPC (Non-Player Characters) to be included in your adventures.

## HOW TO READ BESTIARY PROFILES

Even though the creatures your Survivor will encounter are extremely diverse, they can all be broken down into common elements: appendages, muscles, flesh, and blood.

**NAME:** The creature’s name.

**APPEARANCE, BIOLOGY, AND SOCIETY:** Three subsections that will give you all the information you require about the creature’s appearance, how its particular physiology works, and how its societies are structured. This section does not contain game rules.

**CHARACTERISTICS:** Like your Survivor, creatures have Statistics. Instead of Skills, though, they have “Specialties”, as you will read about soon. Nothing in the rules forbids your giving them skills, but it’s usually more convenient to focus on combat abilities.

**GENERAL DETAILS:** Lists various details of the creature like size, weight, and special rules.

## CREATURES AND SIZE

How size may vary among creatures dictates additional differences you must know before facing them. There are five sizes and size, excepting any specific variation indicated in their profiles, influences Movement, as you will be able to read later. The sizes are:

***Tiny:*** Smaller than the average human. Tiny creatures require two Movement Actions to cover 1 Range Increment.

***Medium:*** Covers creatures that are as big as the average human up to double that size. They follow all the normal Movement rules for a human.

***Large:*** Three to four times larger than an average human being. With one Movement action they can cover up to two Range Increments.

***Giant:*** Up to three times the size of something Large. With one Movement action they can cover up to three Range Increments.

***Gargantuan:*** In Bioma - The Role Playing Game, only Gargantua are worthy of that designation. In some cases, they are twice the size of Giant creatures, but sometimes they can grow so large as to be able to carry a whole city on their backs. Their Movement cannot be calculated in regular Combat, as they may cover hundreds of meters with a single step.



**ATTACKS:** Which attacks the creature can use against enemies. Please note that the Game Master is free to pick which one to use, following the creature’s biology and hunting tactics that you may find in their profiles. Some attacks, as you will see, are tied to one or more Quirks. Each attack shows the Preclusion, in parentheses, followed by a body part. This means that when the body part indicated is damaged or severed, the creature will not be able to use the attack tied to it.

Since enemies will always be able to use the dice cap allowed by their Characteristics, they can make only one attack per turn without considering the limitations established by dice movement.



## CRITICAL SUCCESSSES AND FAILURES

A creature makes a Critical Success when at least two of the dice rolls used to make a Check are 6s (whether it is for an Attack or using a Skill). A creature rolls a Critical Failure when two of the dice used show "1".

**BODY PARTS:** A list of the creature's body parts — whether Primary, Secondary, or Elusive — and any protection they might offer. The Protection Value of these is noted in square brackets. For creatures, Protection is part of the body. Each body part with an underlined name is one that causes the death of the creature if broken, severed, or otherwise lost.

**QUIRKS:** List of the special capabilities each creature has.

**CRAFTING:** List of the raw materials (skin, bones, claws, etc.) that can be looted from the creature. The Crafting level, tools required, and the difficulty of the Action are indicated. As explained on pg. 38, the process of obtaining resources from creatures is considered Extraction of Raw Materials. Note that this list shows only the most useful Crafting items, but you are free to loot whatever you wish from a kill (feathers, eyes, organs, etc.), to Craft whatever you desire, provided the Game Master allows it. Such items might include decorative artifacts as well as trophies.

## GENERAL SKILLS

This list shows Some of the abilities shared by more creatures that further explain how they work.

**COLOSSAL:** Weapons that can hit more than one body part only hit one body part when targeting a Colossal creature. This is usually determined by the number of successes.

**SWARM:** A swarm does not have individual body parts. The swarm itself is considered a single large mass called "Body of the Swarm". When the Damage Squares of Body of the Swarm are totally depleted, the Swarm scatters. When this happens, the individual creatures making up the swarm are no longer a threat.

**FLYING:** With a single Movement Action, the creature can fly and move vertically. The maximum distance a creature can cover with flight (expressed as Range) is indicated in parentheses. If the creature loses just one of the organs or limbs used for flight, it loses this Skill.





## THUNDERWING

Gregarious and blind winged animal with extremely aggressive tendencies. They nest by the Bearer's Quill Forest, though they can fly far afield when hunting or scavenging. They form large flocks that can take down creatures as large as a house, making efficient use of their numbers, agility, and sharp beaks. Thunderwings owe their name to the sound a flock makes as it flies, the beating of their wings seeming like rolling thunder to the untrained ear.

### APPEARANCE

With leathery wings and a wingspan of over three meters, this lean flyer can soar through the skies with ease, making great use of the leathery patagia connecting its hind legs to its tail for increased maneuverability. At the ends of its limbs, it has very sharp claws it uses to climb the Bearer's quills. This animal is mostly a bluish hue, except for its pink belly and bright red head. Males have a large crest that sticks out from their head like a horn.

### BIOLOGY

Despite nesting mainly on the Bearer, they can be found flying above most of the Valley of No Return. They create great colonies in the holes of the Bearer's scales in which they shelter their young. The parents roam the skies in search of food which they store in a throat pouch. They are not picky eaters, and they will eat anything they can cut with their beaks. Since they do not possess sight, they navigate the world with an extremely sensitive sense of smell and an equally sharp sense of hearing. Its great wings make it clumsy on the ground, where they are at the mercy of other predators. Their bones are hollow, with a semi- crystalline structure that makes them extremely resistant to impact despite their lightness. This does, however, mean that their bones heal slowly.

### SOCIAL STRUCTURE

Thunderwings travel in large flocks of twenty to thirty members, both for protection and to increase their hunting success rate. They are very social creatures that raise their chicks together and collectively provide for each other's well-being. If an adult is wounded in the open, the others carry it back to the nest and provide for it until it is able to fly and hunt once more.

Extremely aggressive when they have to protect the colony, they attack without hesitation whatever comes too close to their nest, regardless of the interloper's size or strength.

## THUNDERWING

### STATISTICS

**Knowledge** (1), **Strength** (3), **Mind** (2), **Swiftness** (4)

### GENERAL DETAIL

**Size** (Medium), **Weight** 10-15 kg

**Special Rules:** Flying (Long Range).

### BODY PARTS

**Left Wing, Right Wing:** (Secondary): 4 [0]

**Head:** (Elusive): 3 [0]

**Torso:**(Primary): 5 [0]

**Claws:** x2 (Left and Right) (Secondary): 3 [0]

### ATTACKS

**Beak:** Melee, Damage 3 (Preclusion: Head)

**Claws:** Melee, Damage 2 (Preclusion: both Wings)

### QUIRKS

**Divebomb:** one action. This attack can be used on a creature at Medium Range. If the attack is successful, the Thunderwing gets into Close Range and can perform a Beak attack that, if it yields at least two successes, gets +1 Damage.

**Rip and Tear:** When an attack depletes all the squares of a limb, it is immediately dismembered.

### CRAFTING

**Small Claw x4:** Base Crafting , Difficulty 1 (Crafting), Tools x1.

**Thunderwing Epiphysis:** Advanced Crafting, Difficulty 2 (Crafting and Craftiness), Attrezzi x1.

**Pelle Leggera Media:** Base Crafting, Difficulty 2 (Crafting), Tools x2.

**Thunderwing Beak:** Specialized Crafting, Difficulty 2 (Craftsmanship and Crafting), Tools x2.



## PRICKSLOTH

A large omnivore native to the quill forest on the Bearer's rump. Basically invulnerable once adult, its tough hide and spikes are often used by Chantweavers to craft weapons and clothing.

### APPEARANCE

Roughly three times the size of a man, these robust creatures have a large head with a heavy beak placed on a short, wide, neck. Their barrel-like bodies are supported by four muscular limbs, each with intoed paws sporting long, curving claws, well adapted to their arboreal lifestyle. The claws on the forelimbs are almost double the length of those on the hindlegs. Fat is stored in short, plump tails to sustain them in hard times.

The Pricksloth's leathery skin is purplish-brown, lighter on the belly. It is covered in many bone spikes that protect the animal from danger. A bright yellow pouch of skin hangs loosely from the animal's throat, inflating for threat and territorial displays.

### BIOLOGY

Pricksloths are slow-moving omnivores that usually spend their days eating. Typically found in the Quill Forest, they use their curved claws to climb the Bearer's quills, breaking through the superficial layer of keratin with their strong beaks to reach the soft tissues inside. Even if they are specialized, they don't shy away from eating moss, carcasses, or whatever creature is slow enough to get caught.

### SOCIAL STRUCTURE

Pricksloths are widespread in their native environment and tend to have a nomadic lifestyle, following the quills' growth in the Forest and making temporary nests for the night with plant matter. The larger males are solitary and very aggressive, often employing brute strength to chase away or kill anything they come across. Females instead travel in small groups of two to three individuals and are more tolerant to other creatures. However, if they have their young with them, they can also be extremely dangerous.

When the Bearer burrows, it can happen that the Pricksloths climb down from the Titan and settle on the Valley floor. Small populations of these animals exist on the ground and travel during the day, using their beaks and claws to dig up food. Their keen sense of smell might also lead them to fresh kills, which they steal from smaller predators.

## PRICKSLOTH

### STATISTICS

**Knowledge (1), Strength (4), Mind (1), Swiftiness (1)**

### GENERAL DETAILS

**Size (Large), Weight (3000 kg)**

### BODY PARTS

**Head** (Secondary): 4 [2]

**Torso** (Primary): 7 [3]

**Limbs x4** (Left Forelimb and Left Hindlimb, Right Forelimb and Right Hindlimb) (Secondary): 4 [2]

### ATTACKS

**Claw Strike:** Melee, Damage 4 (Preclusion: both Forelimbs)

**Gore:** Melee, Damage 4 (Preclusion: Head)

### QUIRKS

**Impenetrable Hide:** A Pricksloth may be Adult. Adult Pricksloths have +2 to their torso Protection and +1 to every other Body Part.

**Pricksloth Charge:** Once per fight, a Pricksloth can make a Charge attack using its horn. If the Swiftiness check is a success, the target moves two dice from the Resource Box to the Risk Box, on top of suffering the normal +1 Damage.

### CRAFTING

**Large Claw x4:** Basic Crafting, Difficulty 2 (Craftsmanship), Tools x2.

**Medium Armored Hide:** Specialized Crafting, Difficulty 2 (Craftsmanship and Craftiness), Tools x2. Up to four Medium Armored Hides can be extracted this way.





## CEPHALOPOLIS

An enormous invertebrate consisting only of a boneless head and extended prehensile skin. It can change and stretch its surface as well as absorb detritus from the surrounding environment in order to perfectly blend into its surroundings. Despite its size, it can slither surprisingly fast.

### APPEARANCE

A shapeless mass of flesh and skin, Its shape is constantly in flux. At times it is even difficult to discern its head, the one relatively consistent feature of the creature. Since it usually lives amongst the ruins of the Old World, it has the habit of becoming part of the environment to camouflage. These animals are often nicknamed “City Ghosts.”

### BIOLOGY

Cephalopolises have an uncentralized nervous system spread throughout their entire body, giving them extremely fast reflexes which, in turn, give them incredible speed and heightened sensitivity to external stimuli.. This makes them very difficult to kill but it also comes with a price: they are very sensitive to pain. They are able to shape their protean skin into tentacles or other secondary sensory surface organs according to necessity. All those appendices sprout out of the main gelatinous mass and can act independently of one another.

### SOCIAL STRUCTURE

Cephalopolises are solitary, so it is a mystery how they reproduce. Some theories believe that they do it by mitosis; when the moment comes, these theories propose, an individual severs a portion of the main body that grows independently and develops into a new being. Once the “newborn” is fully grown, it often fights with the original Cephalopolis for its territory. The loser of this confrontation is forced to flee and look for a new lair.

## CEPHALOPOLIS

### STATISTICS

**Knowledge (2), Strength (3), Mind (3), Swiftiness (3)**

### GENERAL DETAILS

**Size (Giant), Weight (12 tons)**

### BODY PARTS

**Tentacle Mass (Primary): 15 [2]**

**Head (Secondary): 10 [2]**

### ATTACKS

**Tentacle Sweep:** Melee, Damage 3 (Preclusion: Tentacle Mass)

### QUIRKS

**Unpredictable:** Cephalopolis has +3 to Initiative rolls.

**Prehensile Tentacles:** Whenever Tentacle Sweep hits, even if it doesn't cause damage, it knocks a held item out of the target's grasp and onto the ground a Short Range away.

### CRAFTING

**Cephalopolis Tentacle x1:** Specialized Crafting, Difficulty 1 (Craftsmanship and Crafting), Tools x2. Up to 10 Cephalopolis Tentacles can be extracted this way.

**Cephalopolis Mucus:** Base Crafting, Difficulty 2 (Crafting), Tools x1.



## COURSER

A medium sized predator with long legs and a strong bite. It patrols the vast grasslands of the Valley of No Return. Has poor eyesight but extremely developed senses of smell and hearing. Has a stomach capable of digesting most things.

### APPEARANCE

The Courser has a slim but muscular build, with a streaked coat that blends into its surroundings. Its long legs allow it to run quickly with great strides on the vast flatlands of the Valley. Every leg ends in sharp curved claws that the animal uses to dig, to rip through carcasses, and to defend itself. Its neck sports strong muscles that support its strong beak, giving it an extremely powerful bite capable of pulverizing bones with ease. The Courser also has a long, prehensile tongue covered in teeth which the creature can extend extremely quickly. A flat coating of scales covers its back from head to tail and, utilizing its vibration, the creature can emit a vast range of sounds.

### BIOLOGY

Opportunistic predators, Coursers occupy the middle rung of the Valley's food chain. Thanks to their very well-developed senses they can track prey from one end of the grasslands to the other, feeding on anything they find on the way. They follow the Bearer's movements closely, since its plowing behavior exposes the creatures that live underground. Once they find traces of a nest that has a chance of containing prey, they use their claws to open the way for them and feed on the weaker animals. Should it prove too challenging to dig all the way, they can use their toothed tongue to reach into even the narrowest of burrows in search for unfortunate prey. Their tongue is also very effective at picking clean the carcasses of creatures they would avoid if encountered among the living. They are not picky eaters and will happily consume the bone, Keratin, horns, and teeth of any carcass they find.

### SOCIAL STRUCTURE

Coursers live in the Valley of No Return in small packs of five or six adult individuals, usually made up of a dominant pair and one or two additional breeding pairs with their respective young. They are nomadic animals that never stay long in a single place, digging temporary burrows to pass the night. When the Bearer is on the move, it can happen that entire packs are incidentally swallowed by the titan. The recent prolonged activity of the Bearer has made the Coursers unusually aggressive, turning them from a simple nuisance to a real danger for those on the ground. They are expert pack hunters and are capable of easily taking down prey four times larger than them.

## COURSER

### STATISTICS

**Knowledge** (1), **Strength** (3), **Mind** (1), **Swiftness** (2)

### GENERAL DETAILS

**Size** (Medium), **Weight** (70-85 kg)

### BODY PARTS

**Torso** (Primary): 6 [2]

**Head** (Elusive): 4 [1]

**Limbs x4** (2 limbs on the left side, 2 limbs on the right side) (Secondary): 5 [2]

### ATTACKS

**Scratch:** Melee, Damage 3 (Preclusion: Both Forelimbs)

**Bite:** Melee, Damage 4 (Preclusion: Head)

### QUIRKS

**Ravenous Leap:** A Courser can use Ravenous Leap to attack with Bite at Short Range. Note that this Action is not considered a Charge.

**Healing Snack:** Each time a Courser makes 2 Damage with a Bite attack, it can erase one of any of its Damage boxes.

### CRAFTING

**Small Claw x6:** Basic Crafting, Difficulty 1 (Craftsmanship), Tools x1.

**Courser Tongue:** Basic Crafting, Difficulty 1 (Craftsmanship), Tools x1.

**Medium Fang x3:** Basic Crafting, Difficulty 2 (Craftsmanship), Tools x1.





## BEARER PARASITE SWARM

Scavenger Insects that live all over the Bearer. It's not uncommon to find them in the Bearer's wake after it scratches or burrows. They pose little danger alone, but a whole swarm can be a challenge even for expert warriors as they overwhelm defenses with a myriad of sharp claws.

### APPEARANCE

These small, parasitic invertebrates can move on their six legs. The front legs have adapted to be longer and also function as feelers. The dark carapace is flat and coarse on the back, to protect from attacks, while the lighter abdomen is much softer. The tips of the tail end in cerci that are covered in dense bristles, two of which stand out for their greater length and their whiplike utility.

On either side of the parasite's head are long, curved appendages used to pierce their prey. The mouth is suited for both ripping and biting even through the hardier hides.

### BIOLOGY

Originally found on the Bearer, these small animals feed mainly on the dead tissue that carpets the skin of the living mountain, grouping in large swarms of thousands of individuals around blood clots or open wounds. Though they prefer the Bearer's blood, they can eat any kind of organic material, including living creatures as well as decomposing matter. This makes them a crucial part of the Valley's and the Bearer's ecosystem, acting as a general waste processor.

Due to their small eyes and poor vision, they navigate the world through touch and smell, communicating with pheromones emitted by the appendices at the tip of their abdomens. They are inevitably attracted by movement they perceive through their feelers and have an instinctive predatory response when they sense smaller creatures. They are very sensitive to strong light and prefer to come out when the sun is down.

### SOCIAL STRUCTURE

Instinctively gregarious, they do not have a defined social structure, acting like a swarm out of convenience when a queen demands a task be completed. They breed very quickly, carrying their eggs with them until they hatch. Once born, the young are completely self-sufficient, and must be careful not to become food for the adults, as cannibalism is common. The aggressive response of the swarm can also be triggered by a larger creature startling them. They are not tied to the Bearer for their sustenance, and can be often found near its path, where they fill the niche of scavengers.

## BEARER PARASITE SWARM

### STATISTICS

**Knowledge**(1), **Strength** (2), **Mind** (4), **Swiftness** (3)

### GENERAL DETAILS

**Size** (Large), **Weight** (4-6 kg)

**Special Rules:** Swarm

### BODY PARTS

**Swarm Queen** (Elusive): 5 [0]

**Body of the Swarm** (Primary): 20 [0]

### ATTACKS

**Queen's Bite:** Melee, Damage 3 (Preclusion: Swarm Queen)

**Swarm of Claws:** Melee, Damage 3 (Preclusion: Body of the Swarm)

### QUIRKS

**Enveloping Assault:** Swarm of Claws attacks bypass armor with Protection 3 or lower.

**Queen's Will:** As long as the Queen is present, the Swarm can use its Mind for attack rolls. To kill the queen, it is necessary to destroy its body parts. The Queen can also attack with Queen's Bite; if it deals at least 1 Damage, the target loses one action on its next turn.

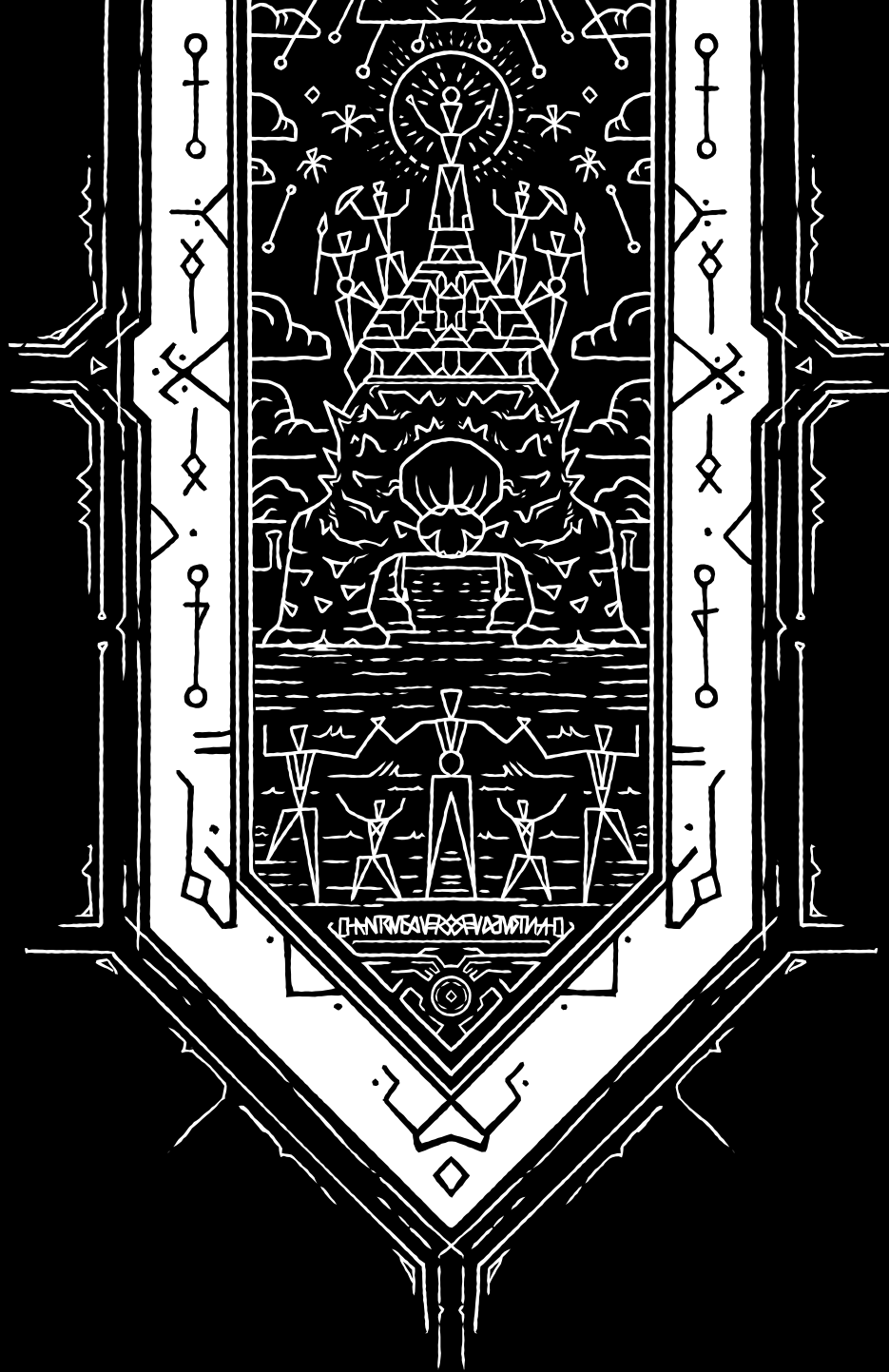
### CRAFTING

**Parasite Gland:** Specialized Crafting, Difficulty 1 (Craftsmanship and Craftiness), Tools x2. You can extract up to 5 Parasite Glands with this method.

**Parasite Meat:** Basic Crafting, Difficulty 1 (Craftsmanship), Tools x1. You can extract up to 5 Parasite Meat with this method.



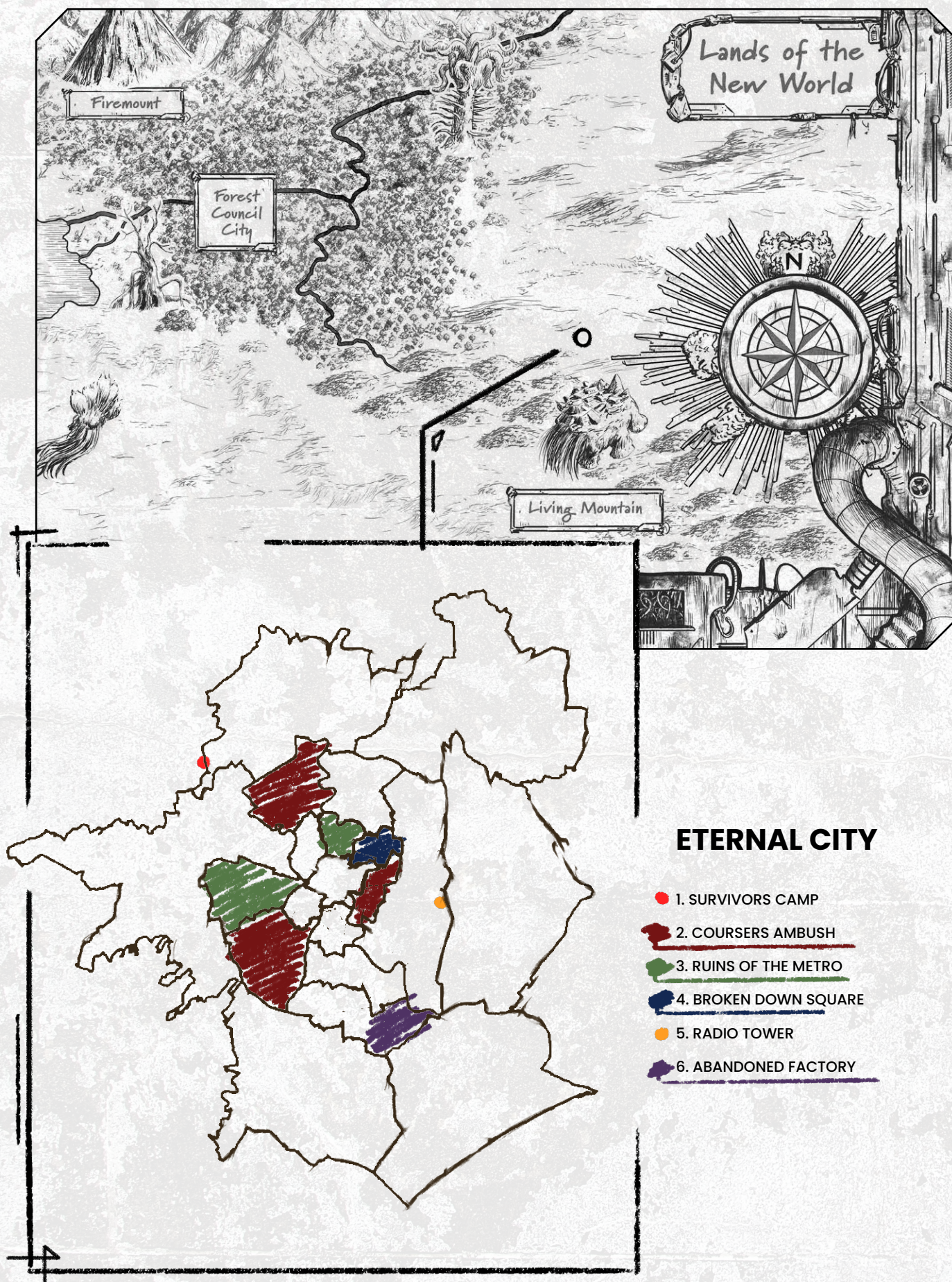




ADVENTURE

#1







# THE CREEPING RUINS



4 NOVICE PLAYERS



ESTIMATED LENGTH: 3-4 HOURS



## XANDER'S DRIFT

Xander blinked. His blurry sight slowly focused, then promptly blurred once more. He would soon be dead.

He ran across the unmarked plains, desperation giving his legs strength as his mind replayed the unfortunate sequence of events that had led him to this point. First, he had enlisted to serve on the Saviour, a landship known for its crew's survival rate, as its Captain seldomly steered too far from the Citadel. He had hoped to finally be free of the oppressive society of his home settlement and to be able to build a future with the loot he had planned to amass on his travels. He would finally be able to build a future for himself and take control of his life.

He should have known such a dream was not for him. He had been born unlucky and he would die unlucky. During the third day of the Saviour's voyage, it was attacked by a Red Colossus. These creatures normally did not roam the areas near the Citadel's mountain range, yet on rare occasions it did happen. As the crimson smoke the creature breathed out clouded the air, he had witnessed with horror his new shipmates fighting against the beast. His legs had been paralyzed by fear, the blunderbuss in his hands a useless piece of metal.

As the Saviour performed elaborate evasive maneuvers to prevent the Red Colossus from latching onto the deck, Xander had felt a brief spark of hope. But it had ended abruptly. At the same time the ship completed the last turn that would break it free of the Colossus' grasp, the creature's tentacles swept the whole length of the deck, knocking Xander over the gunwhale.

While he ran, Xander wondered how much time he had lain unconscious after that fall. The Colossus would have continued chasing the ship but, if the creature was left behind, it would turn back and scavenge among the vessel's detritus. He had to get away as quickly as possible while he still could. He ran clutching the blunderbuss. It was useless against the Colossus but it did give him the only modicum of reassurance available to him at the moment.

The previous day, he had seen some curious contours on the horizon. He hoped that those were some ruins of the Old World that could shelter him. He was under no delusions that he would survive, but if he reached the ruins he might be safe from the Colossus, at least. Xander ran without stop for the whole day, continuing even after the sun had completely set and the night turned the world into a tapestry of monstrous shadows.

He continued running until, suddenly, the sound of his footsteps changed. The soft sound of his feet padding the grass became sharper as he stepped on pavement. He had reached the ruins.

As he tried to make his way, a familiar smell reached his nostrils: burning wood. He followed the smell and, soon enough, he was able to hear its soft crackling, too. There, among the structures of the Old World, he saw a figure he would struggle to define as human next to the fire. A giant of a man made of flesh and stone stood before him, watching him. Xander raised his blunderbuss. He could see the creature wasn't carrying weapons, though one swing of its rocky arms would split his head as well as any war hammer. He had heard tales of the inhabitants of Firemount, savages deprived of all humanity. Yet what he saw was not the eyes of an animal, but rather hopelessness and despair. He heard a thud in the distance, far too loud to be caused by a human. Xander placed his hand before his mouth, signaling the savage to be quiet. Neither of them would survive alone, but necessity made great companions. He approached the fire and extinguished it. Stuck in the darkness of this waking dream, he sighed. He was still alive, and this was enough for now. Tomorrow would bring new challenges, and perhaps, together with his new companion, he would live another day. Perhaps their ways would part, but then again, perhaps not. Hoping for the latter case, he was quite glad to once again feel a part of a team.

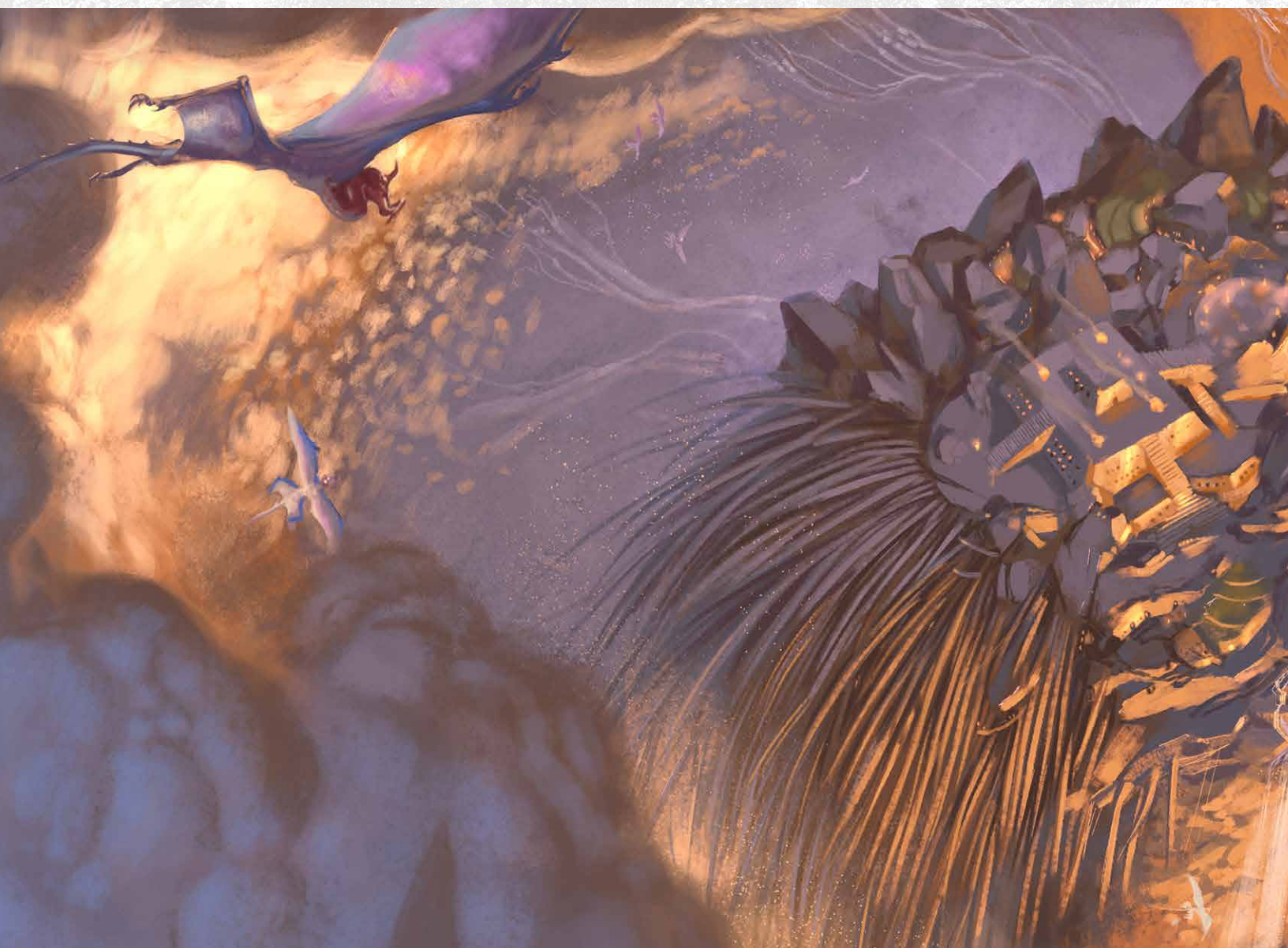


**\*This section should be read or paraphrased to your players to give them an idea of what they are about to face. You are, of course, welcome to come up with your own Narrative Hook for this adventure.\***

*Here, in the middle of the Valley of No Return, something extremely rare has happened: a moment of communion between Chantweavers and the Heirs of the Old World. A small group of Corsairs has ventured into the vast flatland seeking relics to bring back to the Citadel and came across the colossal creature known as the Bearer. Wherever this animal's enormous limbs stomp the ground, seismic vibrations ripple outward like waves, changing and breaking the earth around the enormous creature.*

*The Corsair's landship found itself directly in the monster's path and was inevitably destroyed. The small group of adventurers, powerless before the living mountain, witnesses a troop of Scourgemaids descend from their city upon the titan's back.*

*Against all odds, these two factions found grounds for a rare agreement to cooperate in an expedition inside some ruins of the Old World — a chance for the Corsairs to recover precious relics and, for the Chantweavers, the fulfilment of a ritual hunt.*





# WELCOME TO THE ETERNAL CITY

Your group witnesses the consequences of the Bearer's passing. If the players wish, they can make a **Knowledge (Animals, 1)** Check to learn more about the creature: This being, commonly known as "The Living Mountain" is the colossal animal on which the Chantweaver civilization has developed — a creature so large that it harbours an entire ecosystem. Because of its passing, your objective will be harder, as the other animals on the ground have been startled by the Bearer's thundering steps.

In front of you are the ruins of what once would have been a massive city, miraculously preserved throughout the years from the Bearer's stride.

Each time the players take a rest inside the city, roll a D6 to determine a random event:

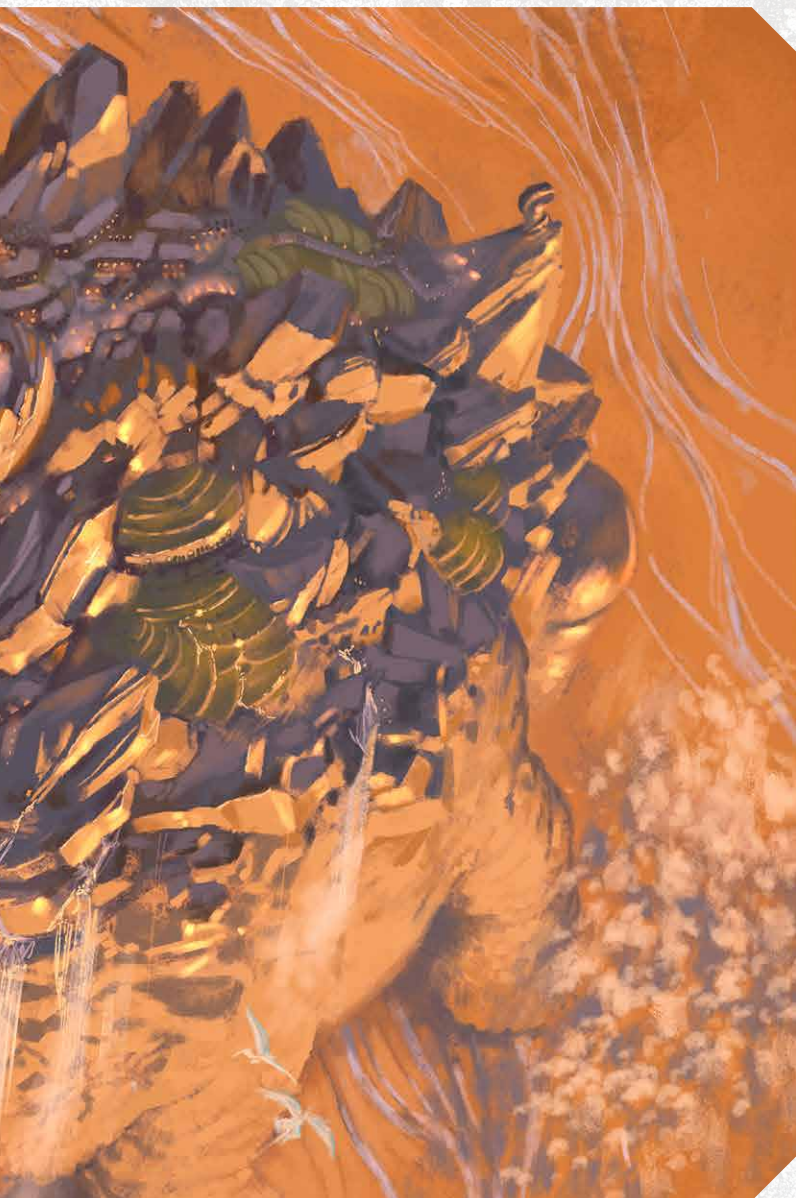
1d6	- EVENT -
1	A loud noise like a clap of thunder breaks the silence of the night. 1d6-2 (minimum 1) Thunderwings attack your camp. The enemies plunge down from the sky, each characteristic roll made by players during the fight suffers a -1 during this fight.
2	A trio of Coursers caught your scent. If the players don't pass a Perception Check, they are caught by surprise for the fight.
3	A swarm of Bearer's Parasites is drawn by the aroma of your camp. As soon as they notice you, they attack.
4	Something manages to sneak into your camp and steal some of your provisions while you sleep. You lose one Ration of food, if you have any in your bag.
5	Some Gargantua fight close by. The creatures ignore you, but because of the clamor you suffer Uneasy Rest.
6	Nothing happens.

## 1. SURVIVORS CAMP

As soon as you enter the ruins of the city, you notice a feeble light coming from one of the dilapidated buildings. If you decide to approach, you discover a small camp. The occupants, hearing you approach, will be ready to attack. You encounter a man from the Citadel wielding an improvised spear made consisting of a blunderbuss with a metal blade tied at the end, and an imposing figure covered with black stone like scale. The man from the Citadel has a leg injury and struggles to stand.

If your party includes anyone belonging to the Citadel faction, the strangers will be friendly. If any of the players' Survivors have chosen the "Corsair" path (see below), he will not be hostile. If any of the players in the party belong to the Chantweaver faction, it will take a **Mind (1)** Check to convince the stranger you are not a threat, otherwise they will attack your party.

If the players choose the diplomatic approach, the two stranded men will welcome them into the camp and will share their story. The man from the Citadel is named Xander, a Corsair from the landship Saviour, which was attacked by a red colossus at the edge of the Valley.





Pushed overboard, the man found shelter within the ruins. The other survivor, Metzil, belongs to the Children of the Mountain. He speaks the common tongue haltingly with only simple words, but he manages to explain that he was separated from his hunting party a long time ago, forced to flee the ferocious creatures of the Valley. Xander explains how he used his last bullets to save the Child of the Mountain. "I ran out of rounds to fight the beast that almost took my leg. But I couldn't help it, after this stonehead launched himself against it. I would have been dead otherwise, swear by my Corsair's honor."

"Hah, I did not do it for friendship," Metzil contributes. "We are not ezzotetl, we are strong. I showed. No rivals. Spiked beast escapes, I still live. The skin, tetl almost like mine. My weapon stuck."

"He is ... unique, but after a while I grew fond of him. The beast ran away with his axe stuck in the back and, without a real weapon, I don't think we will go far. I can't move so if you can bring us enough resources or recover Metzil's weapon, I think we can try to escape these ruins and go back to the Citadel."

If, in the party, a member of the Chantweavers is present, it is possible to make a **Knowledge (Animals, 1)** check and learn that the beast the two survivors faced is a Pricksloth. Chantweavers know these creatures very well; it is an animal that climbs up high to feed. If the party includes a Chantweaver that chose the "Scourgemaiden" path, it is not necessary to make the Knowledge check. Alternatively, the Scourgemaiden can make a difficult Mind check to understand in which direction the Sloth's tracks go.

The unlikely duo mentions that they have tried to explore the ruins of the city, and they give the party a warning: the inner area, where the buildings are somewhat more intact, could hide more harvestable resources, but even predators tend to avoid the area, as if something keeps them away.

## PATHS

Paths are the professions each Ethnicity can pick. Paths strongly determine what a character can become throughout the adventure.

Even if the paths in this Quickstart guide are not analyzed in detail, you may read about them in the pre-made character sheets.

## 2. COURSERS AMBUSH

While you roam the empty streets, framed by the towering remains of buildings, you hear sharp sounds coming from below. If you pass a **Knowledge (Animal 2)** check, you can realize you are being surrounded by predators through a system of underground tunnels. A success will allow you to prepare for the fight, otherwise you will be caught by surprise by a pack of four Coursers and will suffer a **-3 malus to Initiative**.

After the fight, you may examine the ground where the creatures emerged. Making a successful **Mind (Orienteering, 2)** Check will indicate underground burrows that lead east. If the party decides to follow the tunnels, they will find a broken down flight of stairs that lead deep beneath the city. This is the entrance to the ruins of the Metro.

## 3. RUINS OF THE METRO

If the party has not followed the path of the Coursers tunnel to get here, they will need a **Mind (1)** Check to understand that the flight of stairs, semi-buried under a pile of rubble, is accessible. Once they climb down, they find an enormous, deep tunnel, in which they find evidence of caves at multiple points. There are Courser tracks everywhere; it is evident that a small pack of these predators chose this place as their den. If you search the area thoroughly you can find **three Tools and five Relics**. If, as they move around, they are not sufficiently stealthy, they will be attacked by three young Coursers.

## 4. BROKEN DOWN SQUARE

The party approaches a large open space in the middle of many ruined buildings. Near the center, a large swarm of Bearer Parasites circles frantically on the ground. With a **Knowledge (Animals, 1)** Check, a player can discern that the creatures have been startled by something. If the party decides to approach to investigate, the Parasites will split into two swarms and attack. Once defeated, they will retreat and reveal the entrance of an underground cave. A **Knowledge (Biology, 1)** Check reveals that the entrance is carpeted with Red Moss that can be looted.

## 5. RADIO TOWER

If the party found the Pricksloth's tracks at Xander's and Metzil's camp and decided to follow them, they will lead to a tall structure that stands out above the devastated landscape of the dead city.



The tower is comprised of many pocked metal beams and rusted scaffolding, some broken and others completely corroded, with a structure that looks like a large crow's nest at the top. If a member of the group picked the Scourge maiden path, they can determine that this is a perfect environment for a Pricksloth, as the structure resembles the Quill Forest on the Bearer's rump. Otherwise, players must make a Knowledge (Animals, 2) Check.

The party can decide to climb the tower, which will be difficult.

Once they reach the top, they notice that a Pricksloth has, indeed, made the area into its den. If the party talked about it with Xander, the creature fits the description the Survivor gave, and the party can notice it has a large obsidian axe stuck in its back. The sloth is very territorial and will attack on sight. Once defeated, the party notices that the animal has piled a large quantity of resources and materials to make its nest. Once they recover Metzil's weapon, the party can loot the Sloth's den and find five Relics and five Resources.

If they scout the surrounding area from the tower top, the party can spot an area of the ruins more intact than the rest of the city in the distance.

If one of the party members is from the Citadel and has chosen the Builder path, they can identify the area as an abandoned factory, a place possibly filled with resources. Otherwise, a Mind (Craftsmanship, 1) Check is needed.

## 6. ABANDONED FACTORY

As the party ventures deeper into the ruins, they notice that the density of buildings here is higher, as if the Gargantua avoid venturing into this area of the city. If there is a character from the Citadel who picked the Builder path present in the party, with a Mind (Craftsmanship, 1) Check they can determine that the buildings were once part of a factory, a possible source of many relics from the Old World.

If the players climbed the radio tower and already success-

fully made this Check, they will realize that they are, in fact, among the buildings they spotted from the tower top.

The building is inhabited by a Cephalopolis.

If the group decides to venture inside one of the factory buildings, they will have to make a Swiftess (Stealth, 1) Check or they will be detected by the creature's tendrils. A Mind (Sense, 1) Check will allow the party to notice that something is alive amid the rubble. If they try to examine the apensages more closely, it will quickly withdraw, disappearing into the walls. If a character in the party picked the Scourge maiden path, they will identify the creature and will know that the only way to permanently kill a Cephalopolis is with fire. The tracks of the animal seem to lead to the lower level.

Once in the basement, the party finds itself in a large room with rubble piled everywhere. A Mind (Sense, 2) Check will reveal how the rubble is used by the Cephalopolis for camouflage, hiding its numerous tendrils. The animal can be caught by surprise by making an additional successful Swiftess (Stealth, 1) Check, if the party's presence hasn't already been detected.

Otherwise, the party enters the room, noticing only the scattered remains of many camps, all destroyed. As they wander about, the party will be attacked by the Cephalopolis, emerging from the concealing rubble. The creature can catch the party by surprise.

Once the predator is defeated, the party can search the area and loot twenty relics.

Also in the Cephalopolis's lair, the party can uncover a skiff (a light, wheeled boat) in good enough condition to be repaired. If, in the party, a character who picked the Builder path is present, they can attempt to repair the vehicle if they make a hard Craftsmanship Check. This action costs fifteen tools.

The party can harvest materials from the slain Cephalopolis and, if they managed to repair the skiff, escape the ruins of the city. If Xander and Metzil are still alive, the party can go back to their camp to pick them up. The two survivors will join them for the next adventure.









# BIOMÉ

NAME ..... AGE .....  
PLACE OF BIRTH .....  
ETHNICITY .....  
ETHNIC TRAIT .....

## KNOWLEDGE



ANIMALS ☐  
BIOLOGY ☐  
ETHNICITY ☐  
TERRAIN ☐

## STRENGTH



COMPULSION ☐  
INTIMIDATION ☐  
SUBSTANCE RES. ☐  
TOUGHNESS ☐

## MIND



TRADE ☐  
CRAFTING ☐  
ORIENTEERING ☐  
SENSE ☐

## SWIFTNESS



ACROBATICS ☐  
DRIVE ☐  
CRAFTINESS ☐  
STEALTH ☐

## BODY PART

HEAD

LEFT ARM

RIGHT ARM

TORSO

LEFT LEG

RIGHT LEG

CLOTHING

## DAMAGE

.....  
.....  
.....  
.....  
.....  
.....  
.....

## HEAT

If this is a positive value, the character is well covered but will suffer in hot environments.  
This value is obtained by adding up all Heat values of your clothing and Armor.

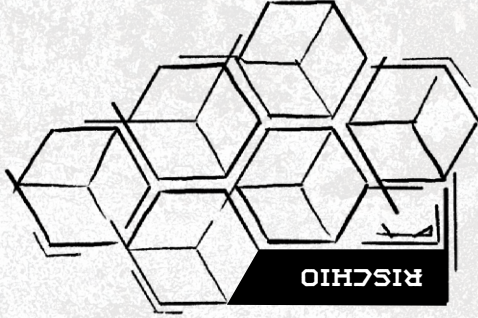
## PATHS

Ability Name

- DESCRIPTION -

Ability Name

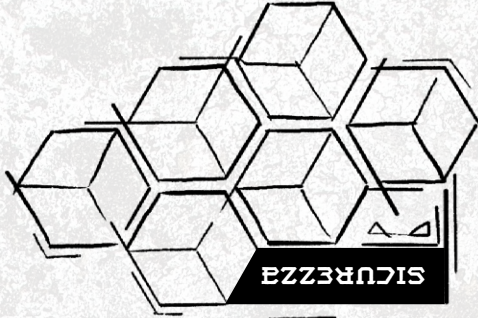
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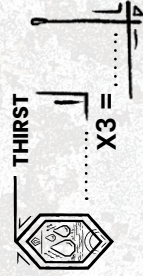
RISCHIO



RISORSA



SICUREZZA



THIRST

X3 =



HUNGER

X2 =



SONNO

X1 =

## SURVIVAL

FATIGUE  
MAX 10

+ HARDSHIPS

= ATTRITION

0 + NEGLIGIBLE + 3 + LIGHT + 6 + HINDERING + 8 + DELIRIOUS + 12 + DEADLY + 15

## BAG

WEAPON	SLOT	ITEM	SLOT	ITEM	SLOT
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CARRIED  
SLOTS

MAXIMUM  
SLOTS

## WEAPONS

NAME	RANGE	DAMAGE	MAGAZINE	RELOAD	ENCUMB.
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## BIOMIA

- THE ROLEPLAYING GAME -

is set in a world irrevocably changed by a mysterious event that changed it irrevocably in the forgotten past. Little is known of what happened, but hordes of cryptic creatures of all shapes and sizes now roam the earth, forcing the remnants of humanity to live in their shadows, struggling even to survive.

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