

CATASTROPHE

A WORLD OF UNDERWATER DISCOVERY, ADVENTURE, AND PARTIES



By: Kav, That Damn Catfolk Pilot, the contributions by the rad anons who wanted to see this through and with help from Luke Barberra, Raganui, Acrid Pandora, Darkmaster123, Philanx and Snakers, for our beloved /tg/.

Core Mechanics

The core dice mechanic of CATastrophe is a simple 20-sided die roll-under system; the lower you roll in comparison to your base, the more degrees of success (DoS for short) you gain for deciding how well you succeed on a given test or to determine who wins out in an opposed scenario where dice are required. The base that all skill checks are rolled on varies per each skill, but all use the same system: The Full Attribute + Secondary Half-Attribute (Round up) method, in which each skill has a linked main attribute that adds its full rating to your skill check, and a secondary linked attribute that adds only half of its rating round up onto the main attribute. Other things like Advantages, situational modifiers, and Injuries may augment or lower your base that you roll against. Other dice and things you may need are d10s, d6s, a coin or a d2.

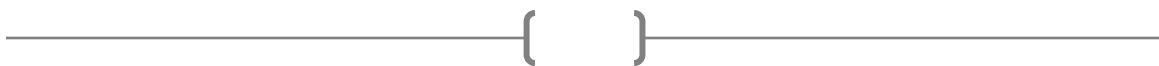
Similar to other D20 systems, CATastrophe has a system for critical successes and critical failures. These are called Super Successes and Super Slip-ups, respectively. If you are to roll a natural 1 on a test, that is considered a Super Success, and a roll of a natural 20, a Super Slip-up.

Super Successes can mean many things, even succeeding a skill check when it would be impossible to otherwise do so. A Super Success on an attack check means your attack automatically bypasses the enemies defense, a Super Success on a defense could mean your attacker is so thrown off by your abilities he may be disadvantaged on the next swipe or anything else that is narratively appropriate.

Attacks that get a Super Success may roll a Simple Attack Check again to confirm a critical hit. If they pass this check, they add their base damage again to the final damage, and then may make an additional Simple Attack Check at a -5 as part of the chain. The total amount of times confirmations can chain after a Super Success on an attack is rolled is equal to their LUK/2, (Round up) with each confirmation Simple Check after the second confirmation incurring -5 + -1 per past simple checks after the first. (Ex: the third Crit Confirmation roll is at a -6, and the fourth is at a -7.) Further Super Successes on confirmations remove all stacked -1's from the test, and start the -1 stack over again. (Ex: You roll a 1 on the third Confirmation that was at a -6, and instead of having a -7 on the fourth Confirmation, you revert back to -5)

Example:

Lily the Bunnygirl's player rolls a one on an Attack test to thwap a Kleptomander over the head with her trusty stick. A Super Success! She then rolls to confirm the hit once and succeeds, adding double her base damage, and tries to confirm again with a -5



due to it being the second Crit Confirmation roll. On the second confirmation roll, she rolls and succeeds again. Lily now deals triple her base damage and may attempt to confirm again at a -6 modifier. She rolls and confirms at -6, and then again for -7, increasing the modifier all the way up to -8 for the next confirmation, her base damage so far being multiplied by 5. She rolls and gets a Natural 1 on the -8 Crit Confirmation; a Super Success! Lily's LUK is at 11, so she may only confirm one more time at a -9 negative modifier, but because she rolled a super success on the previous Crit Confirmation Simple Check, the modifier has been reduced down to the base -5 for her final Crit Confirmation. She rolls, and fails to confirm, ending the confirmation chain with her final damage on the Kleptomander being her base damage of 2 (POW of 6/3, rounded up) multiplied by 6, +1 for her stick's damage bonus for a total of 13 damage before rolling damage dice!

The Kleptomander is smacked so hard across the cheek it goes flying, landing in the water a good 3 meters away from the settlement. Lily looks over at the floating Kleptomander in the water, heaves her stick up onto her shoulder and says, "Stick around." before she turns back to her shocked friends with a smile on her face.

Super Slip-ups are meant to be comical in some way. A Super Slip-up means you not only failed, but failed so hard in such a way that your friends may start calling you nick-names because of it. A Super Slip-up during an attack could make you accidentally attack yourself, while a Super Slip-up on an acrobatics check to dodge through the busy marketplace might end in you slipping on a banana peel straight into a heap of garbage. GMs should feel free to incur negative modifiers after a Super Slip-up, but in no way is a Super Slip-up supposed to be life threatening, unless narratively appropriate. We're all supposed to have fun, even if we fail horribly.

Attributes

The 4 Attributes Power, (**POW**) Agility, (**AGI**) Willpower (**WIL**) and Savviness (**SAV**) are innate to all Player Characters, (PCs for short) Non Player Characters (NPCs for short) Monsters, Robots and Critters, even if their score is equal to zero for some. All of the playable races have one main favored attribute, a secondary favored attribute and one ill-favored attribute. Main favored attributes grant a +2 to your attribute die's final result, favored attributes a +1, and ill-favored attributes a -1. The specific favored and ill-favored attributes for each race will be detailed below, and in Character Creation.

The PCs, being the special snowflakes that they are, have one other attribute that only they, save special circumstances have; that attribute is Luck. (**LUK**) Luck does not add its full rating to any check; Luck is never a Primary skill stat, as the influence of good fortune is almost never a replacement for personal ability. Luck adds half its rating for the few skill checks it is involved with, as (Example: Dodge being derived from



Primary: Agility Secondary: Luck) Luck's real purpose is not necessarily for skill checks, it will be detailed below, and in Combat for further explanation.

All Attributes for the playable races max out at 16, with favored and ill-favored stats affecting the max as well. An Example would be Bears may max out their Willpower at 18, their Power at 17 and their Agility at 15. See Character Creation for more details.

As stated, everything other than PCs, save special circumstances for certain NPCs, do not have Luck. As such, the replacement for luck is the Integrity (**INT**) attribute. Integrity is slightly different than Luck, and will be detailed below in Combat.

Power (POW)

Mainly Favored by: Dogs

Favored by: Bears

III-favored: Fox

How strong and beefy you are. How good you are at bending, breaking, and your strength as a swimmer.

Your *POW/3* (round up) derives your base physical damage in melee combat, your base swimming rate is 5 feet (or 2 meters) per every 2 points in your *POW* attribute. Your base amount of weight you can carry is 25 pounds (12.5 Kilograms) per every 2 points in your *POW* Attribute. Your base throwing weapon range is 20 feet (6 meters) plus 10 feet (3 meters) per 3 points in *POW*.

Agility (AGI)

Mainly Favored by: Cats

Favored by: Rabbits

III-favored: Bears

Agility determines how quick on your feet and flexible you are. How good you are at climbing, dancing, and how fast you can run. It has an important hand in dodging blows, and firing ranged weapons like spear guns and other ballistic weapons, too!

Your base movement rate on land is 20 feet (6 meters) plus 5 feet (2 meters, due to rounding up) per every 2 points in your *AGI* attribute. Your base climbing rate is 10 feet



(3 meters) plus 5 feet (2 meters) per every 2 points in your AGI attribute. AGI also derives Initiative in combat. Half your AGI (Rounded up) which is then added to a 1d10 roll. For further information on initiative, go to Combat. Your base Armor Penetration is 1 point per every 8 points in your AGI.

Willpower (WIL)

Mainly Favored by: Bears

Favored by: Cats

III-favored: Rabbits

How personable and potent your feelings are and how long you can grit your teeth and keep on going in the face of impossible odds. Also represents how in-tune you are with your environment, and how intensely you follow your passions!

You add your WIL/3 (Round up) +2 to your total amount of injuries you can take before going unconscious. Your WILx2 derives the amount of points you have for purchasing gear at character generation, see Gear for more information. Will/4 (Round up) equals your base damage reduction. See Calculating Luck and Integrity Damage in Combat. Your WIL/3(Round up) +2 equals the amount of fatigue you can get before going unconscious.

Savviness (SAV)

Mainly Favored by: Foxes

Favored by: Dogs

III-favored: Cats

How well the noodle works for numbers and figures. How clever you are, your inventiveness and ability to maintain a diverse skillset. It takes smarts to have good technique. Savviness deals with technical things, such as sailing, tinkering, and any other situation that might need raw intelligence to prevail!

Players start with a number of free Advantages at character generation equal to 1 for every 3 points they have in SAV. For every 2 points in your SAV you may choose a knowledge skill or craft skill that your character knows. For every 8 points in SAV a player may choose 1 specialization for one skill. Half of characters SAV and half of their WIL added together equal the number of skill proficiency points they receive at character generation for free in order to select skills.



Luck (LUK)

Mainly Favored by: Rabbits

Favored by: Foxes

III-favored: Dogs

How lucky you are! How easily you can avoid actual damage by lucking out. Beware: If your luck fails you you're more likely to find yourself in a bad situation. Luck is effectively the same as Hit Points in combat situations, to an extent. Luck also deals with non-combat failures. (See Skills) If you run out of luck and take a blow, you will suffer an Injury and be that much closer to being out of commission!

Luck derives how many times you can "Luck out" of dire situations. When you are attacked and fail to avoid the damage, you calculate the final damage and then flip a coin (Or roll a 1d2) on a result of Tails or 1, you take one less damage, to a minimum of zero. For more information, see to Combat. Your LUK/2 (Round up) also derives the amount of times your dice can explode an a Super Success Attack Confirmation. See Super Successes in Core Mechanics for more details.



Skill Checks

Skill checks are resolved quite easily with a simple formula. Each check has a main attribute that relates to the action, and half (rounding up) of a secondary attribute which also relates to the action, add advantage bonuses related to the type of action to the combination of the primary and secondary, and add or subtract any positive modifiers or negative modifiers (Also known as Disadvantages) the GM gives you. Then you roll a 1d20, and try and roll under the final amount. Here's an example.

Nir the Catgirl is giving a go at figuring out how to work the shiny device she found with no one around to help. She would roll a tinkering check, for which the primary stat is INT and secondary is AGI. Nir's AGI is 8 and her INT is 5, so she has 5 + 4 for the base (Note: always round up when halving your Secondary stat) and doesn't have any Advantages relating to tinkering. Nir really isn't much of a tinkerer, and usually leaves it up to her friends. The GM declares that the shiny in question is a bit complex, and Nir also lacks proper tools for a -2, making the total go to 5 + 4 - 3 for a total of 6. She now rolls a 1d20, and gets a 5. She passes, and the flat square shiny in her hands springs to life after a moment of messing about with it, giving off a glow in the dim lighting.

There are three different types of skill checks, varying in purpose, and skill used. They are Simple Skill Checks, Opposed Skill Checks, and Extended Skill checks.

Simple Skill Checks:

Simple Skill checks are just as the name implies. These types of skill checks are just roll to see if you pass or failed. An example would be any test where DoS need not apply.

Opposed Skill Checks:

Opposed Skill Checks are checks pertaining to two parties struggling against each other. An example would be a Melee test; one party would roll to dodge while another would roll to try and hit. Whoever has the highest DoS win out in the check. Ties are resolved with either a coin toss, or whoever has the higher base they are rolling off of.

Extended Skill Checks:

Extended Skill Checks are checks that may take longer than just one roll to complete. The number of Degrees of Success (DoS) needed is decided by a threshold set by the GM, who may state how many DoS are needed for the check to pass, or keep it hidden. The GM should keep a hidden Degrees of Failure (DoF) threshold for certain important checks that if reached, cause the check to fail altogether. An example of an extended check would be a complex Tinkering check, say a complete overhaul of a boat's engine, trying to fix a high-tech earless console, talking a group of



unwilling people into doing something complex, performing a concert or performance with multiple parts or sailing through a heavy storm.

Skill Table

This table is for quick reference of what uses what for primary and half secondary attributes. This list is what we believe will come up regularly in a standard game. If you find that some of your actions do not fall under this list, feel free to come up with your own!

Skills with an asterisk (*) next to their name cannot be defaulted on. (Used without a skill point placed in them or a skill gained for free at character generation such as a craft skill or knowledge skill)

Skill Name	Primary Attribute	Secondary Attribute
Acrobatics	AGI	POW
Ballistics	AGI	SAV
Craft*	WIL	AGI/SAV
Composure	WIL	SAV
Deciphering*	SAV	WIL
Disguise	WIL	SAV
Distraction	SAV	WIL
Dodge	AGI	LUK
Games of Skill	SAV	WIL
Knowledge	SAV/WIL	WIL/SAV
Influence	WIL	SAV
Medicine*	SAV	WIL
Melee	POW	AGI
Navigating*	SAV	WIL
Perception	WIL	SAV
Perform	AGI/WIL	WIL/SAV
Riding	WIL	AGI
Sailing	SAV	WIL
Stealth	AGI	LUK
Surfing	AGI	WIL
Tinkering*	SAV	AGI
Toughness	WIL	POW

Skill Descriptions

Acrobatics

The ability to move in three dimensions without excessive gear. It's not enough to get up and over, you have to do it with style.

Primary: Agility

Secondary: Power

Ballistics

The ability to draw a bead on far-away targets, be it with a harpoon, a thrown dart, or a laserlight.

Primary: Agility

Secondary: Savviness

Craft

Hands on things like cooking, carpentry and other similar stuff. See Crafting for more info.

Primary: Willpower

Secondary: Agility OR Savviness

Composure

What's the matter? You scared? Being calm and composed can keep you from running away with your tail between your legs or being distracted by that bright red dot on the floor that's moving around. Can be used to resist influence.

Primary: Willpower

Secondary: Savviness

Disguise

Look the part and act it, too. Do you want to be a master of many faces? Covers things like blending in, camouflage and imitating others.

Primary: Willpower

Secondary: Savviness



Distraction

Like to annoy your friends, cause work efficiency to drop and make your enemies spend vital time chasing a red dot when they could be attacking you? If yes to all of the above, distraction is right for you. For more information on distraction, see *Distraction in Combat*.

Primary: Savviness

Secondary: Willpower

Dodge

The five D's of dodging are dodge, dip, duck dive and.. Dodge. Pretty self-explanatory.

Primary: Agility

Secondary: Luck

Deciphering

The ability to read that thing you totally didn't know you could read, and speak it too. Usually hard to read things how they were intended, but close enough, right?

Primary: Savviness

Secondary: Willpower

Games of Skill

Fancy yourself a card shark? Games of skill includes anything sort of game, be it a board game or card game that requires tact and skill, as the name implies.

Primary: Savviness

Secondary: Will

Knowledge

You know what they say. Knowing is half the battle, knowledge is power, and never cross a Nekomi who knows how to take apart your boat in 30 minutes top. GMs should be willing to give knowledge skills to Characters that have earned it, or should have it after a certain time of being exposed to the information hands-on.

Academic Knowledge (Ex: Shinies, Boat construction, Nekomi Settlements, Earless Settlements etc.)



Primary: Savviness

Secondary: Willpower

Interest Knowledge (Ex: Surfing Celebs, Infamous Pirates, Settlement Specific Customs)

Primary: Willpower

Secondary: Savviness

Influence

The ability to talk people down, (or up) negotiate, bluff, intimidate, improve your social standing or gather information. It's a good thing you don't smell like fish... right?

Primary: Willpower

Secondary: Savviness

Medicine

Medical skill is what is used to fix an injury or cure a sickness. This applies to both emergency first aid and extended medical care. Wait, wait! Don't panic, I can fix it!

Medicine in combat requires that both parties (Healer and receiver of medical attention) do not move for 1 round. For every two degrees of success, one injury is removed. Certain injuries and sicknesses require medical equipment of some kind or the player incurs a -2 to -6 to their test, GM has final say.

Primary: Savviness

Secondary: Willpower

Melee

Melee combat of all sorts, whether with tooth, stick, or good ol' fisty-cuffs. Can be used to defend in melee combat against another melee attack.

Primary: Power

Secondary: Agility

Navigating

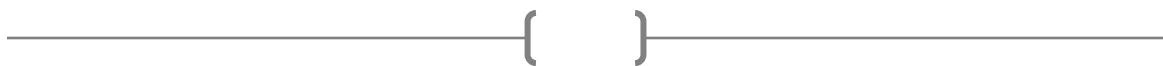
Plotting a course, finding your way out of a maze, or simply getting directions right. No, following the left wall isn't enough.

Primary: Savviness

Secondary: Willpower

Perception

Finding things and people, even ones you didn't know you were looking for. Can be



used to resist influence.

Primary: Willpower

Secondary: Savviness

Perform

Performances come in all sorts of types from dancing, to singing, or playing an instrument.

Acrobatics can be used instead of Perform for acrobatic feats.

Physical Performances (Dancing, certain coordination-intensive instruments, etc):

Primary: Agility

Secondary: Willpower

Non-Physical Performances:

Primary: Willpower

Secondary: Savviness

Riding

Riding a contraption or an animal such as a Manta or Clawbill, whether it wants to be ridden or not.

Primary: Willpower

Secondary: Agility

Sailing

Any and all types of boats and barges, whether they actually have a sail or not.

Remember: Sailing isn't a sport--It's a way to keep from drowning! See Sailing for more in depth information.

Primary: Savviness

Secondary: Willpower

Surfing

Riding the waves, be it bodysurfing, skim-boarding, wind-surfing or anything else that requires a board. Also covers snowboarding!

Primary: Agility

Secondary: Willpower

Stealth

Some people can hide, others can hide in plain sight.. Used when trying to hide something, be it yourself or an item from other's perception.

Primary: Agility

Secondary: Luck



Tinkering

Repairing and messing with mechanical things, whether they are shinies or contraptions made above the surface.

Primary: Savviness

Secondary: Agility

Toughness

Sometimes, people need to push themselves over the edge to achieve things. When it comes to physical stuff, having a bit of toughness and endurance can keep you from giving up and going home. Toughness is used when resisting fatigue, blunt trauma and other things.

Primary: Willpower

Secondary: Power

Positive and Negative Modifiers

Modifiers can be helpful or malignant. The amount of negative and positive modifiers really depends on how your GM wants to run his game, but nevertheless, here are some examples to pick from. Modifiers from Disadvantages and general modifiers range from +20 to -20 total. It is highly recommended that you do not overdo the disadvantages, as well as negative and modifiers on your players unless you wish to up the difficulty of your campaign. If a player should succeed, let them succeed, but if the action they wish to take is extreme or horrendously easy, don't be afraid to tack on a modifier.

Disadvantages are for when players wish to choose to do something more dramatic with a voluntary negative modifier to increase the amount of awesomeness in their feats. GMs should work with their players to give a realistic chance for them to show off their skills, if they wish to go through with it, but should not be afraid to deny a player taking a Disadvantage for tests that don't really need it. Taking disadvantages as a player is a good way to try and get Merit points for your crazy stunts, if you're willing to step it up.

Modifiers from Disadvantages and general modifiers range from +20 to -20 total. It is highly recommended that you do not overdo the disadvantages, as well as negative modifiers on your players unless you wish to up the difficulty of your campaign. If a player should succeed, let them succeed, but if the action they wish to take is extreme or horrendously easy, don't be afraid to tack on a modifier.

Example Positive and Negative Modifiers:

This list is hardly all-encompassing, but it covers the general modifiers when in combat. Other modifiers may apply, according to the GM. Some modifiers come with spending certain actions during combat. For more information on available actions and what they do, go to Actions in the combat section. As always, GMs have the final say in modifiers, and may hand out modifiers to players as they see fit. It is recommended that these modifiers be at least based around some form of logic that fits in the scenario.

Positive Modifiers	Negative Modifiers
+2 per ally helping (Max +4)	-1 + due to range
Bonus due to high quality gear	-3 when firing while in melee
+1 to dodge due to full action movement	-2 when firing with friends in melee
+1 per friend in melee against 1 target (Max+3)	-2 + when without supplies/gear
+2 for making an all-out attack in melee.	-2 when defending while charging



+2 for intercepting a charge	-5 to a single attribute due to an Injury
+2 for charging	-4 due to distraction
+2 for aiming (+4 for full action aiming)	-2 due to fatigue
+1 to dodge after spending a full action to move	-1 + due to weather or environment
Bonuses from advantages	-3 to a single attribute's roll due to injuries

+2 per ally helping (Max +4) Ally Spends an action (GM's choice, generally what the main roller is using to roll the check with) to aid another in a check. This can be applied to whatever seems plausible, GM's discretion.	-1 + due to range For every 3 meters (10ft) out of range a target is, the individual attempting a ballistics check incurs a cumulative -1.
Bonus due to high quality gear If the item is Advanced or Forged, the item may grant a bonus to certain things. Other bonuses from having an excess of supplies, etc. are +1-3.	-3 when firing while in melee When making ballistics check against a target in melee with a friendly unit, you take a -2. This is not cumulative. Super Slip Ups may end in friendly fire.
+1 to dodge due to full action movement When you spend a full action to move, you gain a +1 to dodge any attacks that you are the target of until the beginning of your next turn.	-2 when defending while charging When you are charging and the target had delayed their action and opts to attack you, you receive a -2 to dodge their attack.
+1 per friend in melee against 1 target (Max+3) For every additional ally (up to 3) that is fighting a single target in melee that you are attacking, you get a +1 bonus to your attack.	-2 + when without supplies/gear When attempting certain skill checks without necessary supplies or equipment are made at a -2 or lower, as the GM sees fit to modify.
+3 spending a full action to all-out attack in melee Upon spending a full action to attack in melee, you gain a +3 to your attack, but cannot dodge or parry until your next turn.	-2 for attacking someone after they spend a full action to move When a target full action moves on the turn before and you attempt to attack them, you incur a -2 to your check made to attack.
+2 for intercepting a charge When a target is charging you and you had a delayed action, you gain a +2 to any attack checks made to attack the one attempting to charge you.	-3 to a single attribute due to an Injury Injuries cause a severe penalty to all rolls related to one attribute of the GM's choice. For more information on injuries go to the injuries section in combat.
+2 for charging When Charging an opponent, you gain +2 on the subsequent attack that occurs in the same round.	-4 due to distraction When distracted, you take a -4 to all checks until you snap out of distraction. For more information on distraction, go to the distraction section in combat.
+2 for aiming	-2 due to fatigue



When you spend a move action or standard action to aim, you gain +2 to your next attack. If you were to spend a full action, your next attack would be made with a +4 bonus instead.

Fatigue when taken, grants a -2 to all rolls until you have rested. No matter how many fatigue a character or NPC has, this modifier will always be -2. For more information on fatigue, go to the fatigue section in combat.

Bonuses from advantages

Advantages grant specific bonuses in regards to certain skills, or actions taken. For more information, go to Advantages in Character Generation.

-1 + due to weather or Environment

Weather and your surroundings may cause negative modifiers to relevant skills, such as perception, sailing, etc. Your GM deigns the amount, and the reasons.



Diving

The races in CATastrophe were created by their progenitors with their environment in mind. Therefore, pressure does not affect them in the same lethal ways that it does for normal humans. Kemomis do not suffer from oxygen toxicity and with proper dive equipment can travel to depths up to 91 meters (300 feet) without many complications, but at depths past that without pressure resistant gear, will come into a bit of trouble. If the GM ever decides that the pressures from being so far underwater is too much for a player character to handle, they may ask that player to roll a Toughness check to avoid taking fatigue. At greater depths, this may instead be a toughness test to avoid taking an injury. When ascending to the surface, decompression sickness or otherwise known as 'the bends' only affects Kemomis who have risen to the surface at an extremely fast pace through the use of emergency flotation devices or other such things, and in dissimilar ways in comparison to the decompression normal humans due to the Kemomis affinity for pressure resistance. At most, a Kemomi may take a fatigue or an injury (or both) depending on the depth at which they ascended so quickly from. Nitrogen narcosis can happen at greater depths, and is up to the GM to decide at what depth they wish to narc their players. Nitrogen narcosis grants an automatic 1 fatigue that cannot be resisted, but only 1, and players should RP out the fact that they have basically just been gassed as if they were at the dentist.

Diving in CATastrophe has a time limit to how long a player or party can dive depending on their gear. When using Salvaged diving cylinders and air canisters, the max amount of time they can spend underwater without needing to go up for air is 20 minutes, for Forged diving cylinders and air canisters 45 minutes, and for rare earless tech dive cylinders or Advanced air canisters, 60 minutes of air or more. GMs shouldn't enforce turns for the entirety of a dive, but instead only when it is necessary; instead using mostly narrative time, but still keeping the players informed of how much time they have left before they best start to head up or deal with dire consequences. For reference on time and round amounts, see below. For more information on air canisters, go to Diving Gear in the Gear section.



Note: All Kemomi can hold their breath in rounds up to their WIL attribute. They will have to pass toughness tests every round thereafter with a cumulative -2 or take fatigue.

Round Time Reference
1 round = 5 seconds.
1 minute = 12 rounds.
15 minutes = 180 Rounds.
30 minutes = 360 Rounds.
45 minutes = 540 rounds.
Etc.

Sailing

Sailing is the only really viable method of transportation in the world of CATastrophe; as such it is an important aspect of life and culture for Kemomis around the world. Sailing in CATastrophe is a relatively simple system, which is detailed below.

Sailing a ship requires a sailing check when the party needs or to get someplace quickly, weather, rough waters and treacherous terrain bring forth need of careful maneuvering, the player or NPC manning a ship wishes to make a maneuver or action or the GM deems one is required. Sailing may take long periods of time to reach the desired destination, and as such may require narrative time skips. To decide just how long it takes for a ship to arrive, you should compare the ship's speed (how far it may go per hour in knots) located in the ship list, how far away the target destination is, and how many DoS was scored on the sailing test. For every 2 DoS on the sailing test, reduce the time by 10 percent up to a maximum reduction of 40 percent (8 DoS). GMs may introduce negative modifiers to rolls due to bad weather, or other conditions that may warrant it. A Super Slip Up on a sailing check may cause a funny accident, or whatever the GM deigns. A Super Success reduces the travel time by 30 percent automatically, and then may be reduced another 40 percent as normal.

In order to know where to go, a navigation check must be rolled before a sailing check when going to parts of the Endless Blue that are not travelled often by the person in question. Without a map, detailed directions or visual landmarks, the navigation check takes a negative modifier of -2 or lower, all the way to -8. A Super Slip Up may lead you in the completely opposite direction, a place you were trying to avoid or whatever the GM deigns. A Super Success may warn a player of certain dangers, a faster route (20 percent reduced travel time) and grant a +2 bonus to the next sailing check made for the boat the navigator is on.



Wind and Weather Generation

The vast seas of the Endless Blue coupled with the heating of the entire planet is a solid recipe for intense weather, and the Kemomi have grown accustomed to such things as a simple fact of life. The global average wind speed is double what it is today (25200 meters per hour, or 82677 feet per hour) for a total of 50400 meters or 165354 feet per hour. This figure is simply double the current average global wind speed because figuring out the hypothetical wind speed in a heated up landless earth is beyond my capabilities currently. All you gotta know is the wind blows on average 27.2 nautical miles per hour, and sailing boats take advantage of that. Weather is a bit more fickle than just always being average, and below is a method in which GMs can decide the weather with a few simple d100 percentile rolls.

Weather generation goes in 3 steps.

1. Designating whether the region is a high or low pressure zone.
2. Find out the type of weather in the region
3. Figure out the details on the wind that the region is experiencing.

Step 1

There are two routes you can take with deciding the pressure system in the area. The simple way; the recommended way unless you are prepared with latitudes and such of your current setting location, which is a simple 1d100 roll with 1-50 being low pressure and 51-100 being high pressure. The second option is based upon latitudes, and a bit more complex. Areas in and around the equator (0° or so) and within and around 60° or so are predominantly low pressure zones. For these areas you roll a 1d100, 1-25 being high pressure and 26-100 being low pressure.

At 30° and 90° latitudes, the pressure system is predominantly high pressure. On the 1d100 1-25 being low pressure and 26-100 being high pressure.

Once high or low pressure has been decided, move on to step two.

Step 2

The next 1d100 roll decides the weather specifically, depending on the pressure system the region is experiencing. If the GM wishes, he doesn't even need to roll a 1d100 and simply choose a type of weather that the players will experience or add bonuses to the roll.

High Pressure	Low Pressure
1-10 – Extremely Dry	1-30 – Hot/Humid
11-20 – Dry	31-40 – Misty/Foggy



21-70 – Nice Weather	41-60 – Cloudy
71-80 – Haze	61-80 – Rain
81-90 – Fog	81-90 – Intense Rain Storm
91-100 – Abnormally Cold	91-100 – Above, with thunder/lightning/Hail

Extremely Dry Extremely dry temperatures can cause Kemomis to get dehydrated quickly, and those who haven't been getting their daily fill of water may need to roll a toughness check or gain a point of fatigue. Extremely dry periods may be followed shortly after by rain or intense rain storms, depending on the season.	Hot/Humid It's hot, and possibly even humid out. Items hardly dry after being submerged in water as the air is thick with water vapor. Humidity may cause unsealed food and other goods to go bad. Skitterbugs love the humidity and are sure to be a major pest during this period of weather.
Dry Similar to above, but without a high chance of fatigue induced by the elements. +4 to the toughness check.	Misty/Foggy Heavy fog or mist permeates the open seas, and grants a -2 to -4 to all sailing, navigation and perception checks when within it.
Nice Weather As the name implies! Perfect weather for a nice swim.	Cloudy Nice weather with a bit of cloud layer. Helps keep the sun out of your eyes.
Haze A haze obscures the horizon, making navigation more difficult. -1 to -4 to navigation checks.	Rain Rain, rain, go away.. We already have water everywhere, why is more falling from the sky? Rain can make things treacherous or in general ruin a Kemomis day unless they're an island food grower. GM discretion on what happens.
Fog Heavy fog or mist permeates the open seas, and grants a -2 to -4 to all sailing, navigation and perception checks when within it.	Intense Rain Storm Intense rain storms aren't fun. They grant a -6 or lower to perception, navigation and sailing, and all swimming checks on the surface are made at -4. Intense rain storms are dangerous, and should be treated as such.
Abnormally cold Abnormally cold weather happens on cloudless days and nights every once in a while, and can really nip the unprepared Kemomi in the butt. Being exposed to the sudden cold after becoming accustomed to the average warm temperatures of the	Above w/ Thunder/Lightning/Hail An even worse conundrum to be in, a storm with thunder hail or lightning is a terrifying experience. Navigation, sailing and perception checks are made at -8, and it becomes rather hard to dive without getting separated from your boat.



Endless Blue can sometimes cause Kemomis to be exposed to elements they are not quite used to. GM's discretion, a player must roll a toughness check or gain points of fatigue.

injured or worse. All swimming checks on the surface are made at -4, and treading water requires double the amount of toughness checks to resist fatigue.

Step 3

Step 3 is a step that can occur without the other steps and can even be completely ignored if the GM so wishes due to prevailing winds along certain areas of the globe. The average wind speed is 27.2 knots per hour, and for sake of simplicity all prevailing winds are this speed by default. In other areas, wind may be stronger or weaker depending on varying factors at work in the ocean and atmosphere. Roll a 1d100, and consult the chart below to gauge the regions current wind speed.

Wind Generation
1-10 – No Wind: 0 knots per hour.
11-30 – Very Little Wind: 13.6 knots per hour.
31-70 – Average Wind: 27.2 knots per hour.
71-90 – Above Average Wind: 54.4 knots per hour.
91-100 – Intense Wind: 81.6 – 90 knots per hour.

No Wind

As the name implies. Don't expect to be going anywhere anytime soon.

Average Wind

Average wind is average. Nothin' to see here.

Very Little Wind

Very little wind is as the name implies. It's half that of normal wind speeds, and can really hamper travel times.

Above Average Wind

Above average wind speeds are anywhere from 30 knots to 54.4. Strong winds mean quick travel.

Intense Wind

Intense winds are something that is best avoided. These winds, while exceptionally fast can cause damage to ships – an intense rain storm with intense wind is a hurricane or typhoon. Intense wind can easily displace a ship to a completely different region, or worse.

Crafting

Crafting is a necessary aspect of life for Kemomis of all kinds. Craft skills range from cooking, tailoring, mechanics, engineering, weapon and armor smithing, boat making, toy making, painting and even sculpting. In order to make, repair or upgrade objects, gear and items it will obviously require some technical know-how, tools in and of course materials. Tools and materials are covered by a piece of gear in the miscellaneous gear and items list called a kit. When you purchase a crafting skill kit you decide for what skill it is, and it is automatically considered to have necessary materials and tools for the craft you wish to partake in. The Material Point's number starts at 16 for each kit, and as you use the craft to make objects, repair things or upgrade gear it degrades a number equal to the chart below. Certain tasks may only cost one Material Point and other may cost up ten or more depending on the job in question. Material Points in a kit may be replenished by going out and buying supplies, replacing tools and restocking on other necessary materials through the purchase of kit materials in the miscellaneous gear and items list. The description denotes the amount received, and other useful information.

Jobs require successful craft rolls with a number of DoS set by the GM on top of the initial spending of Material Points. Each roll takes roughly 15 minutes to an hour according to the complexity of the job. The craft roll is an extended check, where a certain threshold of DoS is necessary for the job to be finished. On a roll of a Super Success, or a Super Slip Up however, things can become rather complicated or go extremely well. On a Super Success, the job is finished immediately with time to spare, automatically meeting the threshold. On a Super Slip Up, the job fails in the most horrible of fashions, and the materials are wasted. If the item was of Forged or Advanced quality it is at risk to go down in quality. If the item is Salvaged, it is damaged and requires additional repairs. Each job may have positive or negative modifiers tacked on due to complexity, or other outside forces like assistance or player incurred modifiers. A person rolling a craft roll can be assisted by other willing parties if they themselves also have the craft skill that is being used.



Craft Skill Job Examples

Below are some job examples. This list is hardly all-encompassing and GMs shouldn't be afraid to come up with modifiers and other costs and requirements of their own.

Job Name	Check Modifier	Degrees of Success Required	Material Point Cost	Relative Time Per Roll
Repair/Maintain a Salvaged Item	+0	4	1	15-20 Minutes
Repair/Maintain a Forged Item	-1	6	2	20-30 Minutes
Repair/Maintain an Advanced Item	-2	8	4	40 Minutes to an Hour
Upgrade a Salvaged Item	-3	8	6+	30 Minutes
Upgrade a Forged Item	-6	12	8+	1 Hour
Create an Item	+0 to -16	2 to 25	1+	20 Minutes to 2 Hours or More
Add to an Item	+0 to -6	4 to 8	1+	10 Minutes to an Hour
Mass-Produce an Item	-6	12 to 16	30+	4 Days
Mass-Produce a Forged Item	-8 to -10	16 to 26	50+	1 Week
Mass-Produce an Advanced Item	-12 to -20	26 to 36	100+	1 Month

When a player character believes they should begin expanding their own tools of their trade, they will want to upgrade their kit. There are two tiers after a kit; a shop and a facility.

Shops grant a flat +5 to the craft skill the kit it was upgraded from was used for. They also have a 30 percent chance on a d100 roll to reclaim 1/4th (rounded up) of the Material Points spent on anything that costs 6 Material Points or more. They require a decent amount of space, similar to a workshop or a single room dedicated completely to the use of that craft, and usually can be placed aboard medium to large vessels of all kinds. The miscellaneous gear and items list details the price and availability of upgrading a kit to a shop, as well as other nifty information.

Facilities grant a flat +10 to the craft skill the shop it was upgraded from was used for. They also have a 50 percent chance on d100 roll to reclaim 1/4th (rounded up) of the Material Points spent on anything that costs 6 Material Points or more. Facilities require extensive amounts of space, and others who have the know-how to help operate it. Facilities are rare indeed, and rarer still on ships besides extremely large specimens. The miscellaneous gear and items list details the price and availability of

upgrading a shop to a facility, as well as essential amount of workers, and other information.

Character Generation

In order to interact with the world the GM provides, players will need to make characters. Character creation in CATastrophe can seem a bit puzzling at first, so it is recommended that you roll your character up with the GM's guidance and supervision for your first time. Character generation goes like this:

1. Attributes are rolled for and assigned.
2. A race is chosen, and its main favored, favored and ill-favored attribute modifiers are applied to the assigned attributes.
3. Secondary characteristics are calculated.
4. Skill points are assigned and Advantages taken.
5. Knowledge or Craft skills, and specializations are assigned if available.
6. Gear points are spent, either on fangs or additional skill points. Gear is purchased and written down, excess fangs are saved as money left over in game.

Below is each step, with detailed explanations and examples to help you along on the character creation process.

Optional Character Generation Rules

GMs may not wish for players to have other choices in race other than for example Nekomis or completely leave Kemomis out of the loop and have the only race be humans. In either case the GM should simply remove the main-favored, favored and ill-favored attribute modifiers. If the GM wishes to switch the races over to only humans, they will also require to either A. fully remove the distraction rules, or B. grant characters and NPCs a +4 bonus to resist distraction, and some distraction items may not even work against humans depending on the setting. The baseline rules are written with the idea that Kemomis are going to be used in the setting, but don't let it discourage you if you want to do something else with the system.

Attributes

Character generation in CATastrophe is done in a few simple steps, and requires a bit of math to determine all the totals and bases for things. **The player rolls 5 groups of 3d6s for all attributes, drops the lowest d6 for all rolls and then rerolls the two lowest totals if they are below 7.** After rolling all 5 3d6s, you may assign them to any attribute of your choice. Attributes should be rolled in front of the GM – No one likes a cheater!



Example:

Amy wishes to roll up her attributes to get started on her character and rolls 3d6, drop lowest 5 times. She rolls and gets after dropping the lowest, 6, 7, 7, 9 and 10. Her first roll was below 7 and she opts to reroll, getting a total after dropping of 10. Her final stats are 7, 7, 9, 10 and 10. Not bad!

After rolling stats, you then select a race for your character. The base races are Cats Dogs, Bunnies, Foxes and Bears. These were selected out of a mixture of developer choice and what seemed to be the general consensus of what races should be in CATastrophe. If these are not to your liking, feel free to add your own to your setting, even fully replace some of them if that is what you want.

Races

Cat

Main Favored Attribute: +2 AGI

Favored Attribute: + 1 WIL

III-Favored Attribute: -1 SAV

Catgirls and boys are quick, agile and curious about the world around them. They can be scatterbrained at times, but they're passionate about their interests. Cats are the most populous of all the races, but rarely occupy positions of leadership due to their carefree nature. The vast majority of shiny divers are Cats due to their curiosity and tendency to explore.

Cat names tend to be short and colorful, evoking the sounds of cats. Cats have no surnames, and tend to consider everyone close to them members of their family.

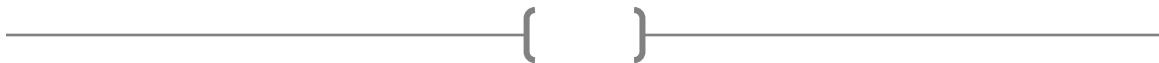
Male cats tend to have multisyllabic names like Miao, Maon, and Nyo.

Female cats tend towards shorter names like Mew, Nel, and Nir.

Dog

Main Favored Attribute: +2 POW

Favored Attribute: + 1 SAV



III-Favored Attribute: -1 LUK

Dog girls and boys are strong and intelligent, often taking positions of leadership or working with common shinies. Dogs are loyal to a fault, and become strong leaders of the communities they run. Dogs who aren't leading their communities make great captains for any ship. Salvage, treasure hunting or trade are all equally natural pursuits for an unfettered Dog.

Example Dog names tend to be sharp and powerful in sound. Dogs have surnames.

Male dogs have names like Wan, Rex, and Rulf.

Female dogs have names like their male counterparts with an -e ending, like Woofe, Arfe and Rufe.

Rabbit

Main Favored Attribute: +2 LUK

Favored Attribute: + 1 AGI

III-Favored Attribute: -1 WIL

Rabbits are fast and as good at getting out of trouble as they are at getting into it. They tend to wander more than most, looking for a place where they can settle. Many continue this travel happily for the rest of their lives, sustaining themselves by lucking upon rare commodities or trading rumors heard in their travels.

Example Rabbit names are Japanese in flavor, with a family and personal name. Family name is used first.

Fox

Main Favored Attribute: +2 SAV

Favored Attribute: + 1 LUK

III-Favored Attribute: -1 POW



Foxes are clever and slippery. Always interested in new and exciting artifacts, they tend to be disinterested in the affairs of others in favor of a new breakthrough. It's hard to get a fox to relax when she'd rather be experimenting with some new shiny. Diving foxes are proportionally the rarest of all the races, with most ship Bourne foxes preferring navigation and repair of both ship and salvage.

Example Fox names tend to be the names of Earless objects, titles, phrases, organizations, or abbreviations and sometimes contain punctuation of their own. Many Foxes also give themselves a title as a part of their name, though there are no rules on this.

Male and Female fox names are rarely significantly different, featuring names like Rebar, Tablet, Doc, Archer, Cryo, Gov., or Sale!

Bear

Main Favored Attribute: +2 WIL

Favored Attribute: + 1 POW

III-Favored Attribute: -1 AGI

Bears are tough, sturdy and determined. They take up residence where they are needed, usually becoming mediators, traders or roving freelancer-sailors of all dispositions. Once a bear is set in it's ways, it can be a challenge to change it's mind. Bears make up the majority of salvage divers and builders due to their strength, natural tenacity and ability to handle job pressures.

Example Bear names are hard-sounding and boisterous, tending towards two or three syllables and favoring the letters V and R.

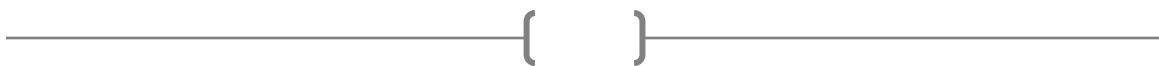
Male Bears have names like Raul, Roth, and Varon.

Female Bears have names like Vira, Revin, and Rova.

(Note: The example names are just examples, feel free to use whatever name you want for your character, or NPCs. Same with the descriptions of the races, that is just a stereotypical example of the average member of that race according to setting fluff in my mind.)

Once you've settled on a race for your character, you apply your race favored and ill-favored modifiers to your Attributes you have already to get the final result.

Example:



Amy decided on a Catgirl for her character, and after deciding her attribute scores of POW: 7 AGI: 10 WIL: 7 SAV: 10 and LUK: 9, she then modifies the final result to be POW: 7 AGI: 12 WIL: 8 SAV: 9 and LUK: 9 after race favored attribute modifiers. Amy now moves on to start calculating the secondary characteristics linked to each attribute.

Secondary Characteristics

Each attribute has a certain bases that are derived from their totals. The list below is provided to quickly derive the secondary characteristics that are inferred from each attribute.

Power Secondary characteristics	<u>Carrying Capacity:</u> 12.5 Kilograms per 2 points in POW	<u>Base Throwing weapon Range:</u> 6 meters + 3 meters per 3 points in POW	<u>Base Swimming Rate:</u> 2 meters per 2 points in POW	<u>Base Physical Damage:</u> POW/3 (Round up)
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Agility Secondary characteristics	<u>Base Running Rate:</u> 6 meters + 2 meters per 2 points in AGI	<u>Base Climbing Rate:</u> 3 meters + 2 meters per 2 points in AGI	<u>Base Initiative Bonus:</u> AGI/2(Round up)	<u>Base Armor Penetration Bonus:</u> 1 for every 8 points in AGI
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Willpower Secondary characteristics	<u>Max Injury Amount:</u> WIL/3(Round up) + 2	<u>Free Gear Points:</u> WILx2	<u>Base Damage Reduction:</u> WIL/4(Round up)	<u>Max Fatigue Amount:</u> WIL/3(Round up) +2
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Savviness Secondary characteristics	<u>Free Advantages:</u> 1 Advantage for Every 3 points in SAV	<u>Free Knowledge/Craft Skills:</u> 1 free for every 2 points in SAV	<u>Free Specializations:</u> One Free Specialization Per 8 points in SAV	<u>Free Skill Points:</u> Free skill points equal to half of the character's SAV and WIL (round up)
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Luck Secondary characteristics	<u>Max Super-Success Attack Confirmation:</u> LUK/2(Round up)
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Example:

Amy's Catgirl's attributes are POW: 7 AGI: 12 WIL: 8 SAV: 9 and LUK: 9 and she begins to work on the secondary characteristics, starting with POW. Her character's carrying capacity is 37.5 kilograms, (83 pounds) base swim rate is 6 meters, base throwing

weapon range is 12 meters, and her base damage is 2. For AGI, her character's base running rate is 12 meters, her base climbing rate is 9 meters, she adds +6 to her 1d10 rolls for initiative as a base bonus, and has a base AP modifier of 1. For WIL, her character's max amount of Injuries she can take is 5 and her max amount of fatigue she can have is 5 as well, she has 16 gear points in which she can exchange for fangs when she gets to gear in character creation, and her base damage reduction is 2. For SAV, her character gets 3 free advantages, 4 free knowledge/craft skills, one specialization and 9 skill points to assign to skills. Finally, for LUK, she can confirm up to 5 times maximum on the Super Success crit confirmation after a Super Success is rolled on an attack roll. She marks this all down on her sheet, and moves on to the next step of character creation.

Skill Points

Skill points are points that a player may spend on their character's skills in order for them to be proficient in that type of skill. A character gains an amount of free skill points at character generation equal to half their WIL (Rounded up) and half their SAV (Rounded up). Unlike specializations, skill points do not grant any bonuses. Skill points represent a character's knowledge or previous practice of a skill, and those without a skill point in a skill are simply untrained in the use of said skill, and when using a skill they do not possess a skill point in are considered to be defaulting. When defaulting on a check, the player incurs a -2 negative modifier to the roll. Players cannot take advantages from the Focused Study list for skills they do not have a skill point in, and likewise cannot take a specialization in a skill they do not have a point in. Certain skills cannot be defaulted on, such as Tinkering, Navigation, Deciphering, Craft Skills and Medicine. A check for non-default skills can still be rolled; it will just automatically fail unless the player rolls a Super Success. Certain crafts, like cooking and tailoring can be defaulted on when they are used simply, for instance, a character cooking a phish over a fire with a stick, or mending a simple tear. In these cases, it is upon GM's discretion whether someone can default or not.

For example:

Amy's character, Moko the catgirl was assigned 9 to her SAV and 8 to her WIL by Amy, giving her a total skill point amount of 9. Amy assigns the skill points to Ballistics, Sailing, Toughness, Perform, Dodge, Perception, Acrobatics, Influence and Ride. She marks these down on Moko's sheet, and continues on to the next step in character creation, advantages.



Advantages

Advantages are something extra that denotes a person's aptitude in a subject. They are gained through increasing a character's Intelligence score. Players start with a number of advantages at character generation equal to 1 for every 3 points they have in Intelligence and gain more as it is increased. Due to their specialized nature, you may not take second-tier Advantages at character creation.

For example:

Amy rolled 3d6, and got 1, 6 and 4. She dropped the 1, and got 10, assigning it to her SAV. Due to her racial -1 to SAV she has a cumulative SAV of 9. She has enough SAV score for 3 free advantages, so she is granted 3 Advantages at character generation before the game has started, which she can use to add unique flavor and specialization to her character, Moko the Catgirl.

Advantage List

Advantage	Prerequisites	Tier
Adrenaline Rush	Lightning Reflexes, AGI 12+	2
Airhead	POW 9+	1
Annoying	Distracting	2
Cat's Paw	-	1
Cat Fall	AGI 9+	1
Clawdad Blending	-	1
Bulls Eye	Focused Study: Atlatl, AGI 9+	2
Distracting	-	1
Down With Decompression	Airhead	1
Free Diver	Strong Swimmer	2
Fists of Fury	-	1
Focused Study	-	1
Furious Assault	Rapid Attack	2
Hug n' Heist	Cat's Paw	2
Inspiring Presence	Natural Leader, WIL 11+	2
Iron Lungs	-	1
Natural Leader	WIL 9+	
Pitching Arm	-	1

Predictive Shooting	-	1
Press On	-	1
Purrfect Martial Technique	Fists of Fury	2
Rabbit's Fortune	Rabbit's Foot	2
Rabbit's Foot	-	1
Rapid Attack	-	1
Recoil Control	-	1
Search Pattern	-	1
Slip Free	-	1
Sprinter	-	1
Sticky Fingers	Cat's Paw, AGI 9+	2
Strong Presence	-	1
Strong Swimmer	-	1
Thick Skin	-	1
Thunderous Strikes	Focused Study: Lets You and Him Fight	2
Tougher Stuff	WIL 9+	1
True Grit	WIL 11+, Tougher Stuff	2
Voice Control	-	1
Wrist Lock	Fists of Fury	2

Advantage Descriptions

Annoying

It's a marvel that you still have friends..

Prerequisite: (Distracting)

Tier: 2

If you have gear that grants +3 or higher modifier to distraction checks, the distraction check becomes an Opposed check instead of a simple check, meaning that you can win in a check if you have more DoS than the defender. At the GMs discretion, certain NPCs may not enjoy the company of you.

Adrenaline Rush

The rush of combat really gets your blood pumping!

Prerequisite: (Lightning Reflexes, AGI 11+)

Tier: 2



You automatically go first in the initiative order as long as you have luck left. If multiple people have Adrenaline rush, Initiative resolves it as normally for them before moving on to the rest of those involved in the scenario.

Airhead

Be it your hastiness to get back on the boat, or just the empty bubble of air in your thick skull, you can count on getting back to the surface double time.

Prerequisite: (-)

Tier: 1

You double your swim rate when ascending to the surface as long as you're not encumbered.

Bulls Eye

Nothing scares off pirates more than a bolt hitting the captain's sword out of her hand from 50 yards out.

Prerequisite: (Focused Study: Atlatl, AGI 9+)

Tier: 2

You roll all ballistics checks twice and take the better result as long as you have luck left. All reloading actions are now free actions, if they weren't already.

Cat's Paw

You have a fantastic radar for shinies.

Prerequisite: (-)

Tier: 1

You get a free Perception check to notice hidden shinies or doors just for being near them. This includes pockets and bags.

Catfall

You always land on your feet.

Prerequisite: (AGI 9+)

Tier: 1

You never take Luck damage or injury from falling as long as you have Luck remaining.



Clawdad Blending

You know how to blend in and look like part of your surroundings.

Prerequisite: (-)

Tier: 1

When you're among people, you may make Stealth checks with Willpower as your primary stat and Luck as your secondary stat. If you stick out due to strange appearance, obvious injury, shouting, etc. this may not work.

Distracting

For some, being distracting is just who they are. Unfortunately for everyone around you who is trying to get work done, you are one of these Kemomis.

Prerequisite: (-)

Tier: 1

You take no negative modifier when distracting without gear. Modifiers for distraction checks provided by gear are increased by +1.

Down with Compression

Prerequisite: (Airhead)

Tier: 1

Your total depth underwater you can handle without incurring fatigue is increased from 300 feet (91 Meters) to 450 feet. (136 meters) You also get to roll at a +2 for all pressure-related fatigue or injury checks

Focused Study

You've become great in your field of study, play or what have you.

Prerequisite: (-)

Tier: 1

Choose one of the following. Focused study may be taken multiple times, but only from separate sub-categories.

Machine Heart

You are one with all nonliving things and have an innate knowledge of their workings.

+2 to all Tinkering checks.



Gnarly!

The waves are just where you belong, like you were meant to surf 'em, brah.

+2 to all Surfing checks.

Ray Chaser

You were wrangling wild Raydudes before you could walk!

+2 to all Riding checks.

Salty Dog

You've crewed and captained a few tubs in your time, and you know how to make her dance.

+2 to all Sailing checks.

Stargazer

You know the night sky like the back of your hand and have an astonishing mental atlas.

+2 to all Navigating checks.

Savant

You have a predisposition toward noticing everything.

+2 to all Perception checks.

Let's You and Him Fight

You're a bit volatile compared to most Kemomi, and you've gotten into more fights than you can remember.

+2 to all Melee checks.

Atlatl

Somehow, you make every projectile weapon you touch operate better. This annoys the mechanics who understand the reasons this shouldn't work very much.

+2 to all Ballistics checks.

Earless Speaker

You fluently speak the archaic, half-forgotten languages of the Earless, and all linguistic codes fall before your gaze.

+2 to all Deciphering checks.



His Name is Robert Pawlson

Every Kemomi around you seems to be oblivious, so you can't help but bend them to your will.

+2 to all Influence checks.

Traceur

You made a habit of roof-hopping as a child, and nothing has changed in the slightest.

+2 to all Acrobatics checks.

No Presence

You naturally blend in with the scenery and are used to being overlooked.

+2 to all Stealth checks.

Dissociative Identity

Are you absolutely sure you're just one person?

+2 to all Disguise checks.

Scalpel! Band-aid! Fish!

You were always the one treating your friends' scrapes and bruised knees as a child, and nothing seems to have changed.

+2 to all Medicine rolls.

Diva Cat

Your natural talent with the art of entertainment makes the world yours for the taking.

+2 to all performance rolls.

Furious Assault

You're fast enough to hit a stronger target a few times before they can react.

Tier: 2

Prerequisite: (Rapid Attack)

When You're using one or two one-handed weapons or bare hands you may attack twice for one full-turn action, provided you have luck left.



Fists of Fury

You're known for your discipline in the martial arts. The sheer force of your unarmed strikes is known to be stronger than some weapons!

Prerequisite: (-)

Tier: 1

You gain a +2 base damage to your unarmed strikes.

Haggler

Prerequisite: (-)

Tier: 1

Whenever you are using influence to haggle, barter or negotiate prices, you gain +2 that stacks with other advantages.

Hug n' Heist

It was a nice hug, and especially profitable.

Prerequisite: (Cat's Paw)

Tier: 2

When a target comes into contact with you, you can make a test to steal something from them. If this contact is a successful combat grapple, the steal is at a -4 penalty regardless of who the grappled target is. If you succeed, the enemy doesn't notice it's missing until they attempt to use it.

Iron Lungs

What's drowning?

Prerequisite: (-)

Tier: 1

Double your amount of time you can hold your breath underwater.

Inspiring Presence

People seem to look up to you, as if you had all the answers. You happily oblige them with what they want.

Prerequisite: (WIL 11+, Natural Leader)



Tier: 2

You may give all those you wish around you a +2 bonus to all checks made that lasts until the end of the encounter, as long as you have luck left. You may do this a number of times equal to once per 3 points in your WIL per-session. You also gain another 1d5 cohorts, on top of your previous amount from Natural Leader. NOTE: You do not gain the +2 bonus, only those you choose to grant it to.

Lightning Reflexes

You're quick to react when something goes wrong.

Prerequisite: (-)

Tier: 1

You gain +2 bonus to all initiative checks.

Natural Leader

Not everyone can lead others as well as you do, and people have noticed it.

Prerequisite: (WIL 9+)

Tier: 1

Whenever you are being aided or aiding someone in a check through teamwork, you may double the amount of bonuses granted through teamwork to one individual as long as you have luck left. Roll a 1d5. You gain that many cohorts that follow you around (Maybe they are fangirls, or people enamored with your badassery) and will aid you to the extent that they are able to. The GM may do whatever he wishes with them and their backstories unless the player asks for leeway and the GM approves.

Pitching Arm

Whether it is practice or a natural talent, you've got one hell of an arm.

Prerequisite: (-)

Tier: 1

Range for throwing weapons is doubled out of water. Range for throwing weapons is not reduced when underwater.

Press On

Keep on keepin' on, boss.

Prerequisite: (-)



Tier: 1

Something about you makes you more resilient against the effects of fatigue. Roll all fatigue checks twice and take the better result.

Predictive Shooting

You do not shoot where they are; you shoot where they are going to be!

Prerequisite: (-)

Tier: 1

When you don't move in an action round, you may take your time to aim and make Ballistic attacks with Intelligence as your primary stat and Luck as your secondary stat if you so choose.

Prodigious Care

You really are something else when it comes to doctorin'; always at the forefront of the ever expanding frontier of medical knowledge, ready to fix any problem that comes limping into your office.

Prerequisite: (Focused Study: Scalpel! Band-Aid! Fish!)

Tier: 2

Whenever you heal an Injury with the Medicine Skill, you also heal 1d5 Integ or Luck. Medicine checks made to cure diseases or treat those sick are made at +2, and at the GMs discretion you may find yourself gaining bonuses to influence checks after you make a name for yourself.

Purrfect Martial Technique

Your claws rend metal and your fists shatter concrete. You have perfected the body as a weapon.

Prerequisite: (Fists of Fury)

Tier: 2

You gain +2 base damage to unarmed attacks that stacks with Fists of Fury. You gain +2 to all unarmed attacks as long as you have luck left.

Recoil Control

Recoil is that warm fuzzy feeling you get when blowing things up, right?

Prerequisite: (-)



Tier: 1

On any mechanical projectile weapon that is large enough to require two hands to use, you can check with Power as your Primary stat and Intelligence as your secondary stat if you so choose. Does not apply to thrown or dropped objects.

Rapid Attack

You've learned to use mobility and dexterity in your fighting styles.

Prerequisite: (-)

Tier: 1

When you're using one or two one-handed weapons or bare hands you may make a Melee check with Agility as your Primary Stat and Power as your Secondary stat if you so choose.

Search Pattern

You have a logical way of looking at the world around you, and that makes you good at finding things when you're searching for them.

Prerequisite: (-)

Tier: 1

When you use Perception to actively searching for something specific, you can use your Intelligence as the primary stat and Luck as the secondary stat if you so choose.

Slip Free

You're more slippery than a greased Kleptomander!

Prerequisite: (-)

Tier: 1

When you're grappled or pinned by a creature, you can roll your Dodge to resist damage and break free rather than your Toughness. This doesn't prevent you being trapped by objects.

Sticky Fingers

You just can't resist!

Prerequisite: (Cat's Paw, AGI 9+)

Tier: 2



When you attack an enemy carrying something you want, you can make a test to steal it as part of your attack at a -4 penalty. If you succeed, the enemy doesn't notice it's missing until they attempt to use it.

Strong Presence

Your muscular physique draws awe and admiration from everyone around you.

Prerequisite: (-)

Tier: 1

As long as the parties involved can currently see you, you may make Influence checks with Power as your Primary Stat and Willpower as your Secondary Stat if you so choose.

Thick Skin

Who needs to dodge, when you can just power through it?

Prerequisite: (-)

Tier: 1

You've been in your share of fights and know how to shrug off a hit. When being dealt blunt damage of any kind, you can roll your Toughness instead of your Dodge to avoid damage.

Thunderous Strikes

Prerequisite: (Focused Study: Lets You and Him Fight)

Tier: 2

Your melee damage with all weapons is increased by 2. Your base armor penetration goes up by 1. All attacks of opportunity are made at a +1, and attacks of opportunity do not take up a free action.

Tougher Stuff

When the chips are down, you will be the last cat standing.

Prerequisite: (-)

Tier: 1

When you are out of luck and fail to dodge an attack, you may test your Toughness. If you succeed, you take no damage. Every time you do this in a session, the penalty on this check rises by -4.



True Grit

Pain is good for you! It lets you know that you're still alive!

Prerequisite: (Tougher Stuff)

Tier: 2

Whenever you resist an injury with Tougher Stuff, you take no damage and regain 1 Luck. The penalty still increases as normal.

Voice Thief

You're very good at repeating things you hear.

Prerequisite: (-)

Tier: 1

If you can hear a voice clearly, you can mimic it perfectly for a number of days afterward equal to your Saviness and give an excellent impression forever after. You can use this ability to mimic other sounds, but unnatural sounds not usually produced by a voice may require an SAV + LUK/2 check, at your GM's discretion.

Wrist Lock

You know how to make people do what you want through sheer physical domination.

Prerequisite: (Fists of Fury)

Tier: 2

When you successfully grapple a target in combat, you can use their carried weapons and their armor value in combat. You do not gain extra actions in this way, and must be aware of an attack to use an enemy's armor value in place of your own. The target moves with you as normal for a grappled target.

Movement Advantages

Strong Swimmer

What're you, part fish?

Prerequisite: (POW 9+)

Tier: 1

You swim 10 feet (3 meters) further than normal per turn.



Free Diver

You know all the tricks of the trade when it comes to swimming with or without heavy gear and other such things.

Prerequisite: (Strong Swimmer)

Tier: 2

As long as you have luck left and no fatigue, you consider your carrying load to be half it's weight underwater. If you have fatigue, consider it 75% of what it normally would be. On top of that, swimming for prolonged periods of time never gives you fatigue.

Sprinter

Some can run. Others can run fast.

Prerequisite: (9+ AGI)

Tier: 1

You can double your base movement speed once a session for every 3 points you have in AGI.

Luck Advantages

Rabbit's Foot

When it comes to luck, you sometimes get to have another go.

Prerequisite: (-)

Tier: 1

Whenever you would roll a check with your LUK attribute as part of a check, you may spend 1 Luck to reroll the entire check. You must keep your new roll, even if it is worse, and the luck spent does not regenerate until the beginning of next session.

Rabbit's Fortune

Maybe it's just all of the Elixir you've been drinking, but you're sure that chance is giving you it's blessing.

Prerequisite: (Rabbit's Foot)

Tier: 2



You may reroll any test by spending Luck, even those that Luck is not involved in. You must still keep the new roll. The luck spent like this does not regenerate until the beginning of next session.

Example:

Amy chose out of the free advancements she gets for Moko based off of the character idea she had in her head of a Singer-turned Shiny Diver after a rough patch of luck, and a few unpaid debts. Amy went ahead and chose Focused Study: Diva Cat, Iron Lungs and Strong Swimmer, to show that her character has been a shiny diver for a while and has begun to pick up the nuances of diving, but still have a bit of skill left over from her earlier career as a singer and performer. Now that Advantages are out of the way, and marked down on her character sheet, she moves on to the next step of selecting her free specialization and free craft and knowledge skills.

Specializations, Craft and Knowledge Skills

A player receives a number of specializations and craft and knowledge skills for free at character generation to help flesh out their character and make them feel like they belong to the setting in which CATastrophe takes place. A player receives 1 free craft/knowledge skill for every 2 points they have in their SAV, and obtains 1 free specialization for every 8 points in their SAV.

Craft and Knowledge Skills

Craft and knowledge skills themselves are very different from each other. One is the practical ways in which you can make things, be they utility or artsy. The other is knowledge pertaining to a certain subject or subjects. For more information on the Crafting mechanics, go to Crafting. Below are some example craft skills.

Example Crafts:

Cooking, Board making, Engineering, Carpentry, Boat making, Tailoring, Masonry, Weapon smith, Armor smith, Blacksmithing, Interior Decoration, Fishing, Sculpting, Painting, ETC.

When something falls under the category of a craft skill for a check, a character that has the related craft skill may roll normally, as long as he has supplies and other needed tools, otherwise he rolls with a -1, or higher depending on what he is trying to achieve. Anyone who rolls with a craft takes a -5 to the check and additional minuses if they do not have required gear on top of that.



Example Knowledge Skills:

Earless ruins, Wild Animals, Settlements, Trade Routes, Pirates, Oldguard, Earless Tech, Weather, a specific settlement's Politics, Diving, Economy, Underworld, ETC.

When a knowledge check is asked for that the character doesn't have, they may roll the check at a -5, or higher minus depending on the information, most knowledge checks are simple checks, but some may require extra DoS to determine just how much you know about a specific subject that falls under the umbrella of the related knowledge skill. Knowledge skills can be specialized in, with GM approval.

Specializations

Specializations can only be taken once per-skill, but may be replaced with another purchase. Specializations in a skill grant a +1 bonus to that skill when the check pertains to the specialization. Players should receive GM approval for specializations.

Example Specializations:

Medicine: First-Aid, Intensive Care, Sickesses, ETC.

Melee: Bludgeoning, Blades, Two-Handed, ETC.

Ballistics: Throwing Weapons, Heavy Weapons, Single-Handed, Gunnery, ETC.

Dodge: Ranged, Melee, ETC.

Surfing: Surfboards, Snowboards, Wakeboards, ETC.

Perform: By instrument, or type of performance, Dancing, Singing, Magic Tricks, ETC.

Perception: Searching, Awareness, Social Cues



Gear

Gear in CATastrophe is essential for most types of adventure, be it boats, dive gear or other things. A player gains a number of Gear Points equal to their WILx2 at character generation to transfer to Fangs so the player may purchase gear for their character. The transfer rate from Gear points to Fangs is 1 gear point to 50 Fangs. If the player so chooses, he may trade 4 gear points for 1 skill point at character creation. Players who wish to do so should be careful! Every 4 gear points spent are 200 fangs they do not have to purchase gear for their characters. Sometimes, a poor, skilled character is better than a rich unskilled one, especially if the backstory or setting deems it. Any fangs left over in character generation, and a roll from a 1d100, 1d50, or 1d20 (GM's choice) plus their WIL attribute are funds the character starts out with when the game begins.

Fangs

The currency in CATastrophe is a somewhat rare semi-translucent blue gem called a fang. They're called fangs as they share a similar resemblance to the sharp canines that most Kemomi have. Fangs occur naturally in the ocean, and can be found on the ocean floor or in earless ruins with a bit of searching. The way fangs are created is unknown to many Kemomi, but it is speculated that due to the close proximity of glow-moss (An underwater mossy plant that is found all over that glows at night) nearby where fangs are usually found, fangs may be a byproduct of the glow-mosses growth cycle in some way. While fangs are the usual currency in most settlements, others may carry their own currencies, or none at all and instead have a method of barter. Fangs are still praised for their general shiny quality, and many places that don't use fangs as currency will most likely have them made into jewelry of all kinds.

Availability

Most gear items have a standard market price, availability and other relevant statistics related to the item in question. Some items may cost too much for one player to purchase himself like a boat for example. In this case, two or more players may place a percentage of the full price of an item each that equals the full price of the item. Availability denotes how easy it is to find, an item, ranging from the easiest at 12, to the hardest or even impossible at 0. Depending on the area, specific settlements and such, availability and price may go up or down, as a regular market would. This is left up to the GM to decide upon per-settlement or trading post.



Availability	Description	Modifier
12	Ubiquitous	+4
11	Abundant	+3
10	Plentiful	+2
9	Common	+1
8	Average	+0
7	Below Average	-1
6	Sparse	-2
5	Scarce	-3
4	Rare	-4
3	Very Rare	-5
2	Extremely Rare	-6
1	Near Unique	-7
0	Unique	-8/GM Approval

Players can get all items with availabilities above 4 at character creation with no checks involved, and may get items with the availability 4 for double the price.

Anything below that is at the GM's discretion, but is recommended that players can't purchase items of availability 3 or below until after character generation. To obtain an item during game, a player will have to roll an Influence check with the related availability modifier. This is a simple check unless otherwise noted by the GM. The player may wish to augment the check with additional positive modifiers, and may do so with the Information Gathering Advancement option. When using Information Gathering to find gear, it usually will require some form of task to be accomplished before it can be bought, refurbished, ETC. Similar to a quest or mission.

Gear Qualities

Certain types of gear come in varying tiers of quality which grants bonuses the higher in quality the item in question is. The three tiers are Salvaged, Forged and Advanced. Specific attacks or injuries that warrant it may damage the gear, (IE: A Hugtopus smacks you in the face, gives you an injury and cracks your facemask, causing it to begin leaking) and give the character cause to go about fixing their gear through crafting methods. For more information on crafting, go to Crafting in core mechanics.

Salvaged gear is usually gear found without any upgrades or repairs done to it, or just gear that has seen a lot of use. A Salvaged item grants no mechanical benefits, and may break on Super Slip Ups or after a long period of use without repairs. Salvaged gear usually requires a bit of maintenance in order to keep the item in working condition. All gear at character creation starts at Salvaged quality.



Forged gear is gear that has been created recently, has been upgraded, or repaired and maintained well, or is just an item made with higher quality materials than a regular item. Forged weapons come with a +1 damage rating, Forged armor grant a +1 damage reduction rating, Forged distraction gear grants a +1 bonus to the individual piece of gear's modifier and all Forged items do not break relatively easily. On a Super Slip Up or the taking of damage or injury that would warrant it, Forged weapons have a 50 percent chance on a d100 of lowering in quality down to Salvaged; Forged items can take a decent amount of wear and tear before requiring repairs.

A player may wish to buy a Forged item during character creation or later on during play. This doubles the price and reduces the availability by 1. A player may only purchase 3 forged items at character generation.

Advanced gear is gear that has been finely crafted with much care and the finest quality materials. Advanced gear also includes most Earless technological weapons, and the like that are found. These things are usually rare to find, though. Advanced weapons grant +2 damage and +1 Armor Penetration, Advanced distraction gear grants a +2 bonus to the individual piece of gear's modifier, Advanced armor grants +2 damage reduction rating and a 25% reduction in armor weight. Having an Advanced item is enough to draw looks and even some oohs and aahs. They are objects that denote status, wealth, experience, or all of the above. Advanced gear does not break easily, if ever. Advanced gear may lower in quality to Forged on a Super Slip Up, getting damaged or taking an injury that warrants it, but the chance is only 15 percent on a d100 roll. Advanced gear is gear that has style, grace and practicality. These items should be proofed towards most of the elements, extreme pressures and most other things that could cause harm to the item. An owner of an Advanced item or piece of gear who doesn't take care of their things is anything but responsible, and may learn to regret their neglectfulness.

Advanced gear and items cannot be purchased at character generation. If a player wishes to purchase an Advanced item later during play, the price is tripled and the availability is lowered on the item by 2.

Encumbrance

Many times, a Kemomi will find that they are carrying far too much weight for their own good. A character's base amount of weight he or she can carry is 25 pounds (12.5 Kilograms) per every 2 points in their POW Attribute. For every 10lbs (4.5kg) over a character's carrying capacity the character is carrying, they incur a cumulative -2 to all checks unless they pass a toughness check once every few minutes in game. Extensive time spent carrying over a character's carrying capacity is grounds for fatigue if the GM deems it. For more information on fatigue, go to the Combat section.



Weapon List

Although CATastrophe is a relatively “Non-lethal” setting, weapons are still necessary for the inevitable clash here and there that the party will get involved with. Weapons in CATastrophe come in all shapes and sizes, and have different general qualities for each type of weapon.

Weapon Qualities Explained

All weapons come with certain qualities that have bonuses and negatives depending on the quality in question.

Weapon Qualities	
Stunning The Stunning Quality grants the weapon fatigue damage equal to 1 for every 2 DoS. The attack is resisted normally, and then the defender rolls a Toughness check. Every 2 DoS on the Toughness check reduces the incoming fatigue by one.	Reach The Reach Quality grants the character the ability to add a +1 to their melee check while attacking, or a -1 to the enemy's check to defend. This bonus can also be used in defense if the form of defense the character uses is a Melee check to parry or block an attack.
Ranged The Ranged Quality indicates that it can be used at a range specified by the weapon.	Special The Special Quality indicates that there is something special about that type of weapon, which is detailed in the weapon's description.
Mighty The Mighty Quality grants the character's base damage in extra damage for every 3 DoS after the first DoS. The weapon may also have a POW requirement as stated in the weapon's description.	Unarmed The Unarmed Quality Indicates that this weapon can be used with unarmed attacks.
Balanced The Balanced Quality grants the wielder a bonus +2 to using the Melee skill to defend against an enemy's melee attack.	Melee The Melee Quality indicates that this weapon can be used in Melee.
Unbalanced The Unbalanced Quality grants the wielder a -2 modifier to using the Melee skill to defend against an enemy's melee attack.	Throwing The Throwing Quality indicates the weapon can be used as a throwing weapon.
Piercing The Piercing Quality grants the character's base armor penetration for every 2 DoS after the first DoS. The Weapon may have an AGI requirement as stated in the	Melee/Ranged The Melee/Ranged Quality indicates the weapon can be used in both Melee and Ranged, respectively. A Special quality will usually accompany these rare cases to

weapons description. For every 2 points of armor penetration over the enemy's damage reduction, add an additional point of damage.	help explain any further details that may be required.
Accurate The Accurate Quality grants an additional +1 armor penetration when you full-action aim. You may full-action aim again to gain an additional +1 armor penetration, but not the effects of another full-action aim.	Inaccurate The Inaccurate Quality grants a -1 to Ballistics checks, -2 if you were to move before firing. When using this weapon, you can only aim for +1, you cannot full-action aim.

Name	Price	Availability	Damage	Armor Penetration	Qualities
Slingshot	55	11	2 + Ammo	0 + Ammo	Ranged,
Spear	80	10	2	2	Reach, Melee, Throwing
Knife	70	12	1	1	Melee
Bat	45	9	2	0	Melee
Club	30	12	2	0	Melee, Stunning
Trident	130	7	3	2	Reach, Piercing, Melee
Harpoon	105	8	3	2	Ranged, Melee, Special, Throwing
Spear gun	120	6	1 + Ammo	1 + Ammo	Ranged
Crossbow	145	5	1 + Ammo	1 + Ammo	Ranged
Repeating Crossbow	180	4	1 + Ammo	1 + Ammo	Ranged, Special, Inaccurate
Crowbar	65	5	2	1	Melee, Special
Sword	115	4	3	3	Melee, Balanced
Cutlass	125	3	4	2	Melee, Balanced, Special
Shurikens	65	4	2	2	Ranged, Throwing
Sling	40	10	3	1 + Ammo	Ranged
Stick	30	12	2	0	Melee
Staff	45	11	2	0	Melee, Reach
Baton	70	8	3	1	Melee, Stunning
Hatchet	100	9	2	1	Melee, Special, Unbalanced, Throwing
Axe	130	7	3	2	Melee, Unbalanced, Mighty
Throwing Knife	55	8	2	1	Ranged, Melee.



					Throwing
Katana	200	2	4	3	Melee, Balanced, Special
Bow	110	8	1 + Ammo	1 + Ammo	Ranged
Sap	60	11	1	0	Melee, Stunning
Lance	145	6	2	3	Reach, Melee, Unbalanced, Mighty
Whip	80	7	2	0	Melee, Special, Reach, Stunning(Optional)
Brass Knuckles	60	10	2	1	Unarmed, Unbalanced
Pole arm	160	5	3	2	Reach, Melee, Mighty
Electro -Arc Rifle	200	2	3, See Description	2	Ranged, Special, Stunning
Stun Blaster	150	3	2	1	Ranged, Stunning, Special
Katar	140	5	3	3	Melee, Piercing, Unarmed
Nunchaku	110	6	2	1	Melee, Special, Unbalanced
Folding Spade	75	9	2	1	Melee, Special
Sledge Hammer	110	10	3	0	Melee, Mighty, Unbalanced
Frying Pan	55	12	2	0	Melee, Special, Stunning
Boomerang	75	7	4	2	Range, Special, Throwing
Pistol crossbow	90	10	1 + Ammo	1 + Ammo	Ranged
Net	50	11	See Description	See Description	Ranged/Melee, Special, Throwing
Broom	20	12	1	0	Melee, Special
Claymore	190	3	5	2	Melee, Mighty
Rapier	135	5	3	3	Melee, Balanced, Piercing
Collapsible Bow	125	7	1 + Ammo	1 + Ammo	Ranged, Special
Net Gun	110	7	See Description	See Description	Ranged, Special
Survival Knife	80	10	1	1	Melee, Special
Laser Spewer	200	3	3	3	Ranged, Special
Improvised Throwing Weapon	0-50	12	See Description	See Description	Ranged Special
Mace	110	7	3	1	Melee,



					Unbalanced
Golf Club	75	5	2	0	Melee, Mighty
Hockey Stick	60	5	2	0	Melee, Unbalanced
Cricket Bat	70	5	2	0	Melee, Unbalanced
Flail	155	4	3	2	Melee, Unbalanced, Mighty
Ball and Chain	90	7	2	1	Melee/Ranged, Unbalanced, Special
Kusarigama	150	5	2	2	Melee/Ranged, Piercing, Unbalanced
Sword Breaker	75	6	1	1	Melee, Special, Balanced
Maul	170	3	4	1	Melee, Mighty, Special, Unbalanced
Tire Iron	65	7	2	0	Melee, Unbalanced
Paintball Gun	150	5	2+Ammo	1+Ammo	Ranged, Accurate, Special
Paintball Pistol	135	7	2+Ammo	1+Ammo	Ranged, Inaccurate, Special

Spear

Spears are shafts with some form of sharp point at the end, usually made from metal. Spears come in all shapes and are one of the more widely used weapons.

Stick

Sticks are sticks of something, whether they are a metal stick, a wooden stick, or an Earless "tech" stick. Sticks are one of the more common weapons seen in the hands of Kemomi, as they are everywhere.

Knife

Knives are common place in many aspect of Kemomi life, be it eating, cutting, or diving. Earless tech knives found on dives are coveted prizes that many would pay a large sum of fangs for.

Club

A club is a rough hunk of something, usually heavy at the end. Clubs are used for clubbing things, not so much partying.



<p>Bat</p> <p>Bats are usually pieces of wood or metal, used to hit things. In Fujee, bats can be found almost everywhere as one of the main recreational activities on the island is the game baseball.</p>	<p>Crossbow</p> <p>Crossbows are bows that can be loaded and held ready to fire at any time with minimal effort, due to mechanisms holding the drawn string back. A crossbow packs a deadly punch, and sports a range of 150 feet (45 meters) and takes a standard action to reload.</p>
<p>Spear gun</p> <p>Spear guns are similar to crossbows, usually made of wood, or metal, save that they can fire spears or harpoons from them. When such an item is fired from a spear gun, they usually have a rope attached to it for retrieving the ammo underwater. The effective range of a spear gun is 80 feet (24 meters) underwater and 100 feet (30 meters) outside water. It takes a standard action to reload.</p>	<p>Repeating Crossbow</p> <p>Repeating Crossbows are crossbows with a spinning chamber filled with an additional 7 arrows that are moved into firing position after the last shot was fired. Repeating crossbows have 8 arrows as their max amount of ammo they can hold, and take only a move action or two free actions to reload. Their range is 150 feet (45 meters).</p>
<p>Trident</p> <p>Tridents are similar to the spear, but with two additional pronged points that come out from the side. Popular against some fishdivers, its multiple prongs serve well as a weapon in self-defense.</p>	<p>Shurikens</p> <p>Shurikens are flat throwing weapons that have a circular base with 4 points attached to it. The shuriken can be hard to find but packs a pretty decent punch for a throwing weapon. Shurikens take a free action to ready.</p>
<p>Harpoon</p> <p>Harpoons are similar to spears, but vary in that their tips also have a barbed edge to allow them to stay within things it is thrust at and tear it up if it was to be quickly removed. If the GM declares that a harpoon is stuck within a person or animal, it may require a successful medicine check to remove it without inducing the weapon's base damage and armor</p>	<p>Sling</p> <p>A sling is a projectile weapon typically used to throw a blunt projectile such as a rock, clay or sand clump, as well as other specifically made ammunition. Slings can be thrown up to 100 meters (328 feet) accurately. At high trajectories it can go up to 400 meters, but the shot will not be accurate at all. Slings take a free action to reload.</p>



penetration.

Crowbar The crowbar is a useful melee weapon, used to pry open things that need a little bit more leverage to open. Crowbars grant an equipment bonus of +2 to tests to break into things if it is used.	Throwing Knife Throwing knives are knives whose main purpose is to be thrown at range. They tend to be slightly heavier for longer ranges, by only a little. Throwing knives take a free action to ready.
Sword Swords are rare weapons, but speak magnitudes about the wielder's character. To own a sword is akin to being known as a dangerous fighter who's seen many battles.	Cutlass Cutlasses are even rarer weapons, and are seldom seen by most Kemomis except in the hands of pirate captains or captains of high rank. As such, these weapons grant a +2 bonus to influence tests when attempting to intimidate your enemy.
Bow Bows are a wood, fiberglass or metal U-shaped hand held items with a string of some sort strung rather tightly to both ends. They are similar to crossbows but is not as automated. Bows take 2 free actions to knock an arrow back or 1 move action. A bow's max accurate range is 55 meters (180 feet)	Electro-Arc Rifle Electro-Arc Rifles are rare finds, found in the depths of special earless military ruins around the globe. Electro-Arc Rifles fire huge arcs of electricity, and can hit people up to 2 meters away from the original target. In water, the attack from the Electro-Arc Rifle will damage everyone within 20 meters from the target and the rifle itself with a +1 damage and AP. Electro-Arc Rifles have a range of 32 feet (10 Meters) reloading this weapon is a full-round action.
Slingshot Slingshots are wooden or metal devices that have a handle which ends at the top with a Y. A string is attached to both arms, usually being of some sort of bending material like rubber. Slingshots are used to launch small objects like rocks, or balls at a target, their max effective range being 100 feet (30 Meters). Slingshots take a free	Stun Blaster Stun blasters are similar to Electro-Arc Rifles, in that they fire energy, and they are rare earless technology. Where they differ, however is in the lethality and energy output. Stun blasters are a single target stunning weapon that cause fatigue damage. Natural damage resistance does not reduce the incoming fatigue



<p>action to reload.</p>	<p>from a Stun Blaster, but armor may. Stun blasters have a range of only 22.5 meters (75 feet) and take standard action to reload.</p>
<p>Pistol crossbow</p> <p>Pistol crossbows are smaller, one-handed variants of crossbows, which usually pack a lot less of a punch. Pistol crossbows still require a standard action to reload, and their range is half of their larger cousin, at only 22.5 meters (75 feet)</p>	<p>Boomerang</p> <p>A boomerang is a thrown tool, typically constructed as a flat aerofoil, which is designed to spin about an axis perpendicular to the direction of its flight. Boomerangs are thrown weapons, and may return on the thrower's next turn, and in order to catch it, the player must roll an additional ballistics skill check once it has returned.</p>
<p>Baton</p> <p>A baton is similar to what you would see in the hands of a constable or policeman. Good for whacking criminal scum and the like.</p>	<p>Staff</p> <p>Staffs are bigger sticks, and longer too! They make ideal walking sticks or even weapons in a pinch.</p>
<p>Laser Spewer</p> <p>Laser Spewers, so coined by the Kemomi who salvage them from Oldguard or find them, are earless tech weaponry that "spew" lasers. These are not the distracting laser-light variety of lasers, but a more deadly-hurty kind of laser. Laser spewers have an accurate range up to 150 feet (45 meters) and take a standard action to reload. The first hit from a laser spewer deals one point of unresisted fatigue. By spending a full round action instead of a standard action to fire, you may fire twice in one turn with a Laser Spewer. The second shot incurs a -2 to the check to hit</p>	<p>Net</p> <p>Nets come in all shapes and sizes, from nets specifically made to catch clawbills and fish, to even Earless Oldguard or Kemomi nets made specifically incapacitate and capture. Nets can be used as a melee weapon, a throwing weapon and as a ranged weapon ammo with a net gun. Nets count as grappling the target with a +2 modifier. The defender receives a -2 modifier when trying to break out of grapple.</p>
<p>Katana</p>	<p>Collapsible Bow</p>



<p>Katanas are extremely rare pieces of work, which denotes the wielder as someone of great importance. An individual who has in his possession a Katana will either have a +2 modifier for all influence checks except intimidate, or a -2 modifier for all influence checks except intimidate depending on how the wielder has obtained the Katana.</p>	<p>A collapsible bow is a bow that can be "collapsed" and brought back together rather quickly for storage purposes. Collapsible bows make for good stealth weapons as they can be stored in a bag quite easily without any extra bulk. The arrows on the other hand are a different question. The range is 55 meters (180 feet) and takes a move action to collapse or ready from its collapsed form. It takes two free actions or a move action to notch an arrow back and ready.</p>
<p>Axe</p> <p>Axes are hatchets but more so intended for chopping things like Kleptomanders or other fell beasties.</p>	<p>Sap</p> <p>Saps are light weapons used for knocking people out cold. Their damage is always fatigue.</p>
<p>Brass Knuckles</p> <p>Brass Knuckles are metal rings that have holes for each finger except the thumb, conjoined by a metal band that covers a bit of the fingers and knuckles. They add that extra bit of hurt in a punch, and skilled martial artists who wish to really hurt someone use these.</p>	<p>Hatchet</p> <p>Hatchets are used widely for their ability to chop things, like wood or fish. They're required for things that need intensive chopping to do it, or at least without significant negative modifiers. They can be thrown pretty well, too!</p>
<p>Sword Breaker</p> <p>A Sword breaker is a sword with notches built into it meant for catching and breaking bladed weapons when parried. Sword breakers are usually held in an off-hand and grant the user the ability to expend an additional free action after successfully parrying to attempt to disarm your opponent with a +2, provided he or she is using a bladed weapon to strike you. Disarming is an opposed Melee check between both parties. If you roll 5 or more DoS than your enemy, or roll a super</p>	<p>Improvised Throwing Weapon</p> <p>Anything that can be picked up, can be thrown by a kemomi if they so please. Some of these things prove unwieldy, and don't make very good throwing weapons, like a chair. Nevertheless, it is still important that they are represented. GMs should work with players when they wish to use an improvised item as throwing weapons to stat them correctly. Non damaging items, like a sand ball, or a skitterbug do the character's base physical damage in fatigue. For a non-aerodynamic item,</p>



<p>success, their weapon is broken.</p>	<p>reduce the range by 25-50%. For throwing a melee weapon not meant for throwing, the AP and damage are at -1. GMs are free to add bonuses to the final total in AP damage based off the item in question.</p>
<p>Whip</p> <p>Whips are long pieces of finely wrought rope, or leather, usually used to deliver punishment, or other more sensual things. The whip grants you a +2 bonus to attempting to disarm opponents, trip them, or other such things.</p>	<p>Tire Iron</p> <p>A tire iron is a mostly only found on big settlements with a large enough surface area to warrant the use of carts and other land craft. Tire irons are metal tools that are used for replacing and tightening bolts on wheels, and in a pinch, can make a very nice weapon.</p>
<p>Net Gun</p> <p>Net guns are similar to crossbows and spear guns, but they are specifically made to launch nets. Net guns usually attach lines to their nets, so as to reel in whatever the net wraps around/envelops. Net guns have a range of 22.5 meters (75 feet) and take a full round action to reload. The initial shot of the net gun causes the opponent who failed to dodge the attack to take one fatigue.</p>	<p>Broom</p> <p>Brooms are found all over; a mainstay in the arsenals of settlers and other common people, brooms actually tend to be very effective against certain enemies. Brooms made with straw for whatever reason strike terror into the hearts of Kleptomanders. Brooms grant a +2 to influence checks when attempting to intimidate Kleptomanders, and also have 3 bonus damage and AP against Kleptomanders.</p>
<p>Pole arm</p> <p>Pole arms are similar to spears and hatchets, having the shaft of a spear, the point and an axe blade off to the side or either sides. They are seldom seen outside of major settlements that come under attack from outside forces often, and even then seen rarely.</p>	<p>Lance</p> <p>Lances are weapons you usually see people who ride Raydudes use. Their reach and damage is usually all they need to fend off Glowchomps, or other fell beasties.</p>
<p>Katar</p> <p>Katars are daggers with a horizontal</p>	<p>Kusarigama</p> <p>Kusarigamas are small hand held sickles</p>



<p>handle and two wooden or metal braces to either side that follows along the forearm. It's been called a "Punching Dagger" by many, for the strike used to land a blow is extremely similar to punching.</p>	<p>with a weighted ball attached to the base via a chain. The weighted ball does not grant piercing. The range of the ball or Kusarigama itself when thrown is 10 meters (32 feet) and can be pulled back by the player's next turn for a free action.</p>
<p>Nunchaku</p> <p>Nunchakus are two thick sticks, made of wood or metal connected at the top by a rope or chain. Nunchaku grant a +1 bonus to tripping maneuvers.</p>	<p>Ball and Chain</p> <p>Similar to the flail, but not nearly as short range, a ball and chain is a wooden or metal ball with a rope or chain which is used to swing the ball to create momentum before striking. The range of a ball and chain is 20 meters (65 feet)</p>
<p>Folding Spade</p> <p>Folding spades are what the name implies; shovels that can fold over. Similar to a trench shovel, they are usually required for finding treasure buried on land.</p>	<p>Flail</p> <p>A flail is a ball attached to a handle via a chain or rope, usually made of metal. It is similar to the ball and chain but with significantly lowered range.</p>
<p>Sledge Hammer</p> <p>Sledge Hammers are larger hammers used for breaking rubble, doors, and basically anything that isn't broken and should be. Remember to watch where you're swinging!</p>	<p>Survival Knife</p> <p>Survival knives are knives, with a compass and small map folded and rolled inside the air tight hilt for the purposes of survival if lost at sea.</p>
<p>Frying Pan</p> <p>Frying pans are used for cooking. Sometimes you need to smack someone across the face, and they can be used for that too. The first successful hit that deals damage against an enemy induces a fatigue that cannot be resisted.</p>	<p>Cricket Bat</p> <p>Cricket bats are one of the multitudes of items used for sport and recreation. After a successful dive into an earless manufacturing plant chock full of them and other sports paraphernalia over 50 years ago, they've become common place across the seas.</p>
<p>Maul</p> <p>A maul is a giant hammer, even bigger than a sledge hammer. They are weapons</p>	<p>Hockey Stick</p> <p>Hockey sticks are one of the multitudes of items used for sport and recreation. After a</p>



made with one purpose in mind; destroying the opposing forces of it's wielder. The first time a defender successfully parries this weapon, you still deal your base physical damage in fatigue, unresisted. Mauls require 9 POW.

successful dive into an earless manufacturing plant chock full of them and other sports paraphernalia over 50 years ago, they've become common place across the seas.

Claymore

Claymores are large two-handed swords that are quite terrifying to behold. Seen rarely, these swords require a strong arm and a good swing.

Mace

Maces are what flails would be, sans the chain. Maces are common in most places, usually being made out of wood or metal.

Rapier

Rapiers are thin blades the length of an average sword which are very adept at stabbing, rather than slashing. They are quick and light, making them ideal weapons for those not wanting to be encumbered. Rapiers require 9 AGI.

Golf Club

Golf clubs are one of the multitudes of items used for sport and recreation. After a successful dive into an earless manufacturing plant chock full of them and other sports paraphernalia over 50 years ago, they've become common place across the seas. Golf clubs are a little more accurate and easier to swing with.

Paintball Gun

Paintball guns come in all shapes and sizes, from rifles to submachine gun patterns. Paintballs are powered by compressed air similar to diving gear. Paintball guns max range is 150 feet (45 meters) anything more than that incurs significant minuses. The first hit from a paintball gun causes the defender to test for fatigue. They hold up to 40 shots, and it takes a standard action to reload.

Paintball Pistol

Paintball pistols are similar to paintball guns but in a more compact form. They hold 15 shots, their max range is 100 feet (30 Meters) and the first hit from a paintball gun causes the defender to test for fatigue. Paintball pistols have clips. To eject a clip and replace it is a move action, to place more balls into a clip it is a standard action.

Ammunition List

Every purchase grants ten shots, except for batteries, nets, air canisters and spears.

Name	Price	Availability	Weapon	Damage	AP
Arrow	15	8	Bow, All Crossbows	2	2
Blunted Arrow	10	10	Bow, All Crossbows	1	1
Barbed Arrow	20	6	Bow, All Crossbows	3	2
Harpoon	105	10	Spear Gun	3	2
Spear	80	8	Spear Gun	2	2
Rock	5	12	Sling, Slingshot	2	0
Metal Ball	15	7	Sling, Slingshot	3	1
Universal Battery	40	7	Laser Spewer, Electro-arc Rifle, Stun Blaster	-	-
Overcharged Universal Battery	55	4	Laser Spewer, Electro-arc Rifle	2	1
Paintball	20	8	Slingshot, Paintball Gun, Paintball Pistol	1	1
Pepper Paintball	35	7	Slingshot, Paintball Gun, Paintball Pistol	2	1
Glue Paintballs	30	7	Slingshot, Paintball Gun, Paintball Pistol	1	1
Paintball Air Canister/Magazine	15	9	Paintball Gun, Paintball Pistol	-	-
Net	50	12	Net Gun	-	-
Flare Gun Rounds	40	9	Flare Gun	3	0
Bubble Gun Ammo	10	12	Bubble Gun	-	-

Paintball

Paintballs are small spherical easily broken balls, made to mark someone or something on contact. They can cause a welt with some of the more powerful paintball guns and the paint grants a +2 modifier to perception checks made to spot the target hit.

Pepper Paintball

Pepper paintballs are paintballs filled with a special mixture of flaming hot spices and other spicy substances that react similarly like a ranged burst of pepper spray. This grants a -4 to all rolls unless the target succeeds at a Toughness or Composure check, their choice, with -2. They must beat the attacker's DoS on the attack to resist it. The modifier does not stack. Certain items such as full body suits, masks

	<p>and goggles would reduce the modifier; if not completely resist the pepper's secondary effect, GM's discretion.</p>
Glue Paintball	Barbed Arrow Barbed arrows are similar to harpoons, in that their tips also have a barbed edge to allow them to stay within things it is shot at and tear it up if it was to be quickly removed. If the GM declares that a harpoon is stuck within a person or animal, it may require a successful medicine check to remove it without inducing the weapon's base damage and armor penetration.
Arrow Arrows are shafted projectiles that are shot with a bow or crossbow. Arrows usually consists of a shaft with an arrowhead attached to the front end, with fletching and a nock at the other.	Blunted Arrow Blunted arrows are simply arrows that have blunt heads, for the purpose of having less lethal shots. Blunted arrows may have a 'soft' tip and instead inflict fatigue damage for their value.
Spear Spears are shafts or poles with some form of sharp point at the end, usually made from metal. Spears come in all shapes and are one of the more widely used weapons. Spears, often due to their ease in acquisition and creation, are used in tandem with spear guns for fishing and protection alike on dives.	Harpoon Harpoons are similar to spears, but vary in that their tips also have a barbed edge to allow them to stay within things it is thrust at and tear it up if it was to be quickly removed. If the GM declares that a harpoon is stuck within a person or animal, it may require a successful medicine check to remove it without inducing the weapon's base damage and armor penetration.
Rock A rock is a piece of stone, coral, debris or earless rubble that can be thrown or fired at a target. They're everywhere, and aren't that expensive.	Metal Ball Metal ball is a catch all term for ammunition specifically created in mind for the use of slingshots and slings. They're usually good at providing the punch that they are created for, and can be thrown in a pinch.
Paintball Air Canister/Magazine Paintball guns require air canisters, roughly the same size of emergency air canisters. Paintball air canisters require compressed air, and can be used up to two clips full of ammo for normal paintball guns and 4 clips for paintball pistols before needing to be refilled. For the same price, you may purchase an additional magazine for	Overcharged Universal Battery Overcharged batteries are specially modified batteries that take in and dish out an extra heap of energy when used with weapons. When used with normal electronics, it can provide a longer charge; up to 20 days of sustained use!

either the paintball gun or paintball pistol.

Universal Battery

Universal batteries are earless batteries that can be found within earless ruins all over. They are rechargeable and can be used for many different purposes other than simply being used for weapons. Universal batteries are hard to come by as they are usually used for powering things such as lights, and other things that can't be directly routed to with a power line from another power source. They last for 10 days of sustained use before requiring recharges when used for mundane electrical needs.

Net

Nets come in all shapes and sizes, from nets specifically made to catch clawbills and fish, to even Earless Oldguard or Kemomi nets made specifically incapacitate and capture. Nets can be used as a melee weapon, a throwing weapon and as a ranged weapon ammo with a net gun. Nets count as grappling the target with a +2 modifier. The defender receives a -2 modifier when trying to break out of grapple. When fired, nets can target multiple adjacent individuals, and incurs a -3 to dodge checks to avoid the grapple. When fired out of a net gun, the gun can reel back in whatever it has caught with some effort and a standard action.

Flare Gun Rounds

Flare gun rounds, while not meant as a weapon, can be used as such in a pinch with the flare gun. The flare gun requires a free action to reload and has a chance to catch the target on fire if the target is flammable or wearing flammable clothing. If the attacker hits with 3 or more DoS the target has caught on fire in some way, and must make a toughness check every round to take the damage value of the flare until they spend a full round action to put themselves out. If it's an object, well.. Prepare for a raging inferno.

Bubble Gun Ammo

Bubble gun ammunition is little more than a mixture of soap and water. It really doesn't do any damage whatsoever and is only used with the bubble gun for distraction purposes. The bubble gun can be used underwater if it's quality is raised, and in that case a paint ball air canister is required along with bubble gun ammunition to use.

Survival Gear List

Name	Price	Availability	Weight
Flare Gun	80	10	1lb/0.4kg
Foam Life Vest	25	12	2lb/0.9kg
Inflatable Life Vest	10/30-40	12/10	1lb/0.4kg
One Person Life Raft	85	9	8lb/3.6kg
Multi-Person Life Raft	150	9	12lb/5.4kg
1 Day's Rations	20	12	2lb/0.9kg
Signal Mirror	20	12	-
Survival Vest	125	8	3lb/1.3kg
First Aid Kit	75	10/8/6	5lb/2.2kg
Fishing Line and Five Hooks	15	12	-
Flint and Striker	15	11	1lb/0.4kg
Thermal Blanket	25	7	2lb/0.9kg
Waterproof Lighter	35	6	-
Emergency Air Canisters	50	10	3lb/1.3kg

Flare Gun

Fires off a very hot ball of light that can be seen to the horizon. It can also ignite a small fire.

Multi-Person Life Raft

A more useful raft, these floating shelters provide many helpful pieces of survival gear with it. Including a signal mirror, repair kit, first aid kit, survival guide, 3 days rations for each passenger, a floating solar still to convert sea water to fresh water, a water anchor for keeping in a certain area, and a flare gun with 3 flares. The cost is listed above for the standard six person raft and increases by +2 in price for every extra passenger. These rafts on land can be used like a tent or emergency shelter until help arrives.

Signal Mirror

A signal mirror is a simple mirror with a pinhole in the center. Used for signaling ships on the water, to get their attention,

One Person Life Raft

An inflatable raft kept in something the size of a large purse, this when inflated will help keep a single user afloat.

Inflatable Life Vest

Designed for swimmers, these vests can be inflated on demand. For the paranoid sort, a different version has a 5 second delay before it automatically inflates. Most non-automatic vests are vests taken from sunken planes, the vacuum-sealed vest packs preserved the internal workings, and there are Kemomi-made models as well of both the manual and automatic style. Reload kits are Availability 12, Cost, 10 and most purchased models come with one reload kit. Automatics are slightly rarer than manual models, and cost a couple more fangs, for a total of 40.

1 Day's Rations

Noms, Plain and simple. Will keep a kemomi from getting hungry for a full day, but doesn't taste like home cooking. Stores

<p>or relay secret messages when radio communication isn't available.</p>	<p>well!</p>
<p>Foam Life Vest Great for people intending to stay afloat, comes in a wide assortment of designs and colors.</p>	<p>Flint and Striker A flint and striker is the easiest way to light a fire without a lighter. Useful for all occasions that require a fire!</p>
<p>Survival Vest A survival vest is a complete survival kit built into a load-bearing vest; this multi-pocketed design has a first aid kit, flashlight, flare gun with three flares, a survival guide, signaling mirror and an inflatable life vest. The vest itself is also brightly colored making it easy to spot the wearer. Tactical models are black or a slate grey, making it less of a target.</p>	<p>First Aid Kit A first aid kit is a simple red waterproof box with a white reflective tape cross on the case. Comes with bandages, rubber gloves, rubbing alcohol, and a first aid guide for most injury emergencies. The 8 availability model has more of what is above, as well as pain relievers. The 6 availability model is a full trauma kit with portable defibrillator, surgery gear, and a liability waver.</p>
<p>Waterproof Lighter Waterproof lighters are lighters that are used for igniting things that are waterproof. Really not much else to it.</p>	<p>Fishing Line and Five Hooks Fishing line is a good method of catching fish when you don't have a pole, or can come in handy as a substitute for stitches. Be careful with the hook on a life raft!</p>
<p>Thermal Blanket Thermal blankets are foil-like blankets that can be used to keep a person who possibly is going into shock from exposure or what have you warm. Its shiny foil material can also be used as a signaling device and for everything from an emergency shelter to a rain poncho.</p>	<p>Emergency Air Canisters Emergency air canisters have many uses, such as refilling a main air canister on a dive when in need, inflating dive bags, or emergency lift devices. Emergency air canisters are much smaller than average, and grant an additional 10 minutes of air. Emergency air canisters can also be used for most other things that air canisters are used for, in a pinch.</p>



Clothes List

Clothing is standard in all but the lewdest settlements and each settlement varies in fashion, or design of clothes. Swimsuits are the norm when it comes to clothing, but there are other types of clothes that many wear. All characters start with a set of normal non-waterproof land clothes, usually weather appropriate to the starting location.

Name	Price	Availability
Rain Gear	10	12
Swim Suit	5+	Varies
Uniform	45	10
Sailor Suit	25	10
School Uniform	30	8
Flight Suit	50	6
Costume	10+	Varies
Fancy Clothes	65	6
Desert Suit	50	8
Winter Suit	50	8
Stealth Gear	70	6
Craft Clothes	25	8
Traditional Clothes	25	7

Rain Gear

Rain gear is everything from yellow rain coats fishercats wear to rain ponchos or dramatic cloaks. If it's meant to keep you dry, it can be considered rain gear, simple as that. Some can have a foam or inflatable life vest built in for the cost of the device.

Swim Suit

Swim suits are simple garments, but complex in fashion and design. What is commonly worn in warmer waters by divers and swimmers, can come in more complex designs as full "rashie" surfer's suits. Well-tailored models can have an availability of 4 with a cost of 200 fangs or more, and are sure to catch the eye of everyone in town.

School Uniform

Sailor Suit

The best way to find who is the ship's first mate or the crew of a ship is look for these white overalls with blue sailor collar jumpsuits on these crewmen. Some models have built-in auto-inflatable flotation devices.

Uniform

A uniform is a well-tailored suit of clothes that are made to make you look official, generally used by boat captains who want to look like they run things to the town guard.

Flight Suit



<p>School isn't something normally seen in Kemomi society outside of diving classes or specific mentors looking for apprentices, but many of the young Kemomi love wearing these none the less, if only to look cute. These are seen a lot being worn by those on islands, where more schools are generally found.</p>	<p>Flight suits are hard to find, but not in high demand. These easy to clean overalls, goggles and matching gloves and cap are a must for any discerning engineer or mechanic.. Or crazy fox who is working on a blimp.</p>
<p>Costume Costumes include everything from Halloween costumes to wacky formal attire (A solid yellow suit for instance) to costumes depicting heroes and legends of the Kemomi.</p>	<p>Fancy Clothes Fancy clothes range from elegant dresses to sharp suits, or a finely crafted article or get-up of clothing. Fancy clothes could be fancy in one settlement, but in another it could be as common as water.</p>
<p>Desert Suit Desert suits are made up of multiple light layers of clothing, it is designed to insulate the wearer from the heat as well as protect against sand and sun. A must for going to arid plateaus in the southern Puruvian islands.</p>	<p>Winter Suit While the winters in Fujee are warm, some intrepid Kemomi and others have gone to the cold polar oceans to search for rare shinies. Keeps you warm in cold air and winter climates. Dry suits work in the same manner, and can be worn under a winter suit.</p>
<p>Stealth Gear Feeling sneaky? Stealth gear consists of a black flight suit-like suit, a black tactical vest and knee and elbow pads. The soles of the waterproof shoes are also padded to quiet footsteps. Stealth gear grants a +2 bonus to stealth at night, and a +1 during the day.</p>	<p>Craft Clothes Craft clothes are aprons, gloves, and other things that you wouldn't mind getting dirty while you're applying a little bit of elbow grease, cooking up a storm, or what have you.</p>
<p>Traditional Clothes Traditional clothing varies from settlement to settlement. Traditional clothing can be anything from ceremonial robes, Kimonos that bunnies are sometimes seen in, cultural festival garb and other things settlements have worn "For generations."</p>	<p>Adventurer's Gear Adventurer's gear is a set of knee and elbow pads, a tactical vest or series of pouches, and a set of gloves. Adventurer's gear is usually water proof, and can be taken on dives.</p>



Diving Gear

Purchasing, maintaining and using dive gear is a necessary part of all successful shiny divers' careers. Dive gear, like weapons and armor, can come in three distinct levels of quality; Salvaged, Forged and Advanced, as the wear and tear on these items is necessary to track. When a player is attacked, an injury is received, or rolls and gets a Super Slip Up their gear might unfortunately be damaged in the process. GMs should be careful to not cause damage to gear in excess, as this can lead to player frustration. Certain items have special effects derived from their quality rating, which is detailed in their specific descriptions.

Name	Price	Availability	Weight
Goggles	25	12	-
Snorkel	30	12	1lb/0.4kg
Fins	55	10	2lb/0.9kg
Wetsuit	70	10	10lb/4.5kg
Dry Suit	125	7	35lb/15.8kg
Diving Rig	50	11	8lb/3.6kg
Buoyancy Compensator	55	11	4lb/1.8kg
Emergency Surfacing Device	75	9	1lb/0.4kg
Facemask	40	8	2lb/0.9kg
Dive Helmet	50	7	10lb/4.5kg
Lift Bag	20	9	1lb/0.4kg
Flashlight	35	10	2lb/0.4kg
Snorkeling Vest	20	9	4lb/1.8kg
Hard Suit	175	4	15lb/6.8kg
Skin Suit	250	3	2lb/0.9kg
Rubble Charges	85	6	10lb/4.5kg
Air Canisters	75	9	10lb/4.5kg
Canvas Bag	10	12	2lb/0.9kg

Wetsuit

Wetsuits allow the user to swim in cool water down to 50 degrees Fahrenheit (10 Celsius) without ill effect by trapping a thin layer of water against the body to be warmed. Forged wetsuits allow you to

Goggles

Goggles protect the eyes from water or contaminants, and are usually worn by divers, people who wish to keep their eyes safe from harm, Raydude riders and other Kemomis who enjoy their eyes unwater



<p>swim in waters colder than 35 degrees Fahrenheit (1.6 Celsius) and Advanced wetsuits allow you to go down to all the way to 15 degrees Fahrenheit (-9.4 Celsius) without ill effect from the elements.</p>	<p>logged. Salvaged goggles may fog sometimes, incurring modifiers to perception. Forged goggles never fog. Advanced goggles never fog and grant a +1 to perception when worn.</p>
<p>Air Canisters</p> <p>Air Canisters, aka dive cylinders, are the mainstay of almost all dives. All air canisters have an emergency air pocket in the bottom that allows ESDs to deploy which when reached will automatically deploy the Emergency Surfacing Device. If there is no ESD present, this grants an additional 10 minutes of dive time at the cost of risking the diver's life. Salvaged canisters grant 25 minutes of dive time, Forged canister grant 50 minutes of dive time and Advanced canisters grant 1 hour and 10 minutes dive time.</p>	<p>Fins</p> <p>Fins are useful tools to increase maneuverability in water. They grant a -2 to all movement based checks on land and reduce speed on land by 25 percent. In water they grant a +2 to all water based movement checks and increase your base swimming speed by 25 percent. Forged gear increases the bonus swimming speed to 50 percent. Advanced grants 50 percent bonus speed, +3 to all water based movement checks, and no penalties are suffered while out of water.</p>
<p>Dry Suit</p> <p>Dry suits keep the wearer dry, as the name implies, as well as safe from deeper pressures and temperatures. A dry suit can be worn without a dive helmet, but this leaves the head exposed to the elements. To have full coverage, a dive helmet is also required. Salvaged dry suits allow a wearer to go past an additional 25 percent of their maximum safe dive pressure without harm. A Forged dry suit allows an additional half of their maximum safe dive pressure before they have a chance of receiving harm and Advanced multiplies their max safe dive pressure by 2 for total max depth can be taken. Dry suits of forged and Advanced quality are immune to most temperatures barring certain circumstances.</p>	<p>Dive Rig</p> <p>Dive rigs encompass the standard necessary gear for most dives. They come with a standard salvaged air canister, regulator, spare regulator, mouthpiece, pressure regulator, and straps/a harness. Forged dive rigs may take up to two air canisters, and advanced dive rigs will on top of that give automatic updates on pressure, temperature and amount of breathable air left, through either a HUD display through your goggles or facemask or audio queues to your radio.</p>
<p>Flashlight</p> <p>Flashlights are common as dirt, useful in dark places, designed to be used in water and resist high pressure. Flashlights come in two types, battery powered and kinetic energy powered. Battery powered flashlights have an internal power supply that needs to be recharged after an hour, or a shake-to-recharge flashlight that</p>	<p>Emergency Surfacing Device</p> <p>Emergency Surfacing Device otherwise known as ESDs grant a quick ascent if needed. If a diver doesn't respond, they are at a certain level of oxygen in their air canisters or past a certain depth, the air bladders trigger, sending the user to the surface to prevent drowning. They can also be used to help a diver get to the</p>



<p>never runs out as long you shake it every once in a while, but has much dimmer light.</p>	<p>surface who is carrying a heavy load. Once surfaced, the air bladders are located under the arms, to keep the diver's head and torso above the surface.</p>
<p>Facemask</p> <p>Facemasks are masks that cover the whole face from the forehead to the bottom of the chin with a clear see-through surface. They can be used for diving and allow the user to speak uninhibited by a mouth piece – a perfect combination for a radio to maintain communications with those on the surface or fellow divers.</p>	<p>Dive Helmet</p> <p>Dive helmets are designed to be worn with a dry suit. These helmets allow a wearer to reach greater depths. Comes with a dive radio and flood lamp. A dive helmet must be the same quality as the dry suit in order for you to benefit from the dry suit's quality.</p>
<p>Lift Bag</p> <p>Designed to lift a heavy load, a lift bag can be attached to a salvageable item that is normally too heavy to take to the surface alone. Lift bags take 5 minutes of air out of your tank and can lift up to 40 pounds (640 ounces) to the surface over time. Multiple bags may be incorporated to help lift extremely heavy objects.</p>	<p>Buoyancy Compensator</p> <p>A buoyancy compensator is a vest or horse-collar style life preserver that is filled with a certain amount of air to keep a diver at a certain depth or completely filled to send a diver to the surface. When used to rise, it may help burden 30 pounds of weight.</p>
<p>Skin Suit</p> <p>Skin suits are thin form fitting suits that cover the entire body. This extremely rare creation from the Fox Flotilla allows the wearer to reach insane depths (2000 feet or more, 600 meters) and dive for an hour without needing a diving rig. Skin suits feel as if they are literally an extra layer of skin, heightening your reflexes and senses. Skin suits grant a +1 to all checks in relation to motor control, movement, combat and other checks that require quick movement or precision. Forged skin suits grant 2 hours of dive time, and +2 to all checks listed above. Advanced skin suits have an inbuilt experimental rebreather that allows indefinite dives on top of the above listed bonuses. Rebreathers must be maintained after every dive in which they are used.</p>	<p>Hard Suit</p> <p>Hard suits are designed for great depths past 1000 feet (300 meters), these suits are practically armor in of themselves, and come with fox-approved technology such as a radio, 1 hour air supply, ascent devices, depth ballast and the ability to surface with 2 times the normal load. Hard Suits are bulky, expensive and hard to find. They grant a -2 to checks in relation to motor control, movement, combat and other checks that require quick movement or precision. Hard suits conform to the body and head similar to skin suits and wetsuits. Forged Hard suits may go down to 1250 feet (375 meters) and take only a -1 to the actions listed above. Advanced Hard suits can go down to 1500 feet (450 meters) and take no penalties for wearing, and allow the user to surface with 3 times their normal load. The armor bonus from hard suits is listed in protective gear.</p>
<p>Snorkeling Vest</p> <p>Not designed for deep-dives, snorkeling vests are more designed for tourists or</p>	<p>Rubble Charges</p> <p>Rubble charges are weak timed explosives adept at punching holes in earless ruins</p>



casual swimmers. They are inflated by mouth and used to keep a swimmer on the surface while allowing them to swim unhindered. Some come with an air cartridge (Avail: 12, Cost 2) for a one-use inflation.

Snorkel

Snorkels allow a swimmer to breathe while somewhat near the surface in the water through the use of a tube that extends to the surface from the mouth piece. Snorkels are good for recreational or dive spots that are relatively close to the surface.

and rubble to create or open entrances or exits for divers. Rubble charges can cause damage to ships and Kemomi alike, and do 5 damage with 3 AP for those caught in the small 15 foot (4.5 meter) blast.

Canvas Bag

Canvas bags are perforated mesh or canvas sacks or bags use to aid in the retrieval of shinies without slowing down the diver. Always has the same effect as a backpack in Miscellaneous Gear.

Miscellaneous Gear and Items

Name	Price	Availability	Weight
Pool Toys	5	12	-
Foot Pumps	10	12	1lb/0.4kg
Tents	25	10	6lb/2.7kg
Sleeping Bags	35	10	3lb/1.3kg
Camping Mats	20	10	2lb/0.9kg
Hammocks	10	12	2lb/0.9kg
Backpacks	35	11	1lb/0.4kg
Compasses	50	10	-
Maps	50+	Varies	-
Telescopes	90	10	1lb/0.4kg
Craft Kits	85	9	20lb/9.0kg
Craft Shops	160	7	-
Craft Facilities	300	5	-
Matches	15	9	-
Books	40	7	1lb/0.4kg
Sketchbooks	30	8	1lb/0.4kg
Solar Panels	100	8	55lb/24.9kg
Residential Wind Turbines	90	6	75lb/34kg
Radio Headsets	65	8	2lb/0.9kg
Radio Transmitters	100	6	30lb/13.6
Earbuds	30	7	-

Tablets	125	5	8lb/3.6kg
Water Guns	10	12	-
Blankets	10	12	1lb/0.4kg
Towels	5	12	1lb/0.4kg
Common Variety Tools	50-25	10-12	5lb-10lb/2.2-4.5kg
Vid Screens	75	7	35-100lb/15.8-45.3kg
Speakie Boxes	75	7	25-100lb/11.3-45.3kg
Toolbox	50	9	20lb/9kg
Electronic Components	60	7	7lb/3.1kg
Cryo Cola Classic	15	9	1lb/0.4kg
Gorilla King Cola	20	6	1lb/0.4kg
Dr. Cryo	25	5	1lb/0.4kg
Gymonade	15	6	1lb/0.4kg
Gritty Ale	25	5	1lb/0.4kg
Cryo-Containers	120	6	125lb/56.6kg
Lady Luck's Elixir	50	4	1lb/0.4kg
Grappling Hook	50	8	5lb/2.2kg
50 Feet of Rope	20	10	2lb/0.9kg
Mecko Kebabs	5-10	12	1lb/0.4kg
Skitterburgers	5-10	12	1lb/0.4kg
Boiled Clawbill	25	9	1lb/0.4kg
Olumide Jerky	30	7	1lb/0.4kg
Waddler Stew	30	6	1lb/0.4kg
Island Food	20	8	1-5lb/0.4-2.2kg
Disguise Kit	55	7	20lb/9kg
Earless Food	45	4-6	1-5lb/0.4-2.2kg
Salvaged Earless Goods	100-30	4-7	1-55lb/0.4- kg
"Harmless" Oldguard	175	2-4	75-300lb/34-136kg
Craft Supplies	50	6-12	10-20lb/4.5-9kg
Universal Batteries	40	7	-
Hand Crank Charger	30	8	5lb/2.2kg
Generator	100	6	100-250lb/45.3-113.3kg
Recharge Station	30	8	3lb/1.3kg



<p>Pool Toys</p> <p>From Inner-tubes to lounge mats, beach balls and even swim wings, these fun items make going to the beach all the more enjoyable. They are punctured easily and take some time to blow up.</p>	<p>Foot Pumps</p> <p>Want to actually not have to rest after getting your beach toys blown up? Why not invest in a foot pump? It makes blowing up all your swim rings and lounge mats a simple process and faster tool! Can be used for other more ingenious uses by a crafty Kemomi.</p>
<p>Tents</p> <p>A useful little shelter, a tent allows a character to stay dry and out of the elements. Some models can house multiple Kemomi. The biggest can have small parties inside. Fancier models are inflatable shelters that have similar capacities for 2 less availability and double the price.</p>	<p>Sleeping Bags</p> <p>A comfortable, warm place to sleep. Sleeping bags cushion the body against the hard ground, and keep the user warm at night.</p>
<p>Camping Mats</p> <p>A more durable form of inflatable mattress, these mats come in forest green or black, help keep a user off the hard ground and are quite comfortable to lay on. Also as it is more rugged, is popular among beach-goers looking for a mattress that can take a beating, or more thrifty fishercats staking out something to eat.</p>	<p>Hammocks</p> <p>Hammocks are a type of soft rope netted bedding that is hung from two points on either end. Hammocks rock back and forth with motion and are usually seen within ships. For whatever reason, Skitterbugs tend to like crawling about on hammocks, which bother sleeping and awake Kemomis alike.</p>
<p>Back Packs</p> <p>A great way to store your gear, grant a 25 percent reduction in encumbrance when used to carry gear. Well-made models are slightly rarer (Availability 9) but are rugged, designed for hikers, and give a 50 percent reduction to your encumbrance for double the price.</p>	<p>Compasses</p> <p>A compass is not so complex of a device, but integral to a safe journey on water or land. This when combined with a map will (almost) ensure you'll never get lost. When making navigation checks without a compass they are at a negative modifier for missing gear.</p>
<p>Maps</p> <p>Want to know where you are? Get a map. Many places have mapped their environs, although the highly prized maps are ones of whole regions or underwater locations. Some maps are jealously guarded, and are only given to a select few. Map availability is per region, and area in question specific; the GM decides the availability and price.</p>	<p>Telescopes</p> <p>Useful to see what is on the horizon or in the stars. Telescopes have a range of about 5 nautical miles; Binoculars have similar ranges, but can see with better detail but for an extra 50 percent of the original price.</p>
<p>Craft Kits</p> <p>Craft kits are necessary tools and supplies for a trade or craft, and are needed if not</p>	<p>Craft Shops</p> <p>Craft shops are craft kits that have been expanded. Craft shops require a room in a</p>



required for certain tasks. When a player purchases a craft kit, they designate for which craft it is for. Craft kits come with 16 supply points to start off as a part of the initial cost.

ship or a building in which they permanently reside in unless the owner wishes to move it. Craft shops grant specific bonuses as labeled in crafting, and upon upgrading from a craft kit to a craft shop, are granted 8 free supply points.

<p>Craft Facilities</p> <p>Craft facilities are large operations that require an entire building to have optimal space. Craft facilities are very much like Kemomi factories, and have certain bonuses as labeled in crafting. Craft facilities are few and far between and when upgraded from a shop the player receives 25 free supply points.</p>	<p>Matches</p> <p>Matches are sticks with flammable heads at the end which are used to start fires, be they camp fires or something more sinister like a smoke bomb. Matches are common and useful items for any Kemomi to have.</p>
<p>Books</p> <p>Books on everything from survival, first aid, navigation, and other boring subjects. Also books from famous writers of your local settlement are a good read as well. Earless books are a little rarer and hard to find, and read unless you have the skills. Knowledge is power and a library is a reactor!</p>	<p>Sketchbooks</p> <p>Good for sketching out what you've seen, or to lazily draw unflattering pictures of your crew.</p>
<p>Solar Panels</p> <p>Made in the age of the earless and even now in some places, solar panels can provide power during the daytime to various things in your possession. Solar panels are best used when placed onto a boat or building in the most optimal positions to catch the sun's rays.</p>	<p>Residential Wind Turbines</p> <p>There is always some wind coming from the sea, and these cylindrical turbines are designed to be pushed from any wind direction to provide power to a residence. When combined with a solar panel or two the most industrious Kemomis will have more than enough power for their inventive habits and nighttime partying habits!</p>
<p>Radio Headsets</p> <p>With radio headsets you can keep in touch with the shore, your boat or friends while on a dive or other adventure. Other radios are designed to pick up on recreational broadcasts from settlements and other boats. Radio headsets can also come in smaller walkie-talkies that see use with hikers or larger ship's security teams. Great for parties, or to get pissed off at the latest political ranting.</p>	<p>Radio Transmitters</p> <p>Got something to say? Want to play some tunes? Let the world know! Just grab a radio transmitter; pick an unused channel and anyone with a radio in range can hear you as long as they know your channel. The Fuji Settlement has several broadcast channels already, mostly dedicated to music for the parties in the settlements or weather reports, as do other settlements.</p>
<p>Ear buds</p>	<p>Tablets</p>



<p>Ear buds and headphones are speakie boxes, but for your ears only. They are usually water proof, as the ear buds are made by Kemomi, for Kemomi. Most headphones that are salvaged are usually just repurposed or retooled to allow Kemomi use.</p>	<p>Tablets are strange earless technological devices that have a vid screens one can interact with touch. They are usually accompanied by internal Speakie boxes. These things require electricity to use, but are useful for keeping notes, and such. Some salvaged earless tablets also hold information about the earless themselves.</p>
<p>Water Guns Water guns are toy pistols or rifles that fire streams of water. Fun toy to use when you want to shoot your friend without hurting them.</p>	<p>Blankets Blankets are like towels, but bigger! Blankets keep you warm while sleeping and comfy while lounging about.</p>
<p>Towels Towels are a pieces of cloth used to dry off a body after a swim. Really nothing else to it.</p>	<p>Common Variety Tools Common variety tools encompass anything from a pickaxe, trowel, shovel, pitchfork and the like. Price and availability vary per location and tool in question.</p>
<p>Vid Screens Vid screens are salvaged TVs, monitors and other such visual display equipment. They see use in many aspects of Kemomi life</p>	<p>Speakie Boxes Speakie boxes are speakers or other sound playing devices that Kemomi have salvaged and repurposed. Speakie boxes are well sought after for their ability to play music.</p>
<p>Toolbox A tool box with its components is a necessary piece of equipment for tinkering jobs or certain things that don't fall under a craft. Can double as a carrying container in a pinch!</p>	<p>Electronic Components Common and uncommon variety electronic components are useful to have lying about for a dive or a quick electronic repair job</p>
<p>Cryo Cola Classic A rich-flavored cola with an incredible amount of sugar. The can depicts polar bears doing cute, decidedly earless things on an icy plain, with the slogan, "Everybody loves Cryo!" Cryo cola is the most abundant of all earless drinks, and when drank relieves fatigue and amazingly injury as well by 1. It also grants a +2 bonus to all healing tests done within 1 hour of consumption.</p>	<p>Gorilla King Cola A saccharine energy drink with space age muscle fiber strengthening technology. The can shows a gorilla with a crown atop his head sitting on a massive thrown. He's flexing, and the slogan says, "Favorite drink of James T. Russell, the talking gorilla!" Gorilla king cola grants a +2 to POW for 1 hour, and tastes pretty good, too.</p>
<p>Dr. Cryo Loaded with caffeine and space-age neural conductivity enhancers, the can depicts a man with wild hair wearing a lab coat standing triumphant atop a massive</p>	<p>Gritty Ale A ginger ale-type drink with a mix of spices and synthetic boosters that sharpen your senses and enhance your mood. The can depicts a man free-climbing a massive</p>



battle mech cobbled together from junk armed with an absurd amount of weaponry, one foot atop a toaster. The slogan reads: "Dr. Cryo: The drink of true genius. 176 flavors!" Dr. Cryo grants a +2 to Savviness for 1 hour.

rocky mountain covered in snow wearing nothing but shorts and a tank top and being rewarded with ice cold Gritty Ale. The slogan on the can reads, "Get real. Get Tough. Get Grit!" Gritty Ale alleviates 1 fatigue and grants a +2 bonus to Willpower for 1 hour.

Lady Luck's Elixir

A limited edition cola with a zesty and refreshing lemon flavor. Its formula is secret, but you know it makes you feel good, as though you could take on the world. The can has a sharply-dressed man with one arm around a beautiful blonde woman in a red dress winning big at a casino, gold coins and green bills raining from the sky around him. The slogan on the can reads, "Do you feel lucky?" Lady Luck's Elixir fully restores all luck and grants a +2 bonus to luck for 1 hour. Lady luck's elixir is extremely rare and people will pay a hefty sum of fangs to get a taste of the deliciousness that Lady Luck provides.

Cryo Container

A container is a vending machine or earless refrigeration unit. What makes them special is that they cryogenically freeze anything within them and often times contain tasty earless snacks! Cryo containers are sought after and regularly seen in many settlements for their supreme food storage capabilities. They don't even require excessive power, and can run on "Efficient mode" for ridiculously long amounts of time without harm to the contents within.

Gymonade

A fresh-tasting neon-colored sports drink with a strong tone of citrus. Loaded with vitamins and carbohydrates, enhanced with joint-soothing nanobots. Comes in five flavors: Red, Blue, Green, Purple, and Yellow. The bottle is transparent, depicting a runner in a jersey of the appropriate color crossing the finish line and proceeding to run a full victory lap. The slogan reads, "Get pumped! Get Gymonade!" Gymonade grants a +2 to AGL for 1 hour.

50 Feet of Rope

Great for keeping things tied down on ship, or tying up the unfortunate Catgirl who has gone nuts on the catnip.

Grappling Hooks

Grappling hooks are helpful for climbing. Attached to the end of a rope and then thrown, grappling hooks allow a grip on an area normally out of reach for a rope to cling to.

Skitterburgers

Skitterburgers are ubiquitous prepared food found on ships, settlements and islands with populations of Skitterbugs. Skitterburgers are delicious and nutritious, but Kemomis may find the taste to become very bland if they continually eat Skitterburgers on a constant basis.

Mecko Kebabs

Mecko kebabs are prepared food made from Meckos. It's a tasty snack, or meal

Boiled Clawbill

Boiled Clawbill is a dish made from captured Clawbills, usually served with a

<p>depending on the size of the Mecko prepared.</p>	<p>bit of lemon for some zest. Boiled Clawbill is a delicious meal, which many Kemomis enjoy.</p>
<p>Earless Foods</p> <p>Earless foods are foods found in cryo containers and earless ruins, some still able to be enjoyed by Kemomis. Many Kemomis, especially eartakus find earless food delicious. Earless food is usually saved for holidays or especially large parties or festivals due to their rare nature.</p>	<p>"Harmless" Old Guards</p> <p>"Harmless" old guards are old guards that have been disabled, and somehow reprogramed to follow orders from certain Kemomis. These are rare amongst settlements and ships, and usually draw a large crowd.</p>
<p>Craft Supplies</p> <p>Craft supplies are supplies necessary for craft skills. Craft supplies grant a flat 4 supply points per purchase. When bought in bulk for shops or facilities, when you make 4 purchases of craft supplies or more, you get a 20 percent reduction in total price.</p>	<p>Olumide Jerky</p> <p>Olumide jerky is a prepared meal made from Olumides. This food is rare, as many Kemomis don't see a need to hunt Olumides, but nonetheless it is present in some settlements.</p>
<p>Salvaged Earless Goods</p> <p>Salvaged earless goods are a catch earless-made items and salvage found on dives. They fetch a high price depending on the item or object found and many of them are ubiquitous with certain aspects of daily kemomi life.</p>	<p>Waddler Stew</p> <p>Waddler stew is a meal prepared from Waddler meat. Although delicious, it is very rare as Waddlers are seen as cute pets more so than food in most settlements. Many Kemomis view Waddler meat as wholly wrong and certain settlements may impose strict laws against the hunting of Waddlers for food.</p>
<p>Island Foods</p> <p>Island foods include anything grown that requires soil. One of the main exports off of islands are tasty fruits and veggies, and an enterprising ship owner may find that the prices for such items may drastically increase in other settlements.</p>	<p>Generators</p> <p>Generators are rare earless and kemomi tech that create and store energy for use. Generators are usually run off of water and refuse, especially the earless models. Generators are found on settlements, ships and islands alike, and are highly useful for those in need of electricity.</p>
<p>Batteries</p> <p>Universal batteries are earless batteries that can be found within earless ruins all over. They are rechargeable and can be used for many different purposes other than simply being used as ammunition for high-tech weapons. Universal batteries are hard to come by as they are usually used for powering things such as lights, and things that can't be directly routed to with a power line from another power source.</p>	<p>Disguise Kits</p> <p>Disguise kits are kits that aid in the use of disguising one's self to look like something or someone else. Disguise kits grant a +2 bonus to disguise checks that are made with additional aid from other supplies (IE using the guard's uniform with the disguise kit to impersonate the guard whose busy chasing a laserlight around.) Disguise kits are not usually illegal in any settlements as they are often used by performers.</p>

They last for 10 days of sustained use before requiring recharges when used for mundane electrical needs.

Recharge Station

Recharge stations are ports used to charge batteries and other electronic devices. Recharge stations require being hooked up to a generator or other power source in order to actually charge anything.

Hand Crank Charger

Useful for those without a means of power or recharge station, a hand crank charger allows the user to charge a single electronic device by cranking a handle in a circular motion repeatedly. It takes roughly 10-15 minutes of cranking to fully charge a device.

Protective Gear

Protective gear and armor grants its damage reduction value on top of a character's base damage reduction to reduce incoming attack's damage, whether it be luck or integrity damage. Armor comes in quality tiers similar to weapons and dive gear. The 3 tiers are Salvaged, Forged and Advanced, and their bonuses are described in the beginning of the Gear section. You can only add two additions (Such as trauma plating, arm/leg guards/gelpaks and form fitting body armor) to any set of armor. If one was to wear additional armor on top of a previous layer of armor (IE: protective vest over a wetsuit) the lower of the two damage reduction ratings of the armor is divided in half, round up, and only the main piece of armor can have armor additions such as those stated above. If any armor additions are applied to the second set of armor, they do nothing except add on weight. Only two different sets of armor can be worn like this, any more is simply just dead weight. Armor additions can be purchased in Forged, or Advanced quality, and their ratings, prices and availability is modified accordingly. When adding armor sets together, beware of over encumbering yourself, as the weight can and will add up!

Name	Price	Availability	Rating of Damage Reduction	Weight
Trauma Plating	30	6	+1	2Lb/0.9kg
Protective Vest	80	6	3	12lb/5.4kg
Arm and Leg Guards	25	8	+1	5lb/2.2kg
Padded Clothing	60	10	1	3lb/1.3kg
Reclaimed Mail	110	8	5	30lb/13.6kg
Olumide Hide Rash Guard	80	8	2	5lb/2.2kg
Gelpaks	35	6	+1	2lb/0.9kg
Armored Clothing	75	8	3	10lb/4.5kg



Metal Weave Clothes	85	7	2	5lb/2.2kg
Skin Suit	250	3	6	2lb/0.9kg
Hard Suit	175	4	7	15lb/6.8kg
Dry Suit	125	7	4	35lb/15.8kg
Wetsuit	70	10	2	10lb/4.5kg
Lined Coat	30	9	2	8lb/3.6kg
Full Body Armor	135	6	5	25lb/11.3kg
Form Fitting Armor	125	4	1+	2lb/1.3kg

Trauma Plating

Trauma plating adds its full rating to any reduction against stabbing or piercing blows received, such as from a sword, arrow, or spear.

Padded Clothing

Padded clothing are normal clothes with extra padding layered on for extra durability. Good for times when you need to be covert.

Reclaimed Mail

Reclaimed mail is metal armor made from scrap metal. It is heavy and cumbersome, but defends against well against non-electrical attacks. When hit with electrical attacks, reclaimed mail does not reduce anything, and in fact adds 1 onto the penetration and damage of the attack.

Gelpaks

Gelpaks add their full rating to any reduction against impacts or blunt damage received, such as a sledge hammer, blunt arrows, paintballs, and unarmed strikes.

Metal Weave Clothes

Metal weave clothes are light as clothing but as durable as protective vests. Metal weave clothes are not easily spotted as armored clothing, but just as protective. Similar to reclaimed mail, metal weave clothes in that they are conductive, and do not reduce any damage from electrical attacks, and instead grant 1 penetration and damage on top of the oncoming damage.

Protective Vest

A protective vest is a thick vest made with durable materials. They are often seen worn on dives with a diving harness layered over them.

Arm and Leg Guards

Arm and leg guards add their full rating to any reduction. Arm and leg guards are usually leather or metal bands used to protect the shins and forearms from blows.

Olumide Hide Rash Guard

Olumide hide rash guards are torso and arm covering shirts that provide the same bonuses as a wetsuit for half the weight. Like most wetsuits, they are made with Olumide hides, and wearing one will grant a Kemomi +1 to influence tests when dealing with Olumides.

Armored Clothing

Armored clothing is just normal clothes with added armor within it or on it, such as metal plates or padded areas. Armored clothing is obvious and visibly defensive in nature.

Skin Suit

Skin suits are very durable, and grant protection on top of their other bonuses written in the Diving Gear section.

Hard Suit Hard suits are very durable, and grant protection on top of their other bonuses written in the Diving Gear section.	Dry Suit Dry suits are very durable, and grant protection on top of their other bonuses written in the Diving Gear section.
Wetsuit Wetsuits are slightly durable, and grant protection on top of their other bonuses written in the Diving Gear section. Wetsuits are some of the most ubiquitous of protective gear.	Lined Coat Lined coats are similar to a duster with a thick Kevlar lining on the inside. Law men and pirates alike are known to favor this type of protective clothing.
Full Body Armor Full body armor is thick armor covering a Kemomi from head to toe. A kemomi wearing full body armor is obviously geared for a fight, and grants a +1 bonus to influence checks around intimidation.	Form Fitting Armor Form fitting armor is armor that is based off of skin suits. It grants its full rating to all damage reductions.

Distraction Gear

Distracting without distraction gear or some form of improvised distraction grants a -5 modifier to the distractors distraction check. Each specific piece of gear grants a modifier, and some of these pieces of gear do not work in specific places or against specific things. Distraction gear comes in 3 tiers of quality, Salvaged, Forged and Advanced, which may raise the piece of gear's modifier and do other special things that lower quality versions of the piece of gear in question does not. Each tier's bonus is described in the beginning of the gear section and additional bonuses for individual pieces of distraction gear in their descriptions.

Name	Modifier	Price	Availability
Laserlights	+1	25	8
Poppers	+0	15	9
Flashpaks	+2	35	7
Air Horns	+2	30	7
Disco balls	+4	125	5
Strobers	+4	80	4
Lewd Magazines	+0 to +3	15	11
Smoke Bombs	+3	50	6
Fireworks	+3	25	8
Laughing Gas Bombs	+5	75	4
Bubble Guns	+2	25	8

Improvised Distractions	+0 to +5	-	-
Sound Recorders	+0 to +5	75	6

Laserlights

Laserlights are your typical laser pointing devices used far and wide to distract the easily distracted. Laserlights are easily recognizable – everybody's fell prey to these nefarious devices at one time or another. Forged laserlights can change the shape of the red dot to other things with a free action, and Advanced laserlights can be hidden within other items, change color and make complex animations. Laser lights work best when in the dark or the shade. When used in direct sunlight, the check is made instead at a -2.

Air Horns

Air horns are tiny cans filled with compressed air that gets released through a horn at the top of the can, which causes a horribly loud sound to emit from the horn. Air horns are best used with the element of surprise, and grant a -2 to the enemy's composure when you catch them unaware before using an Air horn on them. Forged Air horns give a -2 to the defender all the time, and a -4 when it is surprise. Advanced air horns can be used underwater.

Bubble Guns

Bubble guns are the size of water pistols, but instead of water, they fire bubbles. Bubble guns use a soapy mixture of water to create bubbles which they shoot forth in the direction the gun was pointed in. Bubble guns have 6 uses, and can only target one person. Forged bubble guns have 7 uses and can target two people with one use, and advanced bubble guns have 8 uses and can be used underwater. Advanced bubble guns require an emergency air canister to work underwater. Bubble gun ammo is in the

Poppers

Poppers, otherwise known as those little white loud things kids throw at the ground that explode with a harmless bang see use throughout large ships and settlements alike by children and young adult Kemomi who wish to startle their friends family and coworkers. Forged poppers are louder and sparkle slightly, and Advanced poppers can be pressed and then tossed for timed bangs. All poppers save Advanced poppers cannot be used underwater.

Flashpaks

Flashpaks are small crayon box sized electronic boxes that emit a very bright light that blinds and confuses the senses momentarily. Flashpaks have two charges, and may be thrown and then retrieved later in order to be recharged from a reliable source of power to be reused. Forged flashpaks have an additional charge; Advanced flashpaks have two additional charges for a total of four, may be set to go off at any frequency the user wishes and don't require the user to maintain a distraction if they were to go off consecutively in order.

Strobers

Strobers can be described easily as high-powered high-frequency flashlights. Strobers are a bit larger than the average flashlight and have a battery time of about 20 minutes. Strobers work best in darkness or dim lighting, and affect all of the targets in front of the Strober when in such lighting, instead of just one target. Forged strobers have a 40 minute battery life, and Advanced strobers have an hour of battery life and affect all those in front of the strober regardless of lighting.

ammunition section.

Smoke Bombs

Smoke bombs are similar to fireworks in that they require lighters or matches to use. Smoke bombs when used cause an additional -2 to perception, combat, dodge and any other checks the GM deems would be modified by it ON TOP of the distraction modifier and this -2 modifier also effects those not under the distraction who would plausibly have their checks effected by it. Smoke bombs cannot be used underwater. Smoke bombs affect closed off areas for about 30 feet (10 meters) with no wind for 20 rounds, and an open air area of 30 feet (10 meters) with wind for 5. For Forged Smoke bombs do not require a lighter, and up the additional modifier to -3. Advanced smoke bombs can be used in water, do not require a lighter, and the additional modifier is -4. Forged and Advanced smoke bombs can come in thermal smoke variations, for another $\frac{1}{2}$ the price of the smoke bomb.

Fireworks

Fireworks are similar to poppers but on a larger, louder and brighter scale. Fireworks require a lighter or matches to be used, and can only be used out of water. Fireworks affect many targets, and may also cause "friendly fire" if the user does not warn their allies ahead of time, GM's discretion. Forged firework successes count for two rounds of success and do not require maintaining the distraction for the second round. Advanced fireworks distract for three rounds per success, and do not require maintaining the distraction for the any of the rounds. Fireworks when used indoors may cause fires. Fireworks are often used during festivals and parties for fun and visual enjoyment.

Laughing gas bombs

Laughing gas bombs are similar to smoke bombs, with a subtle difference. The gas within these bombs causes fits of uncontrollable laughter in Kemomis, for as long as they continue to breathe in the gas; many Kemomis relate laughing gas bombs to getting narced on a deep dive. Laughing gas bombs do not require a lighter, come in a small emergency air canister and cannot be used underwater for obvious reasons. Someone with an air supply such as a skin suit, hard suit, dive rig with their mask on etc. are immune to Laughing gas. Laughing gas will affect a closed off area of about 30 feet (10 meters) with no wind for 20 rounds, and an open air area with wind for 5. Kemomis have to roll a composure check or be distracted against the distracter's initial roll for every round they spend in the gas, and for 1 round after they've left it. Having to

Disco Balls

Disco balls are round spheres covered in tiny square mirrors or other reflective surfaces that revolves about. On its own, disco balls are seemingly harmless, But when coupled with lights, flashlights, laserlights or even the sun's rays, it becomes a deadly force to be reckoned with. For this specific reason, disco balls are highly illegal, and having one in an establishment in most settlements is just asking for trouble. Disco balls require it to be mounted to a stationary structure, such as the roof of a boat, or building. Disco balls affect everyone, including allies and the user itself. Disco balls require maintaining for every round, and will continue to distract everyone every round until the user is interrupted, stops, or the disco ball is damaged. Forged disco balls can be mounted on more plausible things, as long as it is given power in some way,

roll against the laughing gas twice will make the player require a successful toughness check or gain a fatigue from the incessant laughing; this fatigue can stack, and may cause some Kemomis to pass out from laughter. Forged laughing gas bombs affect other animals and affect a target for 2 rounds after they've left the gas. Advanced gas bombs last for 3 rounds after the target left the gas and can affect a target if they have exposed skin. Gas bombs do not require maintaining the distraction.

Sound Recorders

Sound recorders are anything from a microphone that can record sounds with a matching loud set of speakie boxes, or a megaphone. As long as it can record and then play back sound, it is a sound recorder. Sound recorders can distract all things from animals to robots to Kemomis. Sound recorders can be left to draw attention away from something by being set up to play on loop, and therefore do not require a maintaining action. As soon as the target registers that the noise is not from something that's alive, the distraction ends. Forged sound recorders are water proof, and can be given simple commands to time certain sounds recorded to play. Advanced sound recorders can be spoken through on top of their regular use as a recorder, with a radio headset.

Improvised Distractions

Improvised distractions are when players without distraction gear use their surroundings and ingenuity to gain bonuses to their distraction checks. An improvised distraction could be anything from pulling the old earless ruin's fire alarm, causing a mock fight to draw the guard's attention in the busy marketplace, to using a mirror to reflect light into the eyes of the target. GMs should work with their players to give the player an accurate/realistic modifier that pertains to the scenario.

and advanced disco balls are portable. Disco balls are one of those items that are viewed as supremely malicious; their owners looked down upon by most other folk.

Lewd Magazines

Lewd magazines are pictures or magazines that contain questionable content not safe for children or those prone to nosebleeds. As decided upon by the players or GM, the base modifier may be lowered or raised due to the target's individual preferences in material or naivety. They can't be used under water, and only affects Kemomis. Forged lewd magazines cause the target to take an additional -2 to perception, Advanced may be used underwater, and due to its quality always grants +2 or higher to the base modifier, regardless of opponent's preference. People may question why you own these and leave them lying around.

Boats and Vehicles

Any Kemomi who plans on travelling anywhere in the world of CATastrophe is going to need a vehicle to get there. Boats and vehicles come in all shapes and sizes, ranging from surfboards, to Raydudes, to even earless salvaged naval battleships. Each boat has a maximum capacity and a required crew capacity. The maximum capacity gives an idea on how many can comfortably ride/live on the vessel in question. While some may be lived on comfortably, things such as a skidoo, surfboard, rubber dinghy or paddle board cannot be lived on. The players and GMs should use common sense when it comes to deciding what can and can't be lived on comfortably. All boats and other watercraft speeds are viewed in nautical miles per hour, aka knots. **A knot is 1.151 miles or 1.852 kilometers.** The pricing for certain boats may be way out of a player's available funds, and if they wish it, multiple PCs may pitch in percentages of the full price of fangs and share ownership. Owning a ship is as much a physical tool as it is a symbol of status amongst Kemomi society. The crew and passenger amounts combined are the total amount of Kemomis that can fit comfortably on a ship. The crew amount is how many are needed to efficiently and safely man the ship to keep various systems running. For wind speed and other information on sailing, check Sailing in core mechanics.

Name	Price	Availability	Size	Speed (NMMPH)	Passengers	Crew
Sail Boat	280	12	10ft/3m	Wind Speed	3	1
Catamaran	250	12	15ft/4.5m	Wind Speed +5	4	1
Skidoo	175	10	5ft/1.5m	30	1	1
Motorboat	290	12	15-25ft/4.5-7.6m	40	4	1
House Boat	275	10	30ft/9m	20	5	1
Sailing Dinghy	300	8	8ft/2.4m	Wind Speed	6	1
Fishing Trawler	350	10	30ft/9m	25	8	1
Sailing Yacht	375	6	40-70ft/12-21m	Wind Speed +10	14	4
Motor Yacht	385	6	40-75ft/12-22m	35	16	2
Sailing Ship	480	5	150ft/45.7m	Wind Speed +15	30	10
Patrol Boat	500	8	15ft/4.5m	45	4	3
Rescue Boat	450	8	16ft/4.8m	45	6	2
Naval Cutter	580	4	30ft/9m	30	120	60

Naval Patrol Ship	550	6	150ft/45.7m	45	40	30
Small Cruise Ship	600	3	500ft/152.4m	30	500	80
Large Cruise Ship	670	2	1000ft/304.8m	25	3000	200
Tanker	600	2	1250ft/381m	30	Variable	90
Naval Frigate	670	2	35ft/10m	35	270	90
Naval Battleship	700	2	1250ft/381m	30	300	150
Naval Carrier	725	2	1250ft/381m	30	300	300
Naval Super Carrier	850	2	1500ft/457.2m	30	1000	1000
Supertanker	700	3	1000ft/304.8m	20	150	150
Research Submarine	600	4	20ft/6m	Description	0	3
Naval Submarine	800	2	650ft/190.2m	Description	270	90
Surfboard	75	12	6-8ft/1.8-2.4m	Description	0	1
Kite Surfing Gear	100	11	Description	Wind Speed	0	1
Snowboard	50	7	4ft/1.2m	0-20	0	1
Skis	50	7	5ft/1.5m	0-20	0	1
Sled	40	7	2-5ft/0.6-1.5m	0-20	2	1
Domesticated Raydude	150	10	10-15ft/3-4.5m	25-35	1	1
Blimp	650	6	180ft/54m	Description	3-10	3
Sailboard	100	11	8ft/2.4m	Wind Speed	1	1
Kayak	80	12	6	Description	0	1-4
Paddleboard	80	12	7ft/2.1m	Description	1	1
Rubber Dinghy	175	10	8ft/2.4m	Description	4	1
Rock Skimmer	450	8	30ft/9.1m	20-30	25	1

Sail Boat

An ancient form of nautical transport brought into this age. Takes some skill to sail, but is the most common sea vehicle in the Endless Blue.

Motorboat

A battery powered speedboat. Small, but large enough for a small number of Kemomi to live on it comfortably.

Houseboat

Big, powered by fuel or battery and slow.

Catamaran

A fast twin-hull ship with an open air design made for sailing competitions or for casual travel. Kemomis living on catamarans may find themselves in a sore spot during cold periods our bouts of rain.

Skidoo

A recreational watercraft, the skidoo is used as an excursion vehicle from a larger vessel or as a vehicle for short trips. They require electricity or diesel to run.

Sailing Dinghy

A rubber boat equipped with a sail. Quite

<p>Great to live on though. Houseboats are seen often in use by merchants or seaborne communes and families.</p>	<p>buoyant and can carry a decent amount of passengers.</p>
<p>Fishing Trawler Great for dive teams, fishermen or someone looking to make their trade shipping large amounts of goods around from settlement to settlement. Usually comes with a crane used to capture fish, or hold salvage.</p>	<p>Sailing Yacht A large ship with multiple rooms within for storage, living space or whatever is necessary. Sailing yachts are symbols of wealth and affluence, and often the targets of pirate attacks because of it.</p>
<p>Motor Yacht Like a Sailing Yacht, but instead is powered by a large battery system with an emergency solar sail built into the back up sail.</p>	<p>Sailing Ship The biggest sailing vessel around. Usually made of wood or fiberglass, and stands out in any large marina. This is as old school as it gets; a sailing ship is very much akin to your stereotypical large sea vessel when it comes to large operations.. Be it dives, mercantile shipping or pirating.</p>
<p>Patrol Boat Used by what could be considered law enforcement. They are usually seen with a series of salvaged sirens and lights. The front can be equipped with either a fire hose or some sort of riot control gear.</p>	<p>Rescue Boat Designed for search and rescue, these rigid hull inflatable boats are self-righting, fast, and brightly colored. Usually comes with warning lights, a spotlight, sirens and 4 life preserver rings. Also on purchase comes with an inflatable life vest for each crew member and its maximum passenger compliment.</p>
<p>Naval Cutter An old navy standby, these cutters used to use small guns and a few missiles to enforce their country of origin's will. Nowadays the ones in good condition are usually seen being used as party barges or mobile communities, and sometimes as their intended purpose.</p>	<p>Navy Patrol Ship A small boat capable of navigating the tightest and shallowest bodies of water. Not very comfortable living inside, but they're durable as it gets.</p>
<p>Small Cruise Ship A rare sight, these earless ships are powered by massive engines that use water to extract hydrogen, and can propel these giant ships with relative ease.</p>	<p>Large Cruise Ship Similar to the small cruise ship, but larger in every way. Luckily the hydrogen engines on larger cruise ships were designed to collect hydrogen from the water around them through propulsion. Large cruise ships are very much floating cities that house hundreds of kemomis.</p>
<p>Tanker Great for shipping of all kinds. The flat top is great for communities to live on, and many do.</p>	<p>Naval Frigate Bigger and badder than its Cutter sister, this ship is powered by a hydrogen extraction system much like cruise ships,</p>



	<p>and has larger space within.</p>
Naval Battleship Big guns never tire.. The guns on these ships haven't fired for a long time and While you can try to let's just say more than one battleship has sunk due to kemomi curiosity.	Naval Carrier This fusion powered vessel has enough fuel to last and then some. Lots of space on deck for parties or for making a small residence, not counting the space below deck. Most airplanes found on these ships are ruined, but some are still in working condition if you're lucky.
Naval Super Carrier Powered like its smaller cousin, these ships are practically cities on the water. Most you will see have been converted into large towns floating gracefully through the endless blue.	Supertanker If a Supercarrier is a town on the water a Supertanker is a city. The deck of these ships are huge, and with a little (read: a lot) of work, they can be converted in a mobile settlement fit for a king or queen.
Research Submarine Great for exploring a ruin without getting your tail wet. Comes with a battery powered system that will get you to where you need to go and then some. Research submarines go about 20 NMPH on the surface and 10 submerged.	Naval Submarine It's a rough life in this floating coffin, tight quarters, little contact with the outside world, but it is an enduring craft, powered by a fusion reactor. Much larger than a research sub. Naval Submarines go about 35 NMPH on the surface and 15 submerged.
Surfboard Surf's up! If you want to ride the waves with style, one of these bad boys is just for you. Comes in varying sizes, shapes and colors. Surfboards either go at the user's swim speed +2 meters, or by the wave's velocity.	Kite Surfing Gear Like a surfboard, but just as useable on a calm body of water like a lake or river. The rider uses a large kite that looks like a parachute strapped to their waist, and lets the wind take them along. Be careful! Powerful winds can sweep unsuspecting kite surfers away! Kites are about 7 feet to 15 feet in size, and boards are usually 5-7 feet.
Snowboard For skiing a mountain slope, or to be towed behind a fast boat!	Skis Great for hitting a mountain slope or to be towed behind a fast boat!
Sled Designed for snowy climates, to ride down hills and gentle mountain slopes. Also if equipped with pontoons makes a good tow-able.	Domesticated Raydude A faithful mount, a Raydude as long as he is fed well and is wisely disciplined, will serve its rider very well. For more information on Raydudes check the bestiary.
Blimp An odd sight in the sky, but a fun ride for tourists. Blimps go about 25 NMPH + wind speed if they are going with the wind. Against the wind it is 25 NMPH - half of the	Sailboard A wonderful fusion of a surfboard and a small mast from a sailing boat, a sailboard is incredibly agile and fast, allowing the user to do flips, other acrobatic maneuvers



wind speed.	and to look like an idiot when they fall off.
<p>Kayak</p> <p>Everyone on a Kayak is a crewmember, and it shows in its speed. Great for exploring shallow waters where a motorized boat or sailboat just can't go. The speed is the highest swim speed of the crew multiplied by the number of crew, +5 meters.</p>	<p>Rubber Dinghy</p> <p>If it's getting to your sailboat at the local marina, rowing out to your dive spot from your boat or abandoning your ship if it's sinking, these useful inflated rubber boats are what you're looking for. These boats are surprisingly tough, with multiple internal chambers, and easily patched.</p>
<p>Paddleboard</p> <p>A surfboard widened and made to be incredibly stable. More a recreational item than anything useful, a paddleboard is used with a single kayak oar by the user while standing up to provide propulsion.</p>	<p>Rock Skimmer</p> <p>Rock skimmers are large, bus-sized penguins that are used as a cheap form of mass transit from static settlement to settlement. For more information on Rock skimmers, go to the bestiary.</p>

Example:

Amy's catgirl Moko has 8 WIL, meaning she has 16 gear points to spend. Amy opts to spend 4 gear points for 1 extra skill point, grabbing Melee as she did not already take it with her free skill points. She then spends the 12 remaining gear points to obtain 50 fangs per point for buying gear, for a total of 600 fangs. Her friend Emily said that she was going to buy the boat for the group, and asked for 50 fangs from each player to help lessen the burden of payment for an expensive ship. Removing 50, fangs, she is left with a total of 550.

Amy starts with weapons, and grabs herself a spear and a spear gun for a total of 200. She then goes on to survival gear, and takes a waterproof lighter and a signal mirror for 35. Out of the clothes list, she grabs a swimsuit and rain gear for 15 and diving gear she gets a pair of goggles, a diving rig and an air canister for 150. She picks up a wetsuit and a canvas bag as well, for 80. Lastly, she takes 50 feet of rope, a hammock, a towel and a backpack for 70, for a total of 550. After double-checking her math and nodding sagely a few times, Amy charts down the effects of the items, their stats and weight onto her character sheet and is finally finished!

Combat

Combat like in most pen and paper RPGs is bound to happen. In CATastrophe, combat is played out in a lighter tone than most games, and as such lethality for players is generally pretty low. Not all people want to play a game that is "happy-go lucky" so to speak, and as such, optional lethality rules have been provided for those who want a run for their money in combat. These rules are located in the back of the Combat section.

Actions

Sometimes certain scenarios will require quick thinking and actions to be timed, such as combat or say, your characters are stuck on a sinking party barge. In these instances, players and opposing NPCs will need to know how many actions they have available to them in their allotted time in the initiative phase. For each turn a player gets in the initiative phase, they get a certain number of actions which allows them to do a certain amount of things before their turn is over. The actions available are Free Actions, Move Actions, and Standard Actions, in which all PCs and NPCs use to determine what they try and do. **All PCs and NPCs receive 2 Free Actions, 1 Move Action and 1 Standard Action per turn in the initiative order.**

Free Actions: Free Actions constitute things that can be done quickly, also encompassing attempting to influence something/someone mid-combat, maintain a distraction.

Example Free Actions: Dropping prone, picking up or dropping an item, making a perception check, reloading a simple ranged weapon, standing up, speaking less than 3 sentences to influence, an Attack of Opportunity.

Move Actions: Move Actions are how you get around during the initiative. It varies from running around, climbing, swimming, riding and even flying if you find yourself careening through the air. Expending a move action allows you to move up to your maximum move distance in a turn.

Example Move Actions: Running, Climbing, Swimming, Surfing, Riding, and Acrobatics, aiming

Standard Actions: Standard Actions are how you mainly do things on your turn. A Standard Action constitutes almost all skill checks, save a few.

Example Standard Actions: Attacking with Melee or Ballistics, reloading complex ranged weapons, most Skill checks, aiming.



Full Round Actions: Full round actions are actions that take up your entire turn, save for free actions in the initiative pass. These are rare instances but may occur, like when you are grappled and attempting to break free from the grapple.

Interrupt Actions: Interrupt actions are actions that can be taken ahead of your turn in the initiative order, but take up the action you would have normally had available to you on your turn. Interrupt actions can take place in between people's turns or even on another person's turn. Delayed actions function as Interrupt actions, actions delayed are able to be used during before or after any person's turn in the turn order.

Combat Actions	
Action Name	Effect and Action Used
Move	Spend a move action; move up to your max movement depending on your type of movement. Acrobatics, climbing, running and swimming count under this.
Standard Attack	Spend a standard action; perform a ballistic or melee combat check in order to attack a target.
Aim	Spend a move action or standard action; your next attack gains a +2 bonus to the roll. This can be stacked twice, for a maximum of +4
Call a Shot	Spend a free action; take a -2 penalty to gain one damage or penetration for every -2 penalty you take on your next roll.
Defend	Spend a free action; roll a dodge check against ranged attacks and melee attacks. Melee attacks may be opted to be parried by rolling a melee check instead of dodging.
Charge	Spend a move action; move at 2/3rds your regular movement and gain a +2 bonus to a melee attack that is made in the same turn. Must move at least 3 meters (10 ft.) in a straight line before making contact with the target in order to charge.
Feint	Spend a move action; make an opposed melee check against a single target. If you are to succeed, your next melee attack cannot be parried or dodged.
Grapple	Spend a standard action; make a melee



	check against a target you are in melee with. See Grapple in Combat Broken Down for more information.
Maneuver	Spend a standard or full action: perform a combat maneuver. For more information see combat maneuvers in Combat Broken Down.
Skill Check	Spend a Standard, Free, or Move Action: roll a check related to a certain skill. Certain skills, such as perception would be a free, while a tinkering check would be a full-action, acrobatics a move, and so on.
All-Out Attack	Spend a full action: make a melee attack against a target at +2. After all-out attacking, you cannot dodge or parry until your next turn.
Full Action Move	Spend a full action: move x1.5 your normal movement speed in a round. Enemies take a -2 to hit you until your next turn, and you gain a +1 bonus to dodge.
Full Action Aim	Spend a full action to aim. Gain +4 to your next attack. You cannot gain more than +4 from aiming.
Distraction	Spend a standard, free or full action: roll a distraction check against a target or targets. Certain distractions may require full actions. Most require standard actions, but things such as speaking, etc. would only be a free action.
Stand Up	Spend a move action: Get up off the floor after being dropped prone.
Attack of Opportunity	Spend a free action: intercept a target as they try and move away from melee combat without the withdrawal action. Interception results in a free melee attack on the target. If this attack succeeds and the target fails to dodge, they spend their action but fail to move from their original location.
Withdrawal	Spend a full action: Move up to your full movement away from melee without provoking attacks of opportunity.
Communicate	Spend a free action: communicate with your allies or enemies, or use the Influence skill.



Combat Broken Down

Combat, whether between PCs, or PCs and NPCs is usually bound to happen. Combat is similar to other systems in general, but varies slightly in a few other specific ways.

Initiative

Everyone taking a part in the encounter rolls and **adds half their agility (Rounded up) + any advantage modifiers to a 1d10 roll**. Whoever rolls the highest in the initiative order goes first in the encounter, followed by the second highest, third highest and so on until all parties involved in the encounter have had a turn. The initiative then restarts the same order, highest going first and so on until the encounter is ended. Certain injuries may reduce your initiative score at the GM's discretion, which adjusts your order in the initiative accordingly. A turn order (All turns involved in the check finishing and restarting) takes 5 seconds in game.

Actions Are Declared, Checks Rolled

Those in the encounter declare actions on their turns. A turn consists of three separate types of actions, two Free Actions, a Movement Action and a Standard Action. If the action the person wishes to take requires a check, it is rolled and determined if the check passed or failed. Actions could be anything from an acrobatics check to climb up onto a chandelier, to a melee check to smack the Kleptomander square in the noggin with a piece of driftwood.

If the check is an opposed check between two people, (If the defending party is unaware of the attacker, the attacker is rolling a simple check as the defender cannot dodge) the attacking and defending party roll off on their related checks. If the attacker fails, and the defender fails, the defender is safe from harm. If the attacker succeeds and the defender succeeds, the degrees of success are compared to determine who won in the check. If the attacker succeeds, and the defender fails his/her check, then the attacker succeeds in his check. Being an attacker does not always mean you are trying to hurt the defending party. Being the attacker means that you are the initiator in the check, for example, when attempting to sneak past a guard, you are provoking the defender with your stealth, and the defender defends with his Perception.

Example:



Nir the Catgirl is fighting off a Beaker after she fell out the window of the lighthouse into its nest. Nir and the Beaker roll a 1d10, adding 1/2 of their AGI. Nir, with an AGI of 8 adds 4 to her roll of 6, getting 10 total on the initiative check. The Beaker also adds 1/2 of its AGI of 8, gaining 4. It rolls a little less than Nir, rolling 4. It adds 4 to 4, for a total of 8, one step below Nir in the Initiative order. Nir spends one of her free actions to stand up, her move action to attempt to move away from the nest and with another free action to roll to influence the Beaker to be calm the Beaker down so it doesn't peck her tail off. She rolls an influence check, adding her Willpower of 7 and half of her 5 INT score, for a total of 10. The GM declares that the Beaker is of a different race and language, and was rudely awakened by a Catgirl falling out of the sky into its nest, so she gets a -3 to her check. She must now roll 7 or below in order to succeed, rolling a 12. Tough luck! Her raised hands and nervous apology did not make the Beaker all that pleased, so on its turn it uses its move to fly up and around Nir all the while squawking menacingly, and it's standard action to attempt to peck at Nir's ears. It rolls a melee check, adding its 8 POW and half its Agility of 8, giving the Beaker 12 before modifiers. The GM declares that Nir is a small target, and that it's temper is getting in the way of its accuracy, giving it a -2. The Beaker rolls and gets 8, just barely succeeding, Nir must now roll to dodge, adding her AGI of 8 and half her LUK of 6, for 11. The GM rules that backpedaling away from the nest has put her in a bad position to dodge and she did not expect the Beaker to charge at her so suddenly, incurring a -1 to her dodge test. She rolls and gets a 17, failing the dodge check. Nir ducks, the Beaker's beak just barely grazing between the ears and through her hair. She lucked out that time, but how long will her luck hold out?

Luck and Integrity

Luck and Integrity are two very distinctly different ways to deal with damage. Those with luck include PCs, and PC-level Rivals, or bosses that are just as strong if not stronger than the PCs. Integrity is for "Average" Kemomis, animals, robots and the like. Those that use Integrity may not add their Luck Attribute to any check, as they do not have a Luck stat. For example, a dodge check is made with only AGI instead of AGI and 1/2 of their luck attribute; an average Kemomi will never be as lucky as a PC. When a person/creature/thing that uses Integrity loses all of their Integrity to damage, they summarily Pass out, attempt to flee, (As long as they're not carrying anything important, etc.) be injured enough to be out of the fight, cradling themselves on the floor in pain or shutdown to do internal repairs, or conserve energy for vital functions. A person, creature or thing does not die unless the PCs wish to do so after it has been rendered helpless, the creature is a pest or specifically a delicious food source, (Skitterbugs for example) or the GM gives the go ahead. As a rule of thumb, death is usually something that should be saved for tense narrative moments and not a regular occurrence. If a player wishes to end someone's life, the GM has the final say if they really can or cannot; random murder of innocent Kemomis and animals goes against the core theme, but a GM could easily tailor such things to their settings if they so please.



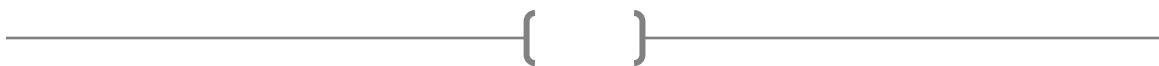
Calculating Luck and Integrity Damage

Luck damage regenerates after each encounter/change of scenery, and only relates to PCs and PC-equivalent rivals, while Integrity is a Hit Point stat that is used for animals, old guard and average Kemomis. The difference is when you fail to dodge as a PC/Rival, you do not take any real physical damage. You instead somehow narrowly dodge it, losing some luck temporarily. Your WIL/4(Rounded up) derives your base damage reduction, that reduces all incoming damage by its rating, to a minimum of 0. This can be increased through the use of armor, or other gear, or increasing your WIL attribute, and lowered by enemy armor penetration. Your and enemy armor penetration is equal to 1 point per 8 points you have in your AGI. If you lose all your luck and then take damage, you are looking at a narrative injury, a negative modifier or a status affliction like being stunned. Luck loss is determined as below. Whenever you lose Luck, you may flip a coin, or roll a 1d2. If the coin shows 'Tails' or you roll a 1 on the 1d2, you lose one less than the total amount of damage. Refer to the chart below for clarification.

Base Damage (After damage Reduction)	Luck Damage (Coin flip/1d2 roll)	Integrity Damage
1	Tails or 1, 0 Heads or 2, 1	1
2	Tails or 1, 1 Heads or 2, 2	2
3	Tails or 1, 2 Heads or 2, 3	3
4	Tails or 1, 3 Heads or 2, 4	4
5	Tails or 1, 4 Heads or 2, 5	5
6	Tails or 1, 5 Heads or 2, 6	6
7	Tails or 1, 6 Heads or 2, 7	7
8	Tails or 1, 7 Heads or 2, 8	8
9	Tails or 1, 8 Heads or 2, 9	9
10	Tails or 1, 9 Heads or 2, 10	10
Etc.	Etc.	Etc.

Example:

Nir took 1 damage from the Beaker's 1d6 roll, + 3 base damage + an additional 2 damage due to the Beaker's natural damage advantage, for a total of 6 damage with an AP modifier of 2. She then reduces the damage by her Damage Reduction of 2 (It would be 4, but the Beaker's AP reduced it) which reduces the total incoming damage to 4. She must now flip a coin to decide if the damage is either 3 or 4 to her luck. She flips the coin and gets Tails, which means the damage after reduction is reduced once more for a final total of 3 damage to her luck. This brings her down to 3 luck from 6 in the encounter. Nir may have dodged the peck but she feels she won't be that lucky if it keeps up



the attacks, so Nir promptly draws her weapon of choice, a piece of cylindrical metal tubing she found on a dive and takes a swing. Her POW is 7 and her AGI 8, so she has to roll under 11 before modifiers. The GM decides that because the Pecker is flying about, so she has a -1 to her roll, bringing her down to a 10. She rolls and gets a 5, prompting the Beaker to attempt to dodge. The Beaker rolls with modifiers to try and beat her with its own DoS, having to beat Nir's 5 DoS with only its 8 AGI +2 due to its natural advantage, (Things that use Integrity only add their AGI to dodge as they have no luck attribute to help them dodge) and it rolls a 6, succeeding its dodge check, but failing to beat Nir's DoS. The Beaker takes a clean smack, the blow landing swiftly on the bird's beak.

Calculating Damage

Damage is calculated differently for Melee and Ballistics checks. Melee damage is based off mostly physical strength and ranged damage is based off of the projectile used and equipment used to launch it. You gain your POW/3 (Rounded up) as your base for melee damage, with weapon damage adding onto that as a modifier. Throwing weapons are also determined by POW/3 (Rounded up) for base damage, with the weapon adding its damage as a modifier. **For both types of attacks (ranged and melee) you roll a 1d6, and add your base damage/weapon and ammo damage onto the roll amount.** That is your total damage for an attack. Rolling max damage, while good, does not equate to a critical strike, merely just a large amount of damage based off chance. A Super Success (as stated above, in Super Successes) grants additional damage equal to the base damage added to the roll for every confirmation you succeed on.

Example:

Nir's POW is 7, so her base damage is 2 after rounding up. The damage modifier for her weapon is +1, for a total of 3 base damage, 1 armor penetration, so Nir rolls a 1d6 for damage, getting 3 for a total damage amount of 6. This is then subtracted by the Beaker's base damage reduction, which is lowered by 1 due to the armor penetration on Nir's weapon. After the solid impact from the pipe on its head, the Beaker decides that Nir isn't the type of Catgirl who it would want to tussle with, and takes to the wind away from the base of the Lighthouse.



Combat Maneuvers

Combat maneuvers are types of attacks that when made apply specific effects instead of normal damage. Most combat maneuvers are standard actions, but some are full round actions.

Combat Maneuver List	
Takedown	Spend a Standard Action; Your next melee attack, if successful knocks the opponent prone. If you were able to deal
Trip Up	Spend a Standard action as an interrupt action; make an opposed melee or ballistics check versus their dodge or parry, with your roll made at a -3. If you succeed and beat the opponent in degrees of success, they are immediately stopped in the space they resided in when you made the maneuver and are dropped prone. This maneuver deals no damage.
Reposition	Spend a Full Action; Roll an opposed melee check or ballistics check, resisted by melee or dodge with a -2 modifier to your roll. If you succeed and the defender fails, you may move the target 2 meters + 1.5 meters (5ft) per 2 degrees of success on the opposed test. Defender succeeds if both succeed on the opposed test, no DoS are compared.
Grapple	See Grapple below.
Feint	See feint in Actions.
Temporarily Impair	Spend a full action; roll a melee or Ballistics check, opposed by the targets dodge or parry, compare DoS if the defender also wins. For every 2 DoS on your opposed check, the target takes a -1 on their next check they make.
Attacks Made to Stun	Spend a Standard Action; roll a melee or ballistics check, avoided as a normal attack with dodge or parry. Reduce your deal your base damage in fatigue, resisted as normally with a toughness check. Some ranged weapons are incapable of being used for this combat maneuver. Consult your GM before making this maneuver in order to get his

	approval of whether or not the ammunition or weapon used can be used to stun.
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Grapple

Attacker rolls a melee check, and is opposed by a dodge or parry check. If the attacker beats the defender, the defender is grappled. On the attacker's turn, he may choose to make an Opposed Melee Check to damage the grappled opponent. On the grappled opponent's turn, they may make an opposed melee check to attempt to break free for a full-round action. The grappled party in a grapple cannot speak unless allowed to by the grappler.

Throwing Weapons

Throwing weapons or items thrown go a distance equal to 6 meters (10 feet) + 3 meters (5 feet) per 3 points in the thrower's POW attribute. When in water, this range is halved. Throwing weapons usually only take a free action to ready. Throwing weapons also gain the base physical damage bonus like melee weapons.

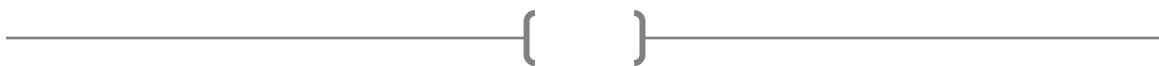
Injuries

Eventually, the PCs will find themselves in a situation where they will take luck damage without any luck left. If a PC is dealt LUK damage after he is at 0, he or she takes an Injury. Injuries give an immediate -3 to all checks with a certain attribute which can stack as injuries accrue. The total amount of injuries a character can take before being incapacitated is based on your WIL attribute. You add your WIL/3 (Round up) to your base amount of 2 injuries you can take before going unconscious. Even with significant injuries, success is still possible on checks with the roll of a 1, always.

The Medicine skill can treat injuries mid-combat. Injuries may be overcome naturally after a certain amount of time depending on the amount of injuries. 1 injury is removed per-scene change, or after a night (Or day) of rest and relaxation.. Or partying. If a player takes an amount of injuries equal to or over their max amount of injuries, the player goes unconscious and must be aided by fellow players.

Creatures and Kemomis that use integrity instead of luck pass out at half of their max injury amount. If they reach their maximum injury amount in injuries, they may die. They must roll a toughness check every round or risk death. Every check incurs a cumulative -2 after the first success. If a creature or Kemomi is attacked while in this state, as long as the attack does damage, they die.

If all players go unconscious due to injuries, it is recommended that you remove them of gear, or plot specific items, not their lives. If one or all players succumb to



injuries, they do not die, unless it is agreed upon by the player or players in question during a reasonable situation in the narrative that could warrant it. Of course, if your setting has a lot to do with death, destruction and other grim dark themes and motifs, feel free. The rules are meant to guide, not to lead. The GM is always right.

Example:

Lily seems to have gotten herself in a pickle, having been cornered in an Alleyway by her long-time rival Mila and her goons. She's been trying to fight them off until help arrives, but with another close call from Mila's blade nearly taking off her right ear, it looks like her luck has just reached 0. One of the goons succeeds in hitting Lily in the leg with a well-placed punch, causing her to gain an injury. The GM rules that the -3 is placed on AGI related tests, as the clean punch to the leg has slowed her down. Lily's AGI is 8, but the -3 modifier has brought her down to an effective 5 AGI. This lowers her Initiative by 1, and affects her place in the initiative order.

Fatigue

Fatigue is gained from a few things, and can very much be considered a non-lethal version to injuries. A player has an amount of maximum fatigue they can take before being rendered unconscious equal to $WIL/3(\text{Rounded up})+2$. The first time you gain fatigue in an encounter you take a -2 to all tests. Subsequent gaining of Fatigue does not raise or lower the modifier, but the -2 persists until all the fatigue is rested off. Fatigue can be gained through over-exertion, swimming, running or climbing for too long or when over encumbered, being stunned by certain stunning attacks, or when someone is attacked with the intent to stun them non-lethally. Cold temperatures may also cause fatigue if the character in question is exposed to the environment for long periods of time without ample protection. If the GM decides that a certain situation calls for the gaining of fatigue, he may ask the player to roll a Toughness Check. If they succeed, they take no fatigue, but incur a -1 that is cumulative for every successful check before the current required check during the scenario. When resisting multiple amounts of fatigue at one time, roll a toughness check as usual. Succeeding with 0 DoS on the toughness check resists 1 fatigue. Every 3 DoS after 0 Dos resists an additional fatigue.



Distraction

Distractions work in a way similar to injuries, except they are not persistent until a scene changes and affect all checks, not just checks related to a certain attribute. Distractions are opposed checks similar to most skill checks and can be anything from a series of pulsing lights, a well-aimed laser pointer, distracting noises or a Swiper Squid inking. Distractions are used to 'debuff' your enemies, in a sense. It can also be used for what the name implies. Careful! If you can do it, so can anyone else!

Distractor rolls Distraction Skill, or:

Primary: **SAV**

Secondary: **WIL**

Plus or minus related modifiers from advantages, and gear. **NOTE:** All distraction attempts made without gear are at an automatic -5. See the gear section for more information on Distraction-related gear.

Defender rolls Composure Skill, or:

Primary: **WIL**

Secondary: **SAV**

Plus or minus related modifiers from advantages, etc.

If both the Defender and attacker succeed in their check, the defender wins; only when the Attacker succeeds and the defender fails will the defender be distracted. Distraction attempts take up a standard action. If the distractor is attacked (Miss or hit, doesn't matter) or decides to stop maintaining the distraction for a free action, then the distraction ends.

A distraction grants an immediate -4 to all rolls, as long as the distractor maintains the distraction on his next turn. Each turn the person or thing distracted may make a check to break out of the distraction for a free action, with half his current distraction negative modifier and any other modifiers added. If a player character or NPC wish to distract further, they may by rolling another distraction check. If successful, it adds another -4 on top of the previous. If a Person's willpower or Savviness (Whichever is higher) is reduced to zero by these modifiers, they lose their turn and must spend a full round action (All their actions) to try and break free from the distraction. Certain creatures are immune to distraction, others highly resistant. A Super Success on a Distraction check means that the distraction automatically succeeds. The defender should still roll, if they also get a Super Success on the defense, it is a tie and defender wins.

Example:

Nir the Catgirl has gotten herself in trouble with the law in the port town of Redhull. She's being chased, and the port authorities don't want her harmed, so they opt to use laserlights to distract her long enough to wrangle her down and bring her to justice. Two PA's attempt to use laser lights on Nir to distract her, rolling 1d20 against their primary attribute SAV and secondary attribute WIL + 0 instead of -5 from the laserlights. Both roll, the first getting 10, and the second getting a 1; A Super Success! Nir rolls a Composure check for the first success, getting a 15, 2 more than her 8 WIL and 5 SAV. On the second hit, she rolls a 1; Tough luck for Nir. Her highest attribute between WIL and SAV is WIL at 8, and she failed both composure rolls for a cumulative negative modifier of -8. As the distraction has met her WIL, she is rendered completely distracted, and must spend a Full Round Action on a Simple Composure Check with half her current negative modifiers from distraction and any other modifiers. The total is -4 in order to break free from the distraction for Nir, and she rolls on her turn to try and stop herself from jumping at the red dots on the floor. She rolls, and gets 12, not enough to pass on her turn. She continues to attempt to claw at the lights, and the PAs move in to apprehend her.

Optional Lethality Rules

GMs and players may view the lethality in the combat system as too soft on characters and wish it to be more brutal. These rules below can be added to ramp up the difficulty of combat.

Characters must roll up an additional stat, Integrity. Luck no longer is considered the "HP Stat" and only real purpose is for dodge and Super Success critical damage confirmations. All NPCs that do not have luck are considered to have 4 luck in regards to Super Success confirmations and dodge. If an attack would deal enough damage to reduce a character down past $\frac{1}{2}$ of his maximum Integrity, he or she receives an Injury. Injuries take a day or longer if the GM deigns to reduce normally, and can really mess up a player's day. Going unconscious from wounds puts a character into shock/they begin the bleed out, etc. and requires them to be stabilized. The character has a number of rounds equal to half their Integrity +2 before they succumb to their wounds and must roll a toughness check or die. Every success staves off death for one round as the body or mind refuses to give in, but every subsequent toughness roll is at a cumulative -2, for example the second toughness roll is at a -2, and the third is at a -4 and so on.

Integrity does not heal after every encounter/scene change. Instead characters heal an amount equal to their Willpower attribute after a period of extended rest; anywhere from 8 hours to 3 days at GMs discretion. The medicine skill now heals 1d5 Integrity or an injury on a success and owners of the Prodigious Care advantage heal 2d5 while healing integrity and 1d5 on top of healing an injury on a success.



Paintball weapons are normal guns, but are able to be shot underwater, do not require air canisters and gain a plus 1 to both damage and armor penetration. Their availabilities are lowered by 1. At the GMs discretion, all weapons can be increased in damage and penetration by 1.

Merit Advancement System

The Merit system is how a player advances his character, through his/her characters integrity, ingenuity, rad awesome successes that affect the world around them for better or worse. GMs should work with players to find ways for their characters to enter the spotlight; if a player is always swept into the background, how will they ever get to overcome odds to advance themselves? Merits should be handed out to players at the end of the session, after the players summarize the actions they believe they should be rewarded for. GMs have the final say on Merit rewards, but the general rule of thumb should be at least 3-4 per player a session, 5 or more for player excellence/extreme circumstances.

Example Merit-worthy achievements:

Nir the catgirl won the surfing contest in first place, making the crowd go wild. She was the talk of the town, throughout the party that night and next day!

Mino the Dogboy figured out how to get the earless-tech to start working again, providing a working lift that went to a higher level in the ruins, and creating easy access for another dive in the lower levels of the ruins in the future! Not only did he set it up to work, but he also made sure it only worked when he was around, so rivals couldn't come and snatch up the shinies while the group was partying after a day's successful dive.

Alin the Bearboy saved the ship and everyone that was on it from a watery doom during the storm by talking the pirates out of blowing them to kingdom-come! Not only that, but he got the Foxgirl pirate captain to swoon over him with his charming words, gaining the pirate crew as friends, and got them to host party in their honor.

Cici the Bunnygirl steered her crew through stormy waters, avoiding the coral reef with not so much as a scratch! She and her crew showed great courage in the face of extreme peril, and prevailed!

Virra the Foxboy defended his home in the dark of night from those pesky Kleptomanders, keeping them from taking their precious shinies!

Alli the Doggirl managed to make off with the super rare shinies, all the while being chased by an old guard.

Moko the Beargirl dove into the Glowchomp-filled waters to save the catgirl who was



knocked unconscious and fell overboard, bringing her back to her friends and family safely.

Nir went out surfing to show off her skills during the storm, and did just that! She rode the biggest wave she saw, heading right towards the beach! As soon as it seemed she was about to crash face first into the sand, she leapt off her board, doing a backflip midair, and landed on her feet with her hands in the air held high.

Many more things than just this list can be considered Merit-worthy; it's all up to your creativity. Merits can be spent to purchase advantages, buy attribute points, and expended on information to find better gear, hear rumors and discover ruins that are stuffed full of shinies! You can also spend your merit points to learn about new things, and become proficient in assorted trades and crafts. Advancing your character should be done in between play sessions, and for ease of use, here is a compiled table of all the costs, just for you.

Advancement Name	Cost
Attribute Increase	New Rating x2
Tier 1 Advantage	6
Tier 2 Advantage	10
New Craft or Knowledge Skill, New Skill Point	3
Information Gathering	Variable (See below)
Skill Specialization	2

Attribute Increase:

The cost: To increase an attribute, players must spend twice the new attribute rating in merit points.

For example:

Nir wants to upgrade her agility to 9 to increase her surfing abilities. In order to do that, she needs to spend 18 of her merit points she has saved up.

NOTE: If a GM wishes to speed up the rate of his or her game's advancement she or he may change the cost to the new rating in merit points instead of new rating multiplied times two.



Advantages:

Advantages are important qualities that allow for specialization, and grant certain special abilities. Each character gains an amount of Advantages for free at Character Generation, but more may be purchased with Merit points.

Tier 1 Advantages cost: 6

Tier 2 cost: 10

Note: Tier 2 usually has a Tier 1 prerequisite in order to purchase them. For more information on Advantages, go to Advantages in Character Creation.

Knowledge, Craft and Skill Points:

At character creation, for every 2 points in your SAV you may choose a knowledge skill or craft skill that your character knows for free. Later on though, you may find it useful to purchase more Knowledge or Craft Skills. The total of half your WIL and SAV (Rounded up for both of them) is the amount of skill points you get for free at character generation.

Knowledge, Craft and Skill Point Cost: 3

Note: Some GMs may wish for players to spend time in-character to represent how they learned their new trade or knowledge in a certain subject. If so, it is recommended to include it in time-skips, or even make a session out of it.

Information Gathering:

If a player wishes to look for extremely rare gear, find places, or just throw out a line for the GM to give them an interesting hook with a good return for finishing it, spending a bit of Merit points is the way to go. Information Gathering should not be for mundane and menial things; that is what the Influence skill is for. Information Gathering is a large-scale search, specifically for things that could be almost impossible to find. An example would be an uninhabited island, a Earless generator in mint condition, where the Captain of the party barge's daughter ran off and hid the suitcase full of shinies, or what is the most lucrative way to make money quickly as of right now. The GM should work to make this information be introduced in a subtle manner, in hopes of not breaking immersion. GMs and Players should be communicating what they want and what is possible in the GMs opinion for certain amount of Merit spent.

The Costs: Changes depending on the amount the player wishes for in return. The more Merit spent, the juicier the information.



Skill Specializations

Players may wish to specialize further than what Advantages grant, and can specialize a little bit more through Skill Specializations. Each player gets 1 free skill specialization for every 8 points in their SAV at character generation. A specialization grants a +1 bonus in for skill checks with a skill pertaining to certain niche actions that fall in to that skill. If a player wants more specializations, they may purchase more with Merit Points.

Example:

Nir's SAV is only 5, so she was not granted a free specialization at character generation so her player opted to purchase a skill specialization for her most used skill, surfing with her newly awarded Merit points. As she is a stereotypical surfer, Nir decides to take her specialization in Surfboards. Whenever she uses the Surfing skill for surfing on a surfboard (Not a wakeboard, snowboard or windsurfing board, or any other surfing attempts without surfboards involved) she gets her specialization bonus of +1 to the check.



The Bestiary

In the world of the Endless Blue, Kemomis aren't the only things walking, swimming or flying about and these critters and beasties are in some places in larger numbers than even the most populated settlements. While most creatures are peaceful or neutral towards Kemomis, others have distaste for them to outright hatred. There are three categories for critters, Air Breathing, Water Breathing and Nonliving. Creatures that can breathe both in water and above water are placed in Air Breathing if they spend a majority of their time above water. Nonliving creatures are robots, and technological things that emulate the living but are not truly alive as a Kemomi or living creature is. The list below is hardly an all-encompassing list of creatures and if a player or GM would like to create their own creatures, they can do so with the tools provided below.

Creation

Creating a creature is a rather simple ordeal. First assign attributes. Keep in mind, the Kemomi average attribute score is 7. Second, decide what to name it, what it does and the like. Move on to choosing what types of natural advantages that the creature would have from the list past the sample formatting, or make your own if you see fit. Lastly, calculate the creature's secondary characteristics and write down any notes about the creature (i.e. life expectancy, adult age, average size/weight, etc.) and you're done after a bit of balance tweaking. For making rivals Kemomis on par with player characters, it is recommended that you roll up a character through character generation. Below in the bestiary list are average Kemomis (and humans) to ease the burden on the GM when he needs a quick average Kemomi stat line.



Name		
Attributes		Description
Power		
Agility		
Willpower		
Savviness		
Integrity/Luck		

Natural Advantages/Advantages	



Secondary Characteristics	Notes
Base Running Rate: (6 meters + 2 meters per 2 points in AGI)	Base Climbing Rate: (3 meters + 2 meters per 2 points in AGI)
Base Swim Rate: (2 meters per 2 points in POW)	Base Physical Damage: POW/3 Round up)
Carrying Capacity: (12.5 Kilograms per 2 points in POW)	Base Damage Reduction: (WIL/4 Round up)
Throwing Weapon Range: (6 meters + 3 meters per 3 points in POW)	Base Armor Penetration: (1 for every 8 points in AGI)
Max Fatigue and Injuries: (WIL/3 Round up +2)	Base Initiative Bonus: (AGI/2 Round up)
Skill Points: (½ WIL, Round up + ½ SAV Round up)	Free Knowledge Or Craft Skills: (1 free for every 2 points in SAV)
Free Gear Points (If applicable): (WILx2)	Free Specialization: (1 for every 8 points in SAV)

Skills Known			



Natural Advantages

Natural advantages are advantages and specializations for that occur naturally in the construction or genetic composition of certain creatures. The list below is hardly an all-encompassing list of natural advantages; GMs who wish to create their own can and should. For creatures, there really is no limit to how many natural advantages they may have, as long as they are balanced. Note: Shocking grants the stunning weapon quality.

Natural Creature Advantage List	
Robotic Immune to fatigue, +1 damage reduction against stabbing/slashing receives double damage received from electrical attacks.	Flyer Has the ability to fly, gains a +2 bonus to dodge while flying.
Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.	Swimmer Can hold its breath for 1.5 WIL in rounds, gains a +2 to AGI in regards to water movement and a +2 to POW in regards to swimming speed.
Blades/Claws/Fangs +1-6 damage for melee attacks from natural weapons, etc.	Fast Swimmer Gains the benefits of Swimmer and swims 10-20 feet (3-6 meters) further than normal per turn.
Hoverer May freely fly in open air, float in water and gains a +2 bonus to AGI/POW in relations to movement of all kinds.	Shocking Can use a special melee or ranged electrical attack. Immune to Electrical attacks. Treat the range as the creature's throwing weapon range for ranged attacks.
Tough +1-3 to damage reduction.	Distracting +2-6 bonus to distraction checks.
Hardened Shell May test toughness to ignore all damage after damage has been calculated twice per encounter.	Sharpness +1-6 to armor penetration for melee attacks. Half of this bonus is added to ranged attacks, rounded up.
Impervious Carapace May test toughness to ignore all damage after damage has been calculated 4 times per encounter. Gain a +2 to all toughness tests.	Endurance Gain a +2-4 bonus to toughness when attempting to resist fatigue of all kinds.
Fleet Foot +2 AGI/POW when fleeing.	Quick +2-4 AGI/POW in regards to all movement.

Climber Gains a +2-4 bonus to climbing checks and AGI in regards to climbing speed.	Hunter Gains a +1-2 Damage and penetration bonus against its favored prey. Gains +2 to AGI/POW in regards to movement when pursuing favored prey.
Pressure Proof Can survive extreme pressures.	Grappler +2-6 to grapple checks.
Alert +2-6 to perception checks to search or look for things and spotting hidden creatures or individuals approaching their immediate area.	Scary +1-6 on influence checks made to intimidate a target or targets. Scary things may cause people to roll simple composure checks without even attempting to intimidate.
Regenerating Regenerates 1-4 Integ/Luck every round on the creature's turn.	Perceptive +2-4 to perception checks.
Ranged Expert +2-4 on ranged combat checks.	Melee Expert +2-4 on melee combat checks.
Camouflage +2-4 on stealth checks when hiding.	Alarming May spend a full action to alert others of what is happening to them/of something.
Lifter Gains +2 POW in regards to carrying capacity.	Special A special advantage that is detailed in the creature's advantage list.
Mountable Kemomis and other creatures may attempt to ride this creature.	Large +2-4 to POW in regards to carrying capacity, +2 to be hit with melee or ranged attacks.

Creatures and Things

Below is a list of creatures and things for use as encounters, enemies and the like for your campaign. As stated above, there are three categories for critters, Air Breathing, Water Breathing and Nonliving. Creatures that can breathe both in water and above water are placed in Air Breathing if they spend a majority of their time above water. Nonliving creatures are robots, and technological things that emulate the living but are not truly alive as a Kemomi or living creature is. A general rule of thumb is that anything that isn't a Player Character uses Integrity. Those that use integrity also go unconscious after taking half their maximum in injuries, and must roll a toughness check to resist dying once they have taken the maximum injuries they can take. Read Damage Calculation for more information.

Air Breathing Critters

List includes: Average Cat, Average Dog, Average Fox, Average Bunny, Average Bear, Average Human/Single Kemomi, Skitterbugs, Waddlers, Peckers, Beakers, Olumides, Meckos, Rock Skimmers, Chirps, Gulls, Squawkers, Turtles, Slugs.

“Average Cat”		
Attributes		Description
Power	7	The average cat is very much what one would expect. Pointed cat ears, and a slender cat tail, usually with fur on the ears and tail matching the hair color. Anything further than that is the GM's territory.
Agility	9	
Willpower	8	
Savviness	6	
Integrity	7	

Advantages (Any 2 Advantages of the GM's choice)	



Secondary Characteristics		Notes
Base Running Rate: 14 meters	Base Climbing Rate: 11 meters	
Base Swim Rate: 6 meters	Base Physical Damage: 2	
Carrying Capacity: 37.5 kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: 12 meters	Base Armor Penetration: 1	
Max Fatigue and Injuries: 5	Base Initiative Bonus: 5	
Skill Points: 7	Free Knowledge Or Craft Skills: 3	
Free Gear Points (If applicable): 16	Free Specialization: 0	

Skills Known (8 skills, GM's choice)			
		-	-



"Average Dog"		
Attributes		Description
Power	9	The average dog is very much what one would expect. Pointed or floppy dog ears, and a poofy dog tail, usually with fur on the ears and tail matching the hair color. Anything further than that is the GM's territory.
Agility	7	
Willpower	7	
Savviness	8	
Integrity	6	

Advantages (Any 2 Advantages of the GM's choice)	

Secondary Characteristics		Notes
Base Running Rate: 12 meters	Base Climbing Rate: 9 meters	
Base Swim Rate: 8 Meters	Base Physical Damage: 3	



Carrying Capacity: 50 Kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: 15 meters	Base Armor Penetration: 0	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 4	
Skill Points: 8	Free Knowledge Or Craft Skills: 4	
Free Gear Points (If applicable): 14	Free Specialization: 1	

Skills Known (8 skills, GM's choice)			



"Average Fox"		
Attributes		Description
Power	6	The average fox is very much what one would expect. Pointed fox ears and a long fox tail, usually with fur on the ears and tail matching the hair color but not always. Anything further than that is the GM's territory.
Agility	7	
Willpower	7	
Savviness	9	
Integrity	8	

Advantages (Any 3 Advantages)	
	-

Secondary Characteristics	Notes



Base Running Rate: 12 meters	Base Climbing Rate: 9 meters	
Base Swim Rate: 6 meters	Base Physical Damage: 2	
Carrying Capacity: 37.5 Kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: 12 meters	Base Armor Penetration: 0	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 4	
Skill Points: 9	Free Knowledge Or Craft Skills: 4	
Free Gear Points (If applicable): 14	Free Specialization: 1	

Skills Known (9 skills, GM's choice)			
	-	-	-



"Average Bunny"		
Attributes		Description
Power	7	The average bunny is very much what one would expect. Long floppy bunny ears and a short cotton tail, usually with fur on the ears and tail not always matching their hair. Anything further than that is the GM's territory.
Agility	8	
Willpower	6	
Savviness	7	
Integrity	9	

Advantages (Any 2 Advantages)	

Secondary Characteristics		Notes
Base Running Rate: 14 meters	Base Climbing Rate: 11 meters	
Base Swim Rate: 6 meters	Base Physical Damage: 2	



Carrying Capacity: 37.5 Kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: 12 meters	Base Armor Penetration: 1	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 4	
Skill Points: 7	Free Knowledge Or Craft Skills: 3	
Free Gear Points (If applicable): 12	Free Specialization: 0	

Skills Known (7 skills, GM's choice)			
		-	-



"Average Bear"		
Attributes		Description
Power	8	The average bear is very much what one would expect. Short circular ears and a tiny bobtail, usually with fur on the ears and tail not always matching their hair. Anything further than that is the GM's territory.
Agility	6	
Willpower	9	
Savviness	7	
Integrity	7	

Advantages (Any 2 Advantages)	

Secondary Characteristics		Notes
Base Running Rate: 12 meters	Base Climbing Rate: 9 meters	
Base Swim Rate: 8 meters	Base Physical Damage: 3	



Carrying Capacity: 37.5 Kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: 12 meters	Base Armor Penetration: 0	
Max Fatigue and Injuries: 5	Base Initiative Bonus: (AGI/2 Round up)	
Skill Points: 9	Free Knowledge Or Craft Skills: 3	
Free Gear Points (If applicable): 18	Free Specialization: 0	

Skills Known (9 skills, GM's choice)			



(For your convenience if you are running a setting with humans or a single type of Kemomi)
 "Average Human/Kemomi of GM's choice"

Attributes		Description
Power	7	This description is up to the GM.
Agility	7	
Willpower	7	
Savviness	7	
Integrity	7	

Advantages (Any 2 Advantages)	

Secondary Characteristics	Notes
Base Running Rate: 12 meters	Base Climbing Rate: 9 meters



Base Swim Rate: 6 meters	Base Physical: 2	
Carrying Capacity: 37.5 Kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: 12 meters	Base Armor Penetration: 0	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 4	
Skill Points: 8	Free Knowledge Or Craft Skills: 3	
Free Gear Points (If applicable): 14	Free Specialization: 0	

Skills Known (8 skills, GM's choice)			
			-



Skitterbugs		
Attributes		Description
Power	3	Skitterbugs are large, pink or light orange amphibious shrimps that are found all over on Kemomi boats, settlements and inhabited and uninhabited islands. Skitterbugs can travel both on land and in the water easily. They are notorious pests that like to get into places they're not supposed to and eat up anything a Kemomi will leave out. They're a supreme nuisance but a tasty one at that, and if you catch one you're sure to be rewarded with a good meal. Skitterbugs are not usually seen far underwater, at most in the shallows. Skitterbugs when caught make good improvised throwing weapons, or tools for pranking fellow Kemomis. Nothing like a creepy crawly Skitterbug shoved down your trunks to get you up and moving. Skitterbugs are usually daring enough to be around Kemomis, but if startled will not hesitate to flee.
Agility	7	
Willpower	5	
Savviness	3	
Integrity	5	

Natural Advantages	
Swimmer Can hold its breath for 1.5 WIL in rounds, gains a +2 to AGI in regards to water movement and a +2 to POW in regards to swimming speed.	Special: Skittering Skitterbugs, when walking on a hard surface get a -3 to stealth, and Kemomis or other creatures gain a +1 when actively looking for them.
Special: Tasty! Skitterbugs are delicious! This uh.. This really isn't an advantage..	Climber Gains a +2 to climbing checks and AGI in regards to climbing speed.



Water Breather: Can Breathe underwater.	Fleet Foot +2 AGI/POW when fleeing.
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Secondary Characteristics		Notes
Base Running Rate: 12 Meters (14 meters when fleeing)	Base Climbing Rate: 11 Meters (13 meters when fleeing)	Skitterbugs do not have the mental capacity or physical ability to handle weaponry, or throw things. Skitterbugs have been known to be able to carry objects sometimes much larger than themselves away to be nibbled at or moved around for no purpose other than because they can. Skitterbugs weigh about 5 pounds (2.2 Kg) on average, but grow larger and heavier (and juicier) the older they get. For most ships, Skitterburgers are a mainstay in the crew's diet. Skitter meat, while tasty can get very bland if it is eaten on a constant.
Base Swim Rate: 4 Meters (6 meters when fleeing)	Base Physical Damage: 1	
Carrying Capacity: 12.5 Kilograms	Base Damage Reduction: 1	
Throwing Weapon Range: N/A	Base Armor Penetration: 0	
Max Fatigue and Injuries: 2	Base Initiative Bonus: 4	
Skill Points: 5	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Dodge	Stealth	Composure	Melee
Perception	-	-	-



Waddlers		
Attributes		Description
Power	8	Waddlers are medium sized flightless birds, who are found both in the wild and in Kemomi settlements. They are similar in vein to penguins, but are found in more temperate waters, and have a zebra striped coat of fur. They are known well for their cute signature waddle, and often seen aboard larger vessels as they are prized for their Skitterbug-catching prowess, although they tend to eat what they catch, which isn't really a problem on a larger vessel as the Skitterbug population adapts to the size of a vessel. Waddlers are intelligent and understand Kemomi speech, but tend to not listen when it suits them. Waddlers are seen as pets and companion all over, and some owners even take their Waddlers on shallow dives with them. Despite this, some Kemomi enjoy eating Waddler meat, which is looked down upon in most settlements as highly taboo, if not outright illegal.
Agility	7	
Willpower	6	
Savviness	5	
Integrity	8	

Natural Advantages	
Swimmer Can hold its breath for 1.5 WIL in rounds, gains a +2 to AGI in regards to water movement and a +2 to POW in regards to swimming speed.	Fast Swimmer Swims 20 feet (6 meters) further than normal per turn.
Quick +2 AGI/POW in regards to all movement.	Alert +2-6 to perception checks to search or look for things and spotting hidden creatures or individuals approaching their immediate area.



Hunter Gains a +1 Damage and penetration bonus against its favored prey. Gains +2 to AGI/POW when pursuing favored prey	Special: Cuteness Waddlers gain +2 to influence checks towards Kemomis. That waddle of theirs is just too darn cute.
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Secondary Characteristics		Notes
Base Running Rate: 14 meters (16 when chasing Skitterbugs)	Base Climbing Rate: 11 meters (13 when chasing Skitterbugs)	On average, Waddlers grow to be about 3 feet (0.9 meters) and weigh about 65 pounds. (29.4 Kilograms) Waddlers are in the same genus as Rock Skimmers and Peckers, but vary drastically. Waddlers are the "soft" cousin to Rock Skimmers which are over 4 times their size, and Peckers who are twice as large.
Base Swim Rate: 18 Meters (20 When chasing Skitterbugs)	Base Physical Damage: 3 (4 against Skitterbugs)	
Carrying Capacity: 50 kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: N/A	Base Armor Penetration: 0 (1 Against Skitterbugs)	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 4	
Skill Points: 6	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known				
Melee	Dodge	Perception	Influence	
Toughness	Stealth	-	-	



Peckers		
Attributes		Description
Power	9	Peckers are large flightless birds, who are found predominantly in the wild. Peckers are natural hunters, and for the most part are pretty high in the food chain. Peckers are named after their extremely long, pointed beak that they use to impale phish with as they swim in order to catch them. Peckers are double the size of their smaller cousin, the Waddler and are noted by its two red crests that appear on either side of the top of their head during summer time. Pecker's coats are not the same zebra-stripe pattern as well, being just a flat white and black; a black head and body with white as a secondary color primarily found on the legs and stomach. Pecker's favored prey is generally Phish, but they are seen also eating Skitterbugs, Slugs, and even Turtles if hungry enough.
Agility	6	
Willpower	7	
Savviness	6	
Integrity	10	

Natural Advantages	
Swimmer Can hold its breath for 1.5 WIL in rounds, gains a +2 to AGI in regards to water movement and a +2 to POW in regards to swimming speed.	Fast Swimmer Swims 20 feet (6 meters) further than normal per turn.
Hunter Gains a +1 Damage and penetration bonus against its favored prey. Gains +2 to AGI when pursuing favored prey	Blades/Claws/Fangs +1 damage for melee attacks from natural weapons, etc.



Sharpness +1 to armor penetration for melee attacks. Half of this bonus is added to ranged attacks, rounded up.	Perceptive +2 to perception checks.
Melee Expert +2 on melee combat checks.	Special: Red Crests When their crests are up, all who must roll to notice the Pecker gain +2. Gains +2 to influence checks made to intimidate while their crests are raised.

Secondary Characteristics		Notes
Base Running Rate: 12 Meters (14 Meters when Chasing Fish)	Base Climbing Rate: 9 Meters (11 Meters when chasing Phish)	Peckers on average are 5-6 feet tall (1.8 Meters) and weigh roughly 54 Kilograms. (120 Pounds) Peckers are sometimes trained in service of Kemomis for the use of hunting, but this is rare. Most Peckers tend to live alone or in packs that hunt on the open waters in or around ruins. Peckers are neutral to Kemomis, even friendly depending on the circumstance but will not hesitate to attack them if it feels threatened. Peckers Live for roughly 15 to 20 years, more or less depending on diet and other variables. Peckers have a dislike of Dolphins and Olumides, mostly due to competition. Dolphins are disliked by Peckers due to their annoying nature.
Base Swim Rate: 16 Meters (18 When chasing Phish)	Base Physical Damage: 4 (5 Against Phish)	
Carrying Capacity: 50 Kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: N/A	Base Armor Penetration: 1 (2 Against Phish)	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 3	
Skill Points: 7	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Melee	Dodge	Perception	Influence
Acrobatics	Stealth	Surfing	-



Beakers		
Attributes		Description
Power	8	Beakers are large birds, with wingspans the size similar to a modern day albatross. They are known for their uncaring attitudes and will usually take up residence in settlements or on ships to rest. When Beakers are startled, or roused they become quite mean, pecking and flapping their wings at any and all who dares bother them. Settlements usually deal with this by setting up Beaker nests in high positions for them to rest on. It's said that if you chase away a Beaker from resting on your ship, stormy weather is bound to come to haunt you as a form of karmic payback.
Agility	8	
Willpower	10	
Savviness	5	
Integrity/Luck	12	

Natural Advantages/Advantages	
Blades/Claws/Fangs +2 damage for melee attacks from natural weapons, etc.	Flyer Has the ability to fly, gains a +2 bonus to dodge while flying.
Sharpness +1 to armor penetration for melee attacks. Half of this bonus is added to ranged attacks, rounded up.	Melee Expert +2 on melee combat checks.
Special: Long Haul Flyer Beakers can fly for days almost automatically, using the heavy winds to glide.	Special: Feathered Fury When awakened/angered, Beakers gain +2 to all checks.



Secondary Characteristics		Notes
Base Flying/Running Rate: 14 meters	Base Climbing Rate: 11 Meters	
Base Swim Rate: 8 meters	Base Physical Damage: 5	
Carrying Capacity: 50 Kilograms	Base Damage Reduction: 3	
Throwing Weapon Range: N/A	Base Armor Penetration: 2	
Max Fatigue and Injuries: 5	Base Initiative Bonus: 4	
Skill Points: 7	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Melee	Dodge	Perception	Navigation
Acrobatics	Toughness	Influence	-



Olumides		
Attributes		Description
Power	11	Olumides are Seal-like creatures that collect driftwood and other floating objects from ruins and such to make their own flotillas, sometimes collecting bits of shinies just waiting for the enterprising Kemomi to swoop by and make a snatch and grab. Of course, the Olumides won't like this, and either will require feeding until they're sleepy or have to be ran away from after you loot their mobile home. If they get too fat, they shed their warm coat like a snake, those who go about feeding and then collecting these coats can make a nice profit selling them. But beware! Olumides after a time become accustomed to you feeding them, and will not be pleased if you show up with the same portion as last time, or no portion at all..
Agility	6	
Willpower	10	
Savviness	5	
Integrity	18	

Natural Advantages	
Swimmer Can hold its breath for 1.5 WIL in rounds, gains a +2 to AGI in regards to water movement and a +2 to POW in regards to swimming speed.	Fast Swimmer Gains the benefits of Swimmer and swims 20 feet (6 meters) further than normal per turn.
Tough +1 to damage reduction.	Special: Constructive Olumides have a craft skill called Flotilla Making and have a +2 towards crafting checks made to create such flotillas.

Hunter Gains a +1 Damage and penetration bonus against Phish. Gains +2 to AGI/POW in regards to movement when pursuing favored its prey.	Special: Appeasable A player or NPC may attempt to gain access to an Olumide Flotilla through feeding Olumides fish.
Special: Shedder Olumides who eat 75 percent or more of their weight in fish will automatically shed their entire coat.	Special: Territorial All checks are made in an effort to repel invaders of their flotillas are made at +2.

Secondary Characteristics		Notes
Base Running Rate: 12 Meters (14 When chasing Phish)	Base Climbing Rate: 9 Meters (11 When chasing Phish)	Olumides are seal like creatures, and typically measure about 10 feet (3.0 m) and 2,000 lb (910 kilograms). Some older Olumides can reach a length of 14 to 16 feet (4.3 to 4.9 meters) and the heaviest weigh about 5400 lbs (2455 kilograms). Olumide hides are more so a rubbery extra layer than actual fur. It acts as an insulator when in especially cold depths of the ocean, for buoyancy when needed, and protection against threats. The hide is a bonding secretion that collects on the skin and builds up over time; A freshly shedded Olumide is usually pink or white in color without their brown coat.
Base Swim Rate: 18 Meters (20 Meters when chasing Phish)	Base Physical Damage: 4 (5 Against Phish)	
Carrying Capacity: 62.5 Kilograms	Base Damage Reduction: 3	
Throwing Weapon Range: 15 Meters	Base Armor Penetration: 0	
Max Fatigue and Injuries: 6	Base Initiative Bonus: 3	
Skill Points: 8	Free Knowledge Or Craft Skills: 1	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Melee	Ranged	Composure	Dodge
Perception	Surfing	Navigation	Toughness
Craft (See Advantages)	-	-	-

Meckos		
Attributes		Description
Power	1	Meckos are tiny amphibious lizards that are found around settlements all over, having been domesticated as pets, and livestock decades ago. They are usually vibrantly tropical colored, with spots on each cheek and tend to inflate like a frog when startled. A Mecko Kebab is quite the treat; certain chefs are sought out for hire due to their secret recipes. There are legends of wild Meckos growing to the size of Beakers but so far, no credible biologist has proven these stories. Meckos don't need to eat, which confounds many Kemomis. All they need to stay healthy is to lie out in the sun in water that is not stagnant, and they'll be happy as a Kemomi with a brand-new shiny.
Agility	6	
Willpower	5	
Savviness	3	
Integrity	4	

Natural Advantages		
Swimmer Can hold its breath for 1.5 WIL in rounds, gains a +2 to AGI in regards to water movement and a +2 to POW in regards to swimming speed.	Fleet Foot +2 AGI/POW when fleeing.	
Alert +2 to perception checks to search or look for things and spotting hidden creatures or individuals approaching their immediate area.	Climber Gains a +2 bonus to climbing checks and AGI in regards to climbing speed.	



Special: Sun Bathing For every hour a Mecko sits in open water with the sun overhead, it grows slightly. If a Mecko were to spend all day sunbathing for a month, it would double in size.	Special: Inflatable When startled, gains the Hoverer natural advantage for 1 turn, rolls a Distraction check with +2 to all around it.
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Secondary Characteristics		Notes
Base Running Rate: 12 meters (14 when fleeing)	Base Climbing Rate: 10 meters (12 meters when fleeing)	Meckos in domestication range in size from 1.6 centimeters (0.6 inches) up to 60 centimeters (1 foot 7.2 inches). Meckos chirp to communicate, and younger Meckos tend to squeak. Their hands are adept at sticking to things, and their bodies when startled can inflate with air, and float slightly. Meckos lay eggs that must be submerged in water in a well-lit area in order for them to hatch.
Base Swim Rate: 2 meters (4 meters when fleeing)	Base Physical Damage: 0	
Carrying Capacity: 0	Base Damage Reduction: 1	
Throwing Weapon Range: N/A	Base Armor Penetration: 0	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 3	
Skill Points: 5	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Toughness	Perception	Surfing	Influence
Distraction	-	-	-



Rock Skimmers		
Attributes		Description
Power	14	Rock Skimmers are ludicrously large penguins, a little larger than a school bus, that are used as a cheap form of mass transit from static settlement to settlement. They average around 30ft (9.1 meters) and can regularly hold 25 passengers, as well as one rider. Rock Skimmers tend to be very passive, save when they are hungry, which can make them quite irritable when treated without respect by Kemomis.
Agility	8	
Willpower	8	
Savviness	5	
Integrity	18	

Natural Advantages	
Mountable Kemomis and other creatures may attempt to ride this creature.	Tough +1 to damage reduction.
Swimmer Can hold its breath for 1.5 WIL in rounds, gains a +2 to AGI in regards to water movement and a +2 to POW in regards to swimming speed	Fast Swimmer Swims 20 feet (6 meters) further than normal per turn.



Endurance Gain a +4 bonus to toughness when attempting to resist fatigue of all kinds.	Blades/Claws/Fangs +1 damage for melee attacks from natural weapons, etc.
Special: Displacement Rock Skimmers can seemingly glide across the water, without actually entering it. They can reach speeds otherwise impossible when swimming.	Special: Natural Sails Rock Skimmers use their wings as improvised sails, gaining speed from the wind. If there is no wind, their NMPH Speed in the Vehicles section is halved.

Secondary Characteristics		Notes
Base Running Rate: 14 Meters	Base Climbing Rate: 11 Meters	
Base Swim Rate: 22 Meters	Base Physical Damage: 5	Rock Skimmers like to eat plankton, phish, Electro-Jellies and anything else they can effectively swallow without too much trouble or fighting involved. Wild Rock Skimmers are usually found in family groupings up to ten, skimming across the water to different feeding grounds more suitable to their tastes.
Carrying Capacity: 87.5 Kilograms	Base Damage Reduction: 3	
Throwing Weapon Range: 18 meters	Base Armor Penetration: 1	
Max Fatigue and Injuries: 6	Base Initiative Bonus: 4	
Skill Points: 7	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Melee	Perception	Navigation	Surfing
Toughness	Composure	Dodge	-



Chirps		
Attributes		Description
Power	2	Chirps are small, colorful birds found on islands. They are prized pets, due to their melodic singing, and fetch a hefty price (If you can catch one) in many settlement's markets. Chirps are most at home on islands, but some see Chirps aboard ships and even in ramshackle ports the world over. Chirps scare rather easily, and can get depressed even easier. Chirps that are kept locked up for excessive times tend to give the silent treatment to their captors, especially the more cruel masters. A happy Chirp however will make sure you know it.
Agility	8	
Willpower	5	
Savviness	3	
Integrity	5	

Natural Advantages	
Fleet Foot +2 AGI/POW when fleeing.	Flyer Has the ability to fly, gains a +2 bonus to dodge while flying.
Regenerating Regenerates 4Integrity every round on the Chirp's turn.	Alarming May spend a full action to alert others of what is happening to them/of something.
Special: Faint of Heart Chirps are easily scared, and take a -2 to Composure tests. When scared, they gain a +2 to all checks made to avoid the thing	Alert +6 to perception checks to search or look for things and spotting hidden creatures or individuals approaching their immediate

that is scaring them.	area.
Special: Brightly Colored All gain a +2 to spot Chirpers, +4 if they happen to be singing as well. People who are looking at a Chirp take a -2 to checks in relation to stealth when trying to sneak up on them, due to being slightly less concentrated because of the intensity of the colors.	Beautiful Melody Chirps are prized for their wonderful birdsongs, and gain a +6 to Perform checks made while singing. A Chirp's song can soothe an angry creature, and gains a +4 in regards to influence when trying to soothe targets.

Secondary Characteristics		Notes
Base Running/Flying Rate: 14 meters (16 meters when fleeing)	Base Climbing Rate: 11 Meters (13 meters when fleeing)	Averaging in about 17-19 centimeters (6.6-7.4 inches) and their feathers range in color drastically. Female Chirps tend to be less colorful by a slight margin, and a bit larger. Chirps lay 1-3 eggs, and there is a 2/3 chance that the offspring is male. This makes female Chirps a bit more rarer, which increases the market price for females by modest amount.
Base Swim Rate: 2 Meters (4 meters when fleeing)	Base Physical Damage: 1	
Carrying Capacity: 12.5 Kilograms	Base Damage Reduction: (WIL/4 Round up)	
Throwing Weapon Range: 6 meters	Base Armor Penetration: 1	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 4	
Skill Points: 5	Free Knowledge Or Craft Skills: 1	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Melee	Perform	Perception	Influence
Dodge	Craft: Nest Building	-	-



Gulls		
Attributes		Description
Power	4	Gulls are medium sized grey and white birds, regularly found around docks and settlements. They are scavengers, and are often referred to as pests. Gulls often times will bug those with phish, or other food, often times to the point of giving in or anger.
Agility	8	
Willpower	6	
Savviness	4	
Integrity	6	

Natural Advantages	
Flyer Has the ability to fly, gains a +2 bonus to dodge while flying.	Swimmer Can hold its breath for 1.5 WIL in rounds, gains a +2 to AGI in regards to water movement and a +2 to POW in regards to swimming speed.
Special: Scavenger Gulls will eat anything they can fit in their beaks. They gain a +6 to toughness in regards to ingested poisons, diseases and generally digesting things that just shouldn't.	Alert +2-6 to perception checks to search or look for things and spotting hidden creatures or individuals approaching their immediate area.



Secondary Characteristics		Notes
Base Running/Flying Rate: 14 meters	Base Climbing Rate: 11 meters	
Base Swim Rate: 6 Meters	Base Physical Damage: 1	
Carrying Capacity: 25 Kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: 9 Meters	Base Armor Penetration: (1 for every 8 points in AGI)	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 4	
Skill Points: 5	Free Knowledge Or Craft Skills: 1	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Melee	Dodge	Perception	Acrobatics
Distraction	Craft: Nest Building	-	-



Squawkers		
Attributes		Description
Power	3	Squawkers are brightly colored birds that are known to imitate Kemomi speech. These birds are surprisingly smart, and often times know more than some Kemomis on certain subjects. Squawkers are known to taunt Kemomis that they find unintelligible, imitating them in order to make fun of them. Despite this, many Kemomis find Squawkers to be wonderful pets, if the bird allows it.
Agility	8	
Willpower	8	
Savviness	16	
Integrity	5	

Natural Advantages	
Alarming May spend a full action to alert others of what is happening to them/of something.	Distracting +3 bonus to distraction checks.
Flyer Has the ability to fly, gains a +2 bonus to dodge while flying.	Perceptive +1 to perception checks.
Special: Mimic Gain the benefits of Voice Thief: can mimic it perfectly for a number of days afterward equal to its Saviness and give an excellent impression forever after. You can use this ability to mimic other sounds, but unnatural	Special: Too Smart for Its Own Good Squawkers are highly intelligent, and can often use their mimicking abilities to discuss and even influence Kemomis. Squawkers gain a +2 to influence checks, and +2 to perform in regards to impersonations.



sounds not usually produced by a voice may require a SAV + WIL/2 check.	Squawkers also receive 4 Knowledge skills of the GM's choice.
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Secondary Characteristics		Notes
Base Running Rate: (6 meters + 2 meters per 2 points in AGI)	Base Climbing Rate: (3 meters + 2 meters per 2 points in AGI)	Squawkers are 30 centimeters in length (12 inches) and 165 grams (5.8 ounces) in weight. Squawkers are usually found on islands all over, and on ships. Squawkers can actually speak to Kemomi, and generally do so while imitating the one they are talking to.
Base Swim Rate: (2 meters per 2 points in POW)	Base Physical Damage: POW/3 Round up)	
Carrying Capacity: (12.5 Kilograms per 2 points in POW)	Base Damage Reduction: (WIL/4 Round up)	
Throwing Weapon Range: (6 meters + 3 meters per 3 points in POW)	Base Armor Penetration: (1 for every 8 points in AGI)	
Max Fatigue and Injuries: (WIL/3 Round up +2)	Base Initiative Bonus: (AGI/2 Round up)	
Skill Points: 12	Free Knowledge Or Craft Skills: 4	
Free Gear Points (If applicable): N/A	Free Specialization: 2	

Skills Known (2 Specializations, GMs choice.)			
Melee	Ballistics	Perception	Acrobatics
Distraction	Influence	Dodge	Composure
Tinkering	Perform	Games of Skill	Navigating
Knowledge: GMs Choice	Knowledge: GMs Choice	Knowledge: GMs Choice	Knowledge: GMs Choice



Turtles		
Attributes		Description
Power	9	Turtles are four fin-like limbed creatures with a shell that covers their entire body, save for their fins and head. They range from grey blue to green in color, and often migrate from feeding ground to feeding ground.
Agility	4	
Willpower	10	
Savviness	8	
Integrity	15	

Natural Advantages	
Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.	Special: Retract Turtles can spend a standard action to retract themselves into their shell. When retracted, Turtles gain a +1 to damage reduction, and all weapons that do not have the piercing quality take a -1 to penetration when attacking a retracted turtle.
Tough +1 to damage reduction.	Hardened Shell May test toughness to ignore all damage after damage has been calculated twice per encounter.



Secondary Characteristics		Notes
Base Running Rate: 8 Meters	Base Climbing Rate: 7 Meters	
Base Swim Rate: 12 Meters	Base Physical Damage: 3	
Carrying Capacity: 50 Kilograms	Base Damage Reduction: 4	
Throwing Weapon Range: N/A	Base Armor Penetration: 0	
Max Fatigue and Injuries: 5	Base Initiative Bonus: 2	
Skill Points: 9	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 1	Turtles on average weigh 68–190 kilograms (150–420 lb) and their average carapace length is 78–112 centimeters (31–44 inches). Turtles travel in groups, up to 40 or so, and are not afraid of defending against predators with their powerful bite.

Skills Known			
Toughness +1	Melee	Perception	Dodge
Navigation	Surfing	Composure	Stealth
Distraction	-	-	-



Slugs		
Attributes		Description
Power	3	Slugs are yellow or green invertebrate animals that tend to be wherever settlements or large amassments of boats congregate. Slugs are rather sticky and slimy when out of water, and have two antennae-like eyes, that double as feelers. Slugs are considered a pest as they tend to get in the way and slime up everything, sometimes even getting into food that's left out over night.
Agility	4	
Willpower	3	
Savviness	2	
Integrity	3	

Natural Advantages/Advantages	
Fleet Foot +2 AGI/POW when fleeing.	Grappler +2 to grapple checks.
Climber Gains a +2 bonus to climbing checks and AGI in regards to climbing speed.	Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.



Secondary Characteristics		Notes
Base Running Rate: 8 Meters (10 Meters)	Base Climbing Rate: 9 Meters (11 when fleeing)	While Slugs are called slugs, they are more in line with common day Nudibranchs than actual slugs. Slugs on average are 300 millimeters (12 inches) and larger specimens can reach up to 600 millimeters (24 inches) in size.
Base Swim Rate: 6 Meters (8 When Fleeing)	Base Physical Damage: 1	
Carrying Capacity: 12.5 Kilograms	Base Damage Reduction: 1	
Throwing Weapon Range: N/A	Base Armor Penetration: 0	
Max Fatigue and Injuries: 3	Base Initiative Bonus: 2	
Skill Points: 3	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Acrobatics	Perception	Dodge	-



Water Breathing Critters

Phish, Hugtopi, Kleptomanders, Clawbills, Clawdads, Glowchomps, Swiper Squids, Super Swiper Squids, Mola Molas, Holy Molas, Mucus Slugs, Electro-Jellies, The Thrum, Coelacanths, Dolphins, Electro-Worms, and Electrolotls.

Phish		
Attributes		Description
Power	4	"Phish" is a catch all term for the massive variety of pelagic bony fish that cover the endless blue. They vary in color and distinguishing features greatly, but generally a Phish shares many common traits such as gills, fins, eyes and tails (etc.) with each other.
Agility	8	
Willpower	7	
Savviness	4	
Integrity	5	

Natural Advantages	
Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.	Special: Power in Numbers Phish tend to group up in to a large grouping of Phish called a School. When they are grouped up like this, their damage reduction goes up by 1 and they gain a +2



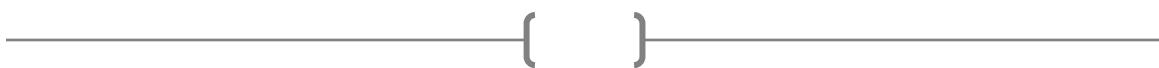
	to distract.
Fleet Foot +2 AGI/POW when fleeing.	Quick +2 AGI/POW in regard to all movement.

Secondary Characteristics		Notes
Base Running Rate: 10 meters (12 when running away)	Base Climbing Rate: 7 meters (9 when running away)	Phish sizes vary greatly, and they are found all over the endless blue. Phish are eaten by a lot of different animals, including Kemomis, and make up an important part of the food chain.
Base Swim Rate: 10 Meters (12 when fleeing)	Base Physical Damage: 1	
Carrying Capacity: 25 Kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: N/A	Base Armor Penetration: 0	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 2	
Skill Points: 6	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Dodge	Perception	Navigating	Distraction
Stealth	Composure	-	-

Hugtopi		
Attributes		Description
Power	14	Hugtopi are large creatures with an array of tentacles that likes to latch onto and squeeze prey. Hugtopi are not too intelligent, they tend to think of anything smaller than them as prey. A Hugtopus attacks by ambush using its camouflage and grabs the first creature in range before constricting. Luckily, its mouth is a little too small to eat a Kemomi, but its squeeze can still do a number if you're not careful. It only takes a few good whacks to convince a Hugtopus that it's better off finding somebody else to bother.
Agility	6	
Willpower	8	
Savviness	5	
Integrity	10	

Natural Advantages/Advantages	
Grappler +4 to grapple checks.	Tough +1 to damage reduction.
Pressure Proof Can survive extreme pressures.	Camouflage +2 on stealth checks when hiding.
Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to	Endurance Gain a +2 bonus to toughness when attempting to resist fatigue of all kinds.



swimming speed.	
Special: Suction Cups Targets grappled by the Hugtopus take a -6 to all rolls. In addition, Hugtopuses can grapple up to 3 targets.	Special: Inker When attempting to escape may use distraction as a free action using the smoke bomb rules in the gear section.

Secondary Characteristics		Notes
Base Running Rate: 10 Meters	Base Climbing Rate: 7 Meters	
Base Swim Rate: 18 meters	Base Physical Damage: 5	
Carrying Capacity: 87.5 Kilograms	Base Damage Reduction: 4	
Throwing Weapon Range: 18 meters	Base Armor Penetration: 0	Hugtopi usually weigh around 15 kilograms (33lbs), with an arm span of up to 4.3 meters (14 feet) if not longer. Larger specimens have been seen, but they are notably rarer. Hugtopi are seldom seen in open waters, preferring ruins and coral reefs in which they can hide and camouflage themselves within or around.
Max Fatigue and Injuries: 5	Base Initiative Bonus: 3	
Skill Points: 9	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: N/A	

Skills Known			
Melee	Ballistics	Composure	Toughness
Stealth	Perception	Dodge	Distraction
Navigating	-	-	-



Kleptomanders		
Attributes		Description
Power	13	Kleptomanders are ghostly things that are nearly invisible in water and shadowy when on land. They're attracted to light and energy and they steal whatever's not nailed down and drain the energy of anything that is. When fed, they sparkle internally.
Agility	8	
Willpower	8	
Savviness	5	
Integrity	15	

Natural Advantages	
Special: Adaptive Breathes underwater and on land, gains a +2 AGI bonus while in water and while outside of water in regards to movement. +4 to POW in regards to swimming speed.	Alert +2 to perception checks to search or look for things and spotting hidden creatures or individuals approaching their immediate area.
Large +2 to POW in regard to carrying capacity, +2 to be hit with melee or ranged attacks.	Camouflage +4 on stealth checks when hiding.



Tough +2 to damage reduction.	Regenerating Regenerates 2 Integrity every round on the creature's turn provided it has energy stored inside it after Energy Siphoning.
Sharpness +2 to armor penetration for melee attacks. Half of this bonus is added to ranged attacks, rounded up.	Special: Electro-sense Can sense electricity, through walls up to 8 meters thick with a successful perception check, or all high electric signatures in an area of about 100 meters.
Pressure Proof Can survive extreme pressures.	Quick +1 AGI/POW in regard to all movement.
Special: Energy Siphon May drain electricity from electronics of all kinds with a full round action. After draining power, they tend to glow slightly and lose their camouflage advantage. If they are injured when they use Energy Siphon, they regain 4 Integrity, and then on have the Regenerating advantage.	Special: Electrical Affinity Electrical attacks may still harm a Kleptomander but due to their strange adaption to electronics, electricity and power, all electrical based attacks are made at a -1, and the damage is halved when targeting them.

Secondary Characteristics		Notes
Base Running Rate: (6 meters + 2 meters per 2 points in AGI)	Base Climbing Rate: (3 meters + 2 meters per 2 points in AGI)	The Kleptomanders come from somewhere deep, deep in the Abyssal trenches and tend to mainly stay down there, building nests in and around Earless ruins that have powerful sources of near-infinite energy. . Occasionally a group will find its way to the surface and shallows, though, and will build a hidden nest somewhere dark to reproduce and store stolen energy sources. To reproduce, they put all of the shinies with an egg cluster (usually tearing them apart first) so that the new Kleptomander eggs can grow by draining the power from them. They have a very rapid breeding rate that, as far as anyone knows, is limited only by the amount of energy available. If you're not careful to turn everything off, lock up your batteries and generators, you'll get a population explosion... and the more of them there are, the more aggressively they'll steal. Generally they're more annoying than dangerous, but avoiding their nests is important, because they're aggressive when the nest is threatened. Don't be tempted by the fact that the nest is full of heaps of shinies!
Base Swim Rate: 18 meters	Base Physical Damage: 3	
Carrying Capacity: 87.5 Kilograms	Base Damage Reduction: 4	
Throwing Weapon Range: 18 Meters	Base Armor Penetration: 3	
Max Fatigue and Injuries: 5	Base Initiative Bonus: (AGI/2 Round up)	
Skill Points: 7	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	



Skills Known			
Melee	Dodge	Perception	Stealth
Composure	Toughness	Tinkering	-



Clawbills		
Attributes		Description
Power	5	Clawbills are small crabs, reddish in hue that are seen in droves around ruins, and coral reefs. Clawbills have a hard shell, and two claws that they use for catching smaller Phish and other things to eat. Male Clawbills often have larger claws, although females are slightly wider on average.
Agility	7	
Willpower	6	
Savviness	3	
Integrity	4	

Natural Advantages	
Fleet Foot +2 AGI/POW when fleeing.	Tough +1 to damage reduction.
Climber Gains a +2 bonus to climbing checks and AGI in regards to climbing speed.	Lifter Gains +2 POW in regards to carrying capacity.
Perceptive +2 to perception checks.	Blades/Claws/Fangs +1 damage for melee attacks from natural weapons, etc.



Secondary Characteristics		Notes
Base Running Rate: 12 Meters (14 meters when fleeing)	Base Climbing Rate: 11 Meters (13 meters when fleeing)	Clawbills are on average 3 feet (7.62 centimeters) long and weigh up to 30lbs (13.6 kilograms). Clawbills are scavengers, and often times migrate from place to place in search of larger quantities of food. It is said that Clawbills can grow to the size of Clawdads, but this has never been witnessed. Clawbill meat is delicious, and often can be sold on the market for a decent sum when prepared.
Base Swim Rate: 4 meters (6 meters when fleeing)	Base Physical Damage: 3	
Carrying Capacity: 25 Kilograms	Base Damage Reduction: 3	
Throwing Weapon Range: 9 Meters	Base Armor Penetration: 0	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 4	
Skill Points: 5	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known				
Melee	Perception	Dodge	Stealth	
Toughness	-	-	-	

Clawdads		
Attributes		Description
Power	15	Clawdads are enormous hard shell crabs, similar to Clawbills, but much more large than their tiny cousins. Clawdads have a tendency to create pigments in their shells similar to their environments, and are often found in abandoned ruins, and other Earless places of interest.
Agility	7	
Willpower	8	
Savviness	5	
Integrity	22	

Natural Advantages	
Large +4 to POW in regards to carrying capacity. +2 to be hit with melee or ranged attacks.	Scary +4 on influence checks made to intimidate a target or targets. Scary things may cause people to roll simple composure checks without even attempting to intimidate.
Lifter Gains +2 POW in regards to carrying capacity.	Camouflage +4 on stealth checks when hiding.



Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.	Impervious Carapace May test toughness to ignore all damage after damage has been calculated 4 times per encounter. Gain a +2 to all toughness tests.
Quick +4 AGI/POW in regard to all movement.	Tough +2 to damage reduction.
Endurance Gain a +3 bonus to toughness when attempting to resist fatigue of all kinds.	Climber Gains a +2 bonus to climbing checks and AGI in regards to climbing speed.
Pressure Proof Can survive extreme pressures.	Blades/Claws/Fangs +2 damage for melee attacks from natural weapons, etc.
Sharpness +1-6 to armor penetration for melee attacks. Half of this bonus is added to ranged attacks, rounded up.	Grappler +1 to grapple checks.

Secondary Characteristics		Notes
Base Running Rate: 18 Meters (16 meters outside of water)	Base Climbing Rate: 13 Meters (11 meters outside of water)	The Clawdad is roughly 12 meters in length and 8 meters tall standing up on all of its legs. Their weight varies greatly depending on diet and age. Clawdads usually are found hanging around ruins or thermal vents, as they tend to like warmer waters more so than cold waters. Clawdad meat is lucrative, if hard to get, as Clawdads have been known to sink ships when angered.
Base Swim Rate: 22 meters	Base Physical Damage: 7	
Carrying Capacity: 125 Kilograms	Base Damage Reduction: 4	
Throwing Weapon Range: 21 Meters	Base Armor Penetration: 0	
Max Fatigue and Injuries: 5	Base Initiative Bonus: 4	
Skill Points: 7	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Melee	Dodge	Toughness	Stealth
Composure	Acrobatics	Perception	-



Glowchomps		
Attributes		Description
Power	10	Glowchomps are small bioluminescent sharks that swim in packs of 5 to 10. They tend to stick to ruins and reefs, where most of their favored prey resides. Glowchomp teeth are often sought after for jewelry and tools, and can be found anywhere Glowchomps are, as they "shed" their teeth often. When it is bright out, Glowchomps are more of a greyish blue color. When it is dark, however, they glow a bright neon green color, which lights up them and the nearby area.
Agility	8	
Willpower	8	
Savviness	5	
Integrity	8	

Natural Advantages		
Hunter Gains a +1 Damage and penetration bonus against its favored prey. Gains +2 to AGI when pursuing Swiper Squids.	Sharpness +1 to armor penetration for melee attacks. Half of this bonus is added to ranged attacks, rounded up.	
Quick +2 AGI/POW in regard to all movement.	Blades/Claws/Fangs +1 damage for melee attacks from natural weapons, etc.	
Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to	Special: Bioluminescent All gain a +2 bonus to perception to spot a Glowchomp at night or in darkness. Glowchomps gain a +4 bonus to spotting	



swimming speed.	hidden things in darkness, or blinding conditions.
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Secondary Characteristics		Notes
Base Running Rate: 14 meters (16 meters when chasing Swiper Squids)	Base Climbing Rate: 11 Meters (13 meters when chasing Swiper Squids)	Most individual Glowchomps are less than 1.9 meters (6.2 feet) long. Glowchomps have been known to attack Kemomis when it big enough groups or if Kemomis get in the way or encroach on their hunting grounds.
Base Swim Rate: 16 meters (18 meters when chasing Swiper Squids)	Base Physical Damage: 4 (5 Against Swiper Squids)	
Carrying Capacity: (12.5 Kilograms per 2 points in POW)	Base Damage Reduction: 2	
Throwing Weapon Range: N/A	Base Armor Penetration: 2 (3 Against Swiper Squids)	
Max Fatigue and Injuries: 5	Base Initiative Bonus: (AGI/2 Round up)	
Skill Points: 7	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Melee	Dodge	Perception	Toughness
Navigating	Composure	Stealth	-



Swiper Squids		
Attributes		Description
Power	5	Swiper Squids are tiny reddish pink squids that tend to congregate around ruins. Swiper squids are rather cowardly, and unless they are in large numbers, won't attempt anything outright brazen. Swiper Squids get their name due to their attraction to shiny metal objects, which they attempt to take if they like the object in question enough.
Agility	7	
Willpower	6	
Savviness	4	
Integrity	4	

Natural Advantages	
Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.	Alert +2 to perception checks to search or look for things and spotting hidden creatures or individuals approaching their immediate area.
Fleet Foot +2 AGI/POW when fleeing.	Quick +2 AG/POW in regards to all movement.



Grappler +2 to grapple checks.	Perceptive +2 to perception checks.
Special: Inker When attempting to escape may use distraction as a free action using the smoke bomb rules in the gear section.	Special: Snap-Grab Gains a +2 to all checks when attempting to steal an item it has set its sights on.

Secondary Characteristics		Notes
Base Running Rate: 14 Meters (16 when fleeing)	Base Climbing Rate: 11 Meters (13 when fleeing)	Swiper Squids tend to be about 30-40 centimeters (11.8 - 15.7 inches) and are omnivorous. Smaller Phish make up a large portion of their diet. Super Swiper Squids are extremely old Swiper Squids that have grown in size. They have been known to attack Kemomis and even Glowchomps.
Base Swim Rate: 10 Meters (12 when fleeing)	Base Physical Damage: 2	
Carrying Capacity: 25 Kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: 9Meters	Base Armor Penetration: 0	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 4	
Skill Points: 5	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Perception	Melee	Distraction	Toughness
Stealth	-	-	-

Super Swiper Squids		
Attributes		Description
Power	10	Super Swiper Squids are large reddish squids that are simply much older Swiper Squids. They exhibit the same shiny stealing tendencies, but are a bit more courageous.
Agility	14	
Willpower	12	
Savviness	8	
Integrity	8	

Natural Advantages	
Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.	Alert +2 to perception checks to search or look for things and spotting hidden creatures or individuals approaching their immediate area.
Grappler +3 to grapple checks	Perceptive +3 to perception checks.
Fleet Foot +2 AGI/POW when fleeing.	Quick +2 AG/POW in regards to all movement.



Special: Inker When attempting to escape may use distraction as a free action using the smoke bomb rules in the gear section.	Special: Snap-Grab Gains a +2 to all checks when attempting to steal an item it has set its sights on.
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Secondary Characteristics		Notes
Base Running Rate: 20 Meters (22 when fleeing)	Base Climbing Rate: 17 Meters (19 when fleeing)	Super Swiper Squids range from the size of a Swiper squid to 13 meters (43 feet) in length. Super Swiper Squids are a bit more aggressive when it comes to things, and are generally suggested to be avoided when on a dive.
Base Swim Rate: 16 Meters (18 when fleeing)	Base Physical Damage: 3	
Carrying Capacity: 62.5 Kilograms	Base Damage Reduction: 3	
Throwing Weapon Range: 15 Meters	Base Armor Penetration: 1	
Max Fatigue and Injuries: 6	Base Initiative Bonus: 7	
Skill Points: 10	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 1	

Skills Known			
Perception	Stealth +1	Melee	Toughness
Composure	Ballistics	Dodge	Influence
Tinkering	Distraction	-	-



Mola Molas		
Attributes		Description
Power	8	Mola Molas, or sunfish as they are sometimes referred as, are extremely large bony fishes found all over. Their main diet is Electro jellies. Mola Molas are often hunted by Kemomis as they can be found in large schools and rarely do anything to stop them. Mola Molas are often considered "silly" as they look exceptionally funny.
Agility	6	
Willpower	6	
Savviness	4	
Integrity	15	

Natural Advantages/Advantages	
Endurance Gain a +4 bonus to toughness when attempting to resist fatigue of all kinds.	Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.
Special: Mola Mola Don't Care Mola Molas really don't care about anything. They gain a +6 to composure checks, and rarely if ever get riled over anything. They can be mounted, at a -1 to ride, -3 if they are wild Mola Molas.	Large +4 to POW in regard to carrying capacity, +2 to be hit with melee or ranged attacks.

Distracting +2 bonus to distraction checks against Kemomis, as Kemomis can't help but find the way Mola Molas look and move funny.	Tough +3 to damage reduction.
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Secondary Characteristics		Notes
Base Running Rate: N/A	Base Climbing Rate: N/A	
Base Swim Rate: 12 Meters	Base Physical Damage: 3	
Carrying Capacity: 75 Kilograms	Base Damage Reduction: 5	Mola Molas on average weigh 1,000 kilograms (2,200lbs) and are found wherever high concentrations of Electro-jellies are. Mola Molas can get bigger than this, but this is a rare sight.
Throwing Weapon Range: N/A	Base Armor Penetration: 0	
Max Fatigue and Injuries: 4	Base Initiative Bonus: (AGI/2 Round up)	
Skill Points: 5	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Perception	Composure	Toughness	Surfing
Dodge	-	-	-

Holy Molas		
Attributes		Description
Power	16	A Holy Mola is a gigantic white Mola Mola fish, that many other Mola Molas follow. Holy Molas are extremely rare, and how they are formed from a normal Mola Mola is unknown to Kemomis, as is why other Mola Molas flock to them in droves. Holy Molas are considered a sign of good luck by many, especially sailors on long voyages.
Agility	8	
Willpower	8	
Savviness	6	
Integrity	25	

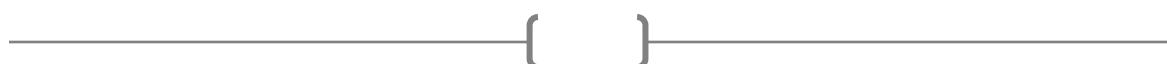
Natural Advantages	
Tough +3 to damage reduction.	Distracting +4 bonus to distraction checks against Kemomi.
Special: Mola Mola Don't Care Mola Molas really don't care about anything. They gain a +6 to composure checks, and rarely if ever get riled over anything. They can be mounted with a -3 to ride.	Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.
Hardened Shell May test toughness to ignore all damage after damage has been calculated twice per encounter.	Endurance Gain a +4 bonus to toughness when attempting to resist fatigue of all kinds.



Pressure Proof Can survive extreme pressures.	Large +4 to POW in regards to carrying capacity, +2 to be hit with melee or ranged attacks.
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Secondary Characteristics		Notes
Base Running Rate: N/A	Base Climbing Rate: N/A	
Base Swim Rate: 20 Meters	Base Physical Damage: 5	
Carrying Capacity: 125 Kilograms	Base Damage Reduction: 5	
Throwing Weapon Range: N/A	Base Armor Penetration: 1	
Max Fatigue and Injuries: 5	Base Initiative Bonus: 4	
Skill Points: 7	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Composure	Toughness	Melee	Perception
Distraction	Navigating	Dodge	-



Mucus Slugs		
Attributes		Description
Power	3	Mucus Slugs are brightly colored slugs that are often viewed as pests. Mucus Slugs tend to crawl all over everything, and are found wherever Kemomis are situated as well as coral reefs. They tend to climb all over and get into things like food supplies that are left open, and leave their sticky trail on things a Kemomi would rather not have sticky.
Agility	4	
Willpower	5	
Savviness	2	
Integrity	4	

Natural Advantages	
Climber Gains a +4 bonus to climbing checks and AGI in regards to climbing speed.	Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.
Fleet Foot +2 AGI when fleeing.	Grappler +3 to grapple checks.



Secondary Characteristics		Notes
Base Running Rate: 10 Meters (12 when fleeing)	Base Climbing Rate: 7 Meters (9 when fleeing)	Although Mucus Slugs are considered slugs, they are actually more in line with current day Nudibranchs. On average, Mucus slugs are around 30.5 Centimeters (12 inches) long. Mucus Slugs lay eggs and are scavengers.
Base Swim Rate: 6 Meters (8 meters when fleeing)	Base Physical Damage: 1	
Carrying Capacity: 12.5 Kilograms	Base Damage Reduction: 1	
Throwing Weapon Range: N/A	Base Armor Penetration: 0	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 2	
Skill Points: 4	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Perception	Melee	Dodge	Acrobatics



Electro-Jellies		
Attributes		Description
Power	6	Electro-Jellies are bright light blue Jellyfish that tend to glow slightly with visible electrical discharge. Electro-Jellies tend to float about, but like to congregate near sources of energy.
Agility	6	
Willpower	4	
Savviness	4	
Integrity	6	

Natural Advantages	
Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.	Shocking Can use a special melee or ranged electrical attack. Immune to Electrical attacks.
Blades/Claws/Fangs +2 damage for melee attacks from natural weapons, etc.	Sharpness +2 to armor penetration for melee attacks. Half of this bonus is added to ranged attacks, rounded up.
Pressure Proof Can survive extreme pressures.	Melee Expert +2 on melee combat checks



Regenerating Regenerates 1 Integrity every round on the creature's turn.	Special: Conduit Any time an Electro-Jelly is hit with a conductive melee weapon or an unarmed attack, the attacker must test to resist one fatigue. Those immune to Electricity ignore this advantage when attacking Electro-Jellies.
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Secondary Characteristics		Notes
Base Running Rate: 12 Meters	Base Climbing Rate: 9 Meters	
Base Swim Rate: 10 Meters	Base Physical Damage: 4	
Carrying Capacity: 37.5 Kilograms	Base Damage Reduction: 1	
Throwing Weapon Range: N/A	Base Armor Penetration: 0	
Max Fatigue and Injuries: 3	Base Initiative Bonus: 3	
Skill Points: 4	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Melee	Perception	Dodge	Surfing



The Thrum		
Attributes		Description
Power	20	The Thrum is a type of swarming fish that live in the abyssal trenches and great depths of the ocean. They have no color, and are in fact translucent when underwater, tending to be extremely hard to see. The Thrum get their name due to their signature "thrum" that they emit when moving as a group. The same noise is usually a dead giveaway to their location, and many experienced divers know that when you hear their call, it is time to leave.
Agility	15	
Willpower	8	
Savviness	6	
Integrity	55	

Natural Advantages/Advantages	
Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.	Scary +6 on influence checks made to intimidate a target or targets. Scary things may cause people to roll simple composure checks without even attempting to intimidate.
Hunter Gains a +1 Damage and penetration bonus against its favored prey. Gains +2 to AGI/POW when pursuing favored prey (Kleptomanders)	Impervious Carapace May test toughness to ignore all damage after damage has been calculated 4 times per encounter. Gain a +2 to all toughness tests.
Pressure Proof Can survive extreme pressures.	Quick +4 AGI/POW in regards to all movement.



Sharpness +4 to armor penetration for melee attacks. Half of this bonus is added to ranged attacks, rounded up.	Blades/Claws/Fangs +5 damage for melee attacks from natural weapons, etc.
Large +2-4 to POW in regards to carrying capacity, +2 to be hit with melee or ranged attacks.	Special: Translucent Camouflage +4 on stealth checks when hiding. If the Thrum have not communicated or moved for two rounds, this bonus is doubled.

Secondary Characteristics		Notes
Base Running Rate: N/A	Base Climbing Rate: N/A	
Base Swim Rate: 28 Meters (30 Meters when chasing Kleptomanders)	Base Physical Damage: 11 (12 against Kleptomanders)	The Thrum is unknown and undocumented; no Kemomi who has tried to find out more about them has ever surfaced. Divers and sailors consider The Thrum as a sort of boogey man, something that shouldn't exist and shouldn't be dealt with. The Thrum is known to appear in areas where Kleptomanders tend to congregate, and have been known to come up into shallower waters in search of what Kemomis believe to be their prey. This can make a settlement's Kleptomander problem worse, as The Thrum will come to hunt the pests. The Thrum is not anything to mess with; there are documented cases of ships being attacked at night by the creatures. Concerted efforts to deal with The Thrum have been inconclusive at best.
Carrying Capacity: 125 Kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: N/A	Base Armor Penetration: 5 (6 against Kleptomanders)	
Max Fatigue and Injuries: 5	Base Initiative Bonus: 4	
Skill Points: 7	Free Knowledge Or Craft Skills: (1 free for every 2 points in SAV)	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Stealth	Melee	Dodge	Toughness
Composure	Navigating	Perception	-



Coelacanths		
Attributes		Description
Power	10	Coelacanths are large bony fishes that tend to be found around coral reefs and in the open ocean. They are usually black or dark blue, and their scales tend to be on the thicker side. It is thought that Coelacanths are considered rather queer, if not an omen of bad luck by sailors.
Agility	7	
Willpower	8	
Savviness	6	
Integrity	14	

Natural Advantages	
Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.	Hardened Shell May test toughness to ignore all damage after damage has been calculated twice per encounter.
Perceptive +2 to perception checks.	Tough +2 to damage reduction.
Hunter Gains a +1 Damage and penetration bonus against its favored prey. Gains +2 to AGI when pursuing favored prey (Phish)	Large +2 to POW in regard to carrying capacity, +2 to be hit with melee or ranged attacks.



Secondary Characteristics		Notes
Base Running Rate: (6 meters + 2 meters per 2 points in AGI)	Base Climbing Rate: (3 meters + 2 meters per 2 points in AGI)	Coelacanths don't usually attack Kemomis, and are often caught for food. They are carnivorous and can live up to 60 years. They are 6.5 feet in length (2 meters) and their weight varies depending on their diet.
Base Swim Rate: 14 Meters (16 when chasing Phish)	Base Physical Damage: 3 (4 against Phish)	
Carrying Capacity: 75 Kilograms	Base Damage Reduction: (WIL/4 Round up)	
Throwing Weapon Range: N/A	Base Armor Penetration: 0 (1 against Phish)	
Max Fatigue and Injuries: 5	Base Initiative Bonus: 3	
Skill Points: 7	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Toughness	Composure	Navigating	Melee
Dodge	Perception	Stealth	-



Dolphins		
Attributes		Description
Power	14	Dolphins are medium sized porpoises, that breath air and tend to migrate from place to place in search of food. Kemomis view Dolphins with a bit of disdain, as Dolphins tend to like to mess with Kemomis and other creatures for entertainment. Dolphins have a rather high intellect, almost as smart as Kemomis themselves. Dolphins sometimes harass divers while on dives, sometimes stealing shinies and playing keep-away with them. As you can assume, this doesn't really always help them make friends.
Agility	8	
Willpower	9	
Savviness	8	
Integrity	12	

Natural Advantages	
Aquatic Gains a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.	Swimmer Can hold its breath for 1.5 WIL in rounds, gains a +2 to AGI in regards to water movement and a +2 to POW in regards to swimming speed.
Hunter Gains a +1 Damage and penetration bonus against its favored prey. Gains +2 to AGI/POW when pursuing favored prey (Phish)	Alert +3 to perception checks to search or look for things and spotting hidden creatures or individuals approaching their immediate area.
Distracting +4 bonus to distraction checks	Tough +1 to damage reduction.

Secondary Characteristics		Notes
Base Running Rate: N/A	Base Climbing Rate: N/A	
Base Swim Rate: 20 Meters (22 when chasing Phish)	Base Physical Damage: 4 (5 against Phish)	Dolphins on average are 1.2 meters (4 feet) long and 40 kilograms (90lbs) in weight. Dolphins breathe air like Kemomis do, and are usually spotted near the surface.
Carrying Capacity: 87.5 Kilograms	Base Damage Reduction: 3	
Throwing Weapon Range: N/A	Base Armor Penetration: 1 (2 against Phish)	
Max Fatigue and Injuries: 5	Base Initiative Bonus: 4	
Skill Points: 9	Free Knowledge Or Craft Skills: 4.	
Free Gear Points (If applicable): N/A	Free Specialization: 1	

Skills Known (Knowledge skills are GM's choice, one free specialization GM's Choice)			
Melee	Dodge	Perception	Navigating
Surfing	Distraction	Toughness	Composure
Tinkering	Knowledge Skill	Knowledge Skill	Knowledge Skill
Knowledge Skill	-	-	-



Electro-Worms		
Attributes		Description
Power	6	Electro-Worms are small worms that tend to be found in coral reefs and sometimes ruins, burrowing into rock and rubble to make their homes. Electro-worms have an electric shock that is usually accompanied by their bite to ward off predators and to catch prey as it swims by.
Agility	6	
Willpower	6	
Savviness	4	
Integrity	6	

Natural Advantages/Advantages	
Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.	Scary +2 on influence checks made to intimidate a target or targets. Scary things may cause people to roll simple composure checks without even attempting to intimidate.
Blades/Claws/Fangs +1-6 damage for melee attacks from natural weapons, etc.	Sharpness +1-6 to armor penetration for melee attacks. Half of this bonus is added to ranged attacks, rounded up
Shocking Can use a special melee electrical attack. Immune to Electrical attacks.	Quick +4 AGI/POW in regard to all movement.



Grappler +2 to grapple checks.	Special: Electro-Sense Can sense electricity, through walls up to 8 meters thick with a successful perception check, or all high electric signatures in an area of about 100 meters.
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Secondary Characteristics		Notes
Base Running Rate: N/A	Base Climbing Rate: N/A	Electro-Worms tend to be on average 2 feet long (60.9 Centimeters) but can grow much, much larger. Electro-Worms have an electrically charged bite that they use to stun prey to catch eat after striking out quickly from their hiding place. Electro-Worms do not usually attack Kemomis, but can confuse hands and feet for fish depending on the circumstances.
Base Swim Rate: 14 Meters	Base Physical Damage: 2	
Carrying Capacity: 37.5 Kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: N/A	Base Armor Penetration: 0	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 3	
Skill Points: 5	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Melee	Perception	Dodge	Toughness
Composure	-	-	-

Electrolotls

Attributes		Description
Power	14	Electrolots are salamander-like fish that are blind. They are a pinkish white color and have four webbed hand-like feet that they use for locomotion. Electrolots exist in the wild and in domestication, as their special electro-sense has been known to aid divers in finding special electrical shinies. Electrolots have the ability to emit electrical bursts and arcs, and tend to use it to subdue attackers, or prey if able.
Agility	8	
Willpower	7	
Savviness	7	
Integrity	13	

Natural Advantages/Advantages	
Special: Adaptive Breathes underwater and on land, gains a +2 AGI bonus while in water and while outside of water in regards to movement. +4 to POW in regards to swimming speed.	Special: Electro-sense Can sense electricity, through walls up to 8 meters thick with a successful perception check, or all high electric signatures in an area of about 100 meters.
Swimmer Can hold its breath for 1.5 WIL in rounds, gains a +2 to AGI in regards to water movement and a +2 to POW in regards to swimming speed.	Fast Swimmer Swims 20 feet (6 meters) further than normal per turn.
Hunter Gains a +1 Damage and penetration bonus against its favored prey. Gains +2 to AGI/POW when pursuing favored prey (Electro-Jellies)	Alert +2-6 to perception checks to search or look for things and spotting hidden creatures or individuals approaching their immediate area.



Shocking Can use a special melee or ranged electrical attack. Immune to Electrical attacks. For ranged attacks, range is throwing weapon range.	Sharpness +2 to armor penetration for melee attacks. Half of this bonus is added to ranged attacks, rounded up.
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Secondary Characteristics		Notes
Base Running Rate: 14 meters	Base Climbing Rate: 11	
Base Swim Rate: 22 Meters (24 when chasing Electro-Jellies)	Base Physical Damage: 5 (6 against Electro-Jellies)	76 centimeters in height (30 inches), 32-34 inches in length (83.2-86.3 Centimeters), Electrolots are about the average size of a modern day large dog breed. Electrolots tend to congregate in packs of 3 in the wild, and are found mostly in ruins or where Electro-Jellies are found.
Carrying Capacity: 87.5 Kilograms	Base Damage Reduction: 2	
Throwing Weapon Range: 18 Meters	Base Armor Penetration: 3 (4 against Electro-Jellies, 2 for attacks made at range)	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 4	
Skill Points: 8	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Melee	Ballistics	Perception	Surfing
Toughness	Composure	Navigating	Influence



Raydudes		
Attributes		Description
Power	16	Raydudes are large blackish-grey manta rays seen all over. Raydudes are often ridden by Kemomis, and have been domesticated over the years to aid in this somewhat mutualistic, verging on symbiotic relationship. Kemomi settlements often times host Raydude races during festivals, or just simply because they're bored and want something exciting to happen. Raydudes are considered to be one of the most useful creatures by Kemomi, and therefore seldom are seen being eaten in many settlements.
Agility	8	
Willpower	8	
Savviness	5	
Integrity	16	

Natural Advantages		
Mountable Kemomis and other creatures may attempt to ride this creature.	Large +4 to POW in regard to carrying capacity, +2 to be hit with melee or ranged attacks.	
Endurance Gain a +2 bonus to toughness when attempting to resist fatigue of all kinds.	Tough +2 to damage reduction.	
Special: Bursts of Speed Raydudes are capable of tremendous speed when going in a straight line over long distance. They can reach up to 25-35 NMPH, after a successful Ride check. If the rider ever wishes to slow down suddenly, he	Aquatic Breathes underwater, gain a +2 AGI bonus while in water and a -2 AGI bonus while outside of water. +4 to POW in regards to swimming speed.	

may lose control.

Secondary Characteristics		Notes
Base Running Rate: N/A	Base Climbing Rate: N/A	
Base Swim Rate: 20	Base Physical Damage: 5	
Carrying Capacity: 125 Kilograms	Base Damage Reduction: 4	
Throwing Weapon Range: N/A	Base Armor Penetration: 1	
Max Fatigue and Injuries: 5	Base Initiative Bonus: 4	
Skill Points: 7	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Acrobatics	Melee	Navigation	Surfing
Dodge	Perception	Composure	-

Non-living Critters

Glowguard, Treaders, Netters, Prattlers, Starguard, Stalkers, Butlertron5000s and Ruin-Roamers.

Glowguard		
Attributes		Description
Power	1	Glowguard are hovering circular machines with a video screen on the front of its "Face." and a small pair of camera eye lenses to see the world around it. They seem to search out Kemomis due to their similarity to Earless of the past. Once a target has been found, they begin to hover about the Kemomi, flashing colors and playing distorted sounds to get their attention. Once a Kemomi is sucked in to the glowy flashes of lights and pictures, it's hard to break away! Many Kemomis try to catch Glowguard due to their shiny nature, but not many succeed. Many a Kemomi has been distracted so long that they fail to realize that their oxygen is running out. Glowguard cannot fight and if attacked will attempt to retreat.
Agility	5	
Willpower	3	
Savviness	6	
Integrity	5	

Natural Advantages	
Robotic Immune to fatigue, +1 damage reduction against stabbing/slashing but receives double damage received from electrical attacks. Does not need to breathe.	Distracting: Strobing Lights +4 bonus to Distraction checks.
Hoverer May freely fly in open air, float in water and gains a +2 bonus to AGI/POW in relations to	Fleet Foot +2 AGI/POW when fleeing.



movement of all kinds.	
Special: Glowy Anyone attempting to notice this creature in a dark environment gains +2 to their Perception tests in relation to this creature.	Special: Cowardly Glowguard know very well they won't be able to hold their own in a fight, and will attempt escape from such a situation if an opportunity presents itself. Base Physical Damage is treated as 0.

Secondary Characteristics		Notes
Base Running Rate: 12 meters (14 when fleeing)	Base Climbing Rate: 9 meters (11 when fleeing)	Glowguard captured are often used as messengers, or mobile vid-screens for use in watching earless videos. Glowguard are the most often seen Oldguard on the surface, as they are the easiest to catch, and tinker with.
Base Swim Rate: 4 Meters (6 when fleeing)	Base Physical Damage: 0	
Carrying Capacity: 12.5 kilograms	Base Damage Reduction: 1 (2 against stabbing/slashing)	
Throwing Weapon Range: N/A	Base Armor Penetration: 0	
Max Fatigue and Injuries: 3	Base Initiative Bonus: 3	
Skill Points: 5	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: 0	

Skills Known			
Distraction	Perception	Navigating	Dodge
Composure	-	-	-



Treaders		
Attributes		Description
Power	4	Treaders are Oldguard that are roughly half the size of your average Kemomi when standing. They have a pivoting torso and 4 tiny cylindrical "arms" that have an extending claw function to grasp things and from the middle of the "palm" have a hole that fires marker balls that shoot an area or Kemomi with brightly colored paintballs with glow-in-the-dark paint that leaves a stinging welt. Treaders have trouble dealing with excessive rubble, since they are stuck traversing the ocean floor. They can maneuver up stairs with ease. While the paintballs only sting a little, the after-effect of being a brightly colored target that glows could very much cause other things to be drawn to you.
Agility	7	
Willpower	6	
Savviness	6	
Integrity	10	

Natural Advantages	
Robotic Immune to fatigue, +1 damage reduction against stabbing/slashing but receives double damage from electrical attacks. Does not need to breathe.	Special: Marker-Shot The Treader makes a special ballistic attack that deals 3 damage with 1 penetration, and deals 1 damage unresisted every round until the target hit succeeds on a toughness check made at -3. On top of this, anyone attempting to notice a target that has been successfully hit by Marker-Shot in a dark environment gains +2 to their Perception check in relation to that target.
Special: Heavy Cannot leave the ocean floor due to its weight.	Lifter Gains +2 POW in regards to carrying capacity.

Secondary Characteristics		Notes
Base Running Rate: 12 meters	Base Climbing Rate: N/A	
Base Swim Rate: N/A	Base Physical Damage: 2	
Carrying Capacity: 37.5 kilograms	Base Damage Reduction: 2 (3 against stabbing/slashing)	Treaders often times are found inside compounds and other places where there is not excessive rubble. Some Treaders have bulldozer front additions added to them, and lack the ability to shoot their marker shots. These Treaders are generally seen in bright colors.
Throwing Weapon Range: 9 meters	Base Armor Penetration: (1 for every 8 points in AGI)	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 4	
Skill Points: 6	Free Knowledge Or Craft Skills: 1	
Free Gear Points: N/A	Free Specialization: N/A	

Skills Known			
Ballistics	Toughness	Navigating	Dodge
Composure	Perception	-	-



Netters		
Attributes		Description
Power	7	Netters are large Oldguard, around 7 feet tall with two legs that bend backwards at what could be considered its knees. The legs are connected to a large rectangular box acting as both torso and head. It has a circular eye on the front, and below that a hole in which is fires a retractable net around unsuspecting Kemomis. Once caught by a netter, a Kemomi will be taken to a place the Netter designates a holding cell, and left still wrapped in the net. Netters vary from Treaders in that they come equipped with additional Electro-Stun guns to incapacitate foes.
Agility	7	
Willpower	5	
Savviness	6	
Integrity	12	

Natural Advantages		
Robotic Immune to fatigue, +1 damage reduction against stabbing/slashing but receives double damage received from electrical attacks. Does not need to breathe.	Special - Net-Shot Ranged Attack on a target that does no damage, but initiates a grapple, pulling a target 10ft (3 meters) per turn towards the Netter.	
Special - Stun-Shot The Netter shoots its Electro-Stun gun, granting it a Ranged Attack with 4 Base Electrical Damage, penetration 2. Has the Stunning weapon quality.	Special: Heavy Cannot leave the ocean floor due to its weight.	
Large +2 to POW in regards to carrying capacity, +2 to be hit with melee or ranged attacks.	Lifter Gains +2 POW in regards to carrying capacity.	



Secondary Characteristics		Notes
Base Running Rate: 12 meters	Base Climbing Rate: N/A	
Base Swim Rate: N/A	Base Physical Damage: 3	
Carrying Capacity: 62.5 kilograms	Base Damage Reduction: 2 (3 against stabbing/slashing)	Netters usually give warnings before attempting to subdue foes, but sometimes depending on how far into a ruin a Kemomi is, they might not even announce their presence. Netters if destroyed and salvaged have an Advanced quality net that can be taken from their remains with a successful tinkering check.
Throwing Weapon Range: 12 meters	Base Armor Penetration: 0	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 4	
Skill Points: 6	Free Knowledge Or Craft Skills: 1	
Free Gear : Points N/A	Free Specialization: N/A	

Skills Known			
Ballistics	Melee	Influence	Dodge
Composure	Perception	Craft: Entangling Net	-

Prattlers		
Attributes		Description
Power	2	Prattlers are similar to Netters in that they share the same body type but are around 3 feet smaller, and do not have a net-launcher. Instead they have loud speakers installed used for getting attention and relaying messages. When they spot a Kemomi they will either attempt to warn them to leave upon being spotted or try and get them to follow it, as it
Agility	6	



Willpower	5	leads them to "Free Samples" or "a 50% off sale," usually bringing them to nothing, but more Oldguard. Sometimes though, they'll lead a Kemomi to a nice little cache of shinies. Their loud nature does tend to bring the attention of Animals and Kemomi alike, and if attacked will sound off an alarm, alerting everything that it is being harmed.
Savviness	6	
Integrity	5	

Natural Advantages	
Robotic Immune to fatigue, +1 damage reduction against stabbing/slashing but receive double damage received from electrical attacks. Does not need to breathe.	Special: Loud Prattlers don't care much for subtlety, and anyone attempting to notice this creature's presence gains +2 to their Perception test.
Distracting: Sweet Deals The Prattler gains +2 bonus to its Distraction checks against anyone listening to it.	Special: Heavy Cannot leave the ocean floor due to its weight.
Alarming May spend a full action to alert others of what is happening to them/of something.	Toughness +1 damage reduction.

Secondary Characteristics		Notes
Base Running Rate: 12 meters	Base Climbing Rate: N/A	Prattlers are often times found in areas with a large amount of shinies available, and often are found nearby if not in the immediate vicinity. Prattlers captured and brought back to the surface to be worked on often times find use as mobile speakie boxes, or announcers for events.
Base Swim Rate: N/A	Base Physical Damage: POW/3 (Round up)	
Carrying Capacity: (12.5 Kilograms per 2 points in POW)	Base Damage Reduction: 3 (4 against stabbing/slashing)	
Throwing Weapon Range: 6 meters	Base Armor Penetration: 0	



Max Fatigue and Injuries: 4	Base Initiative Bonus: 3	
Skill Points: 6	Free Knowledge Or Craft Skills: 3 of GMs choice	
Free Gear Points (If applicable): N/A	Free Specialization: N/A	

Skills Known			
Distraction	Perception	Stealth	Dodge
Influence	Navigating	-GM's choice of Knowledge or Craft-	-GM's choice of Knowledge or Craft-
-GM's choice of Knowledge or Craft-	-	-	-



Starguard		
Attributes		Description
Power	12	Starguard are large, 6-8 foot tall humanoid robots, known for their persistence, strength, toughness and speed. They are given their unique name because of a purple star-shaped crystalline structure that juts out of its chest like a cylindrical cone that is tipped like a pyramid. The Star retracts into the chest when it is not needed, and is brought out to scan the surrounding area with a violet sensor. The Star also has the ability to emit a blinding flash of light, which could incapacitate weaker-willed Kemomis. This attack wears the Starguard out, so they will use it sparingly. After incapacitating Kemomis, they will either drag them out to the outside, or bring them to what is designated as a form of holding cell.
Agility	8	
Willpower	8	
Savviness	6	
Integrity	12	

Natural Advantages		
Robotic Immune to fatigue, +1 damage reduction against stabbing/slashing but receives double damage received from electrical attacks. Does not need to breathe.	Special: Purple Flash The Starguard causes the Star on its chest to flare with blinding intensity, granting it +4 to Distraction tests to blind and confuse targets. Purple Flash cannot be used for two turns consecutively. Has the Stunning Weapon quality applied to its distraction checks.	
Large +2 to POW in regard to carrying capacity, +2 to be hit with melee or ranged attacks.	Special: Heavy Cannot leave the ocean floor due to its weight.	

Lifter Gains +2 POW in regards to carrying capacity.	Iron Fists +1 damage for melee attacks using fists.
Alert +2 to perception checks to search or look for things and spotting hidden creatures or individuals approaching their immediate area.	Toughness +3 to damage reduction.

Secondary Characteristics		Notes
Base Running Rate: 14 meters	Base Climbing Rate: N/A	
Base Swim Rate: N/A	Base Physical Damage: 4 (5 when using fists)	Starguard are sometimes found out at night in groups, and attempt to keep Kemomis inside ruins until morning. The reasons for this are lost on Kemomis, but they do it nonetheless. Starguard are usually found in groups of two.
Carrying Capacity: 100 kilograms	Base Damage Reduction: 5 (6 against stabbing/slashing)	
Throwing Weapon Range: 18 meters	Base Armor Penetration: 1	
Max Fatigue and Injuries: 5	Base Initiative Bonus: 4	
Skill Points: 7	Free Knowledge Or Craft Skills: N/A	
Free Gear Points (If applicable): N/A	Free Specialization: N/A	

Skills Known			
Distracting	Melee	Influence	Dodge
Composure	Perception	Toughness	-

Stalker		
Attributes		Description
Power	8	Stalkers are compact, agile automata of roughly spider-like body plan. They are often found (by the keen of eye) to be guarding long forgotten ruins, but have been known to range beyond their hunting grounds as if in search of something. Something you likely don't want to have in your possession if its location is honed in on by the Stalker. They tend to employ hit-and-run tactics and cunning, often laying down traps to ensnare the unsuspecting Kemomi. They will rarely allow themselves to be seen in the open and can adapt the color of their metallic carapace to their environment. They will always attempt to avoid a direct confrontation until all other tactics have failed.
Agility	12	
Willpower	8	
Savviness	10	
Integrity	7	

Natural Advantages	
Robotic Immune to fatigue, +1 damage reduction against stabbing/slashing but receives double damage received from electrical attacks. Does not need to breathe.	Camouflage +4 on stealth checks when hiding.
Fleet Foot +2 AGI/POW when fleeing.	Alert +2 to perception checks to search or look for things and spotting hidden creatures or individuals approaching their immediate area.
Special: Scarily Cunning Perception checks to notice a Stalker's trap are at a -4 base penalty. Stalkers roll stealth	Out Of Nowhere: When striking from hidden location, double any chosen bonus gained from stealth



when attempting to hide a trap.	attacks.
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Secondary Characteristics		Notes
Base Running Rate: 18 meters (20 when fleeing)	Base Climbing Rate: 15 meters (17 when fleeing)	Stalkers often times are not spotted until it is too late. Stalkers are roughly the size of two 4 door sedans stacked on top of each other, and have about 10 limbs, 2 of which are used for interacting instead of locomotion.
Base Swim Rate: 8 meters (10 when fleeing)	Base Physical Damage: 3	
Carrying Capacity: 50 kilograms	Base Damage Reduction: 2 (3 against stabbing/slashing)	
Throwing Weapon Range: 8 meters	Base Armor Penetration: 1	
Max Fatigue and Injuries: 5	Base Initiative Bonus: 6	
Skill Points: 9	Free Knowledge Or Craft Skills: 5	
Free Gear Points (If applicable): N/A	Free Specialization: 1	

Skills Known			
Distracting	Melee	Acrobatics	Dodge
Stealth	Perception	Stealth	Navigating
Tinkering	-GM's choice of Knowledge or Craft-	-GM's choice of Knowledge or Craft-	-GM's choice of Knowledge or Craft-
-GM's choice of Knowledge or Craft-	-GM's choice of Knowledge or Craft-	-	-



Butlertron5000		
Attributes		Description
Power	4	Multi-armed and multi-eyed, these roughly humanoid Oldguard are thought to be equipped with several functions so as to render them useful in everyday life. They tend to retain loyalty to their previous masters even through the passing of time and will go to great lengths to protect their amassed shines, often employing alarm systems to ward against intruders and curious visitors alike. They are more likely to call for assistance than directly engage something that they perceive as a threat.
Agility	4	
Willpower	6	
Savviness	6	
Integrity	7	

Natural Advantages		
Robotic Immune to fatigue, +1 damage reduction against stabbing/slashing but receives double damage received from electrical attacks. Does not need to breathe.	Alarming May spend a full action to alert others of what is happening to them/of something.	
Fleet Foot +2 AGI/POW when fleeing.	Lifter Gains +2 POW in regards to carrying capacity.	
Special: It must be Clean! Takes -2 to perception tests as they constantly fidget about, but gains +2 to distraction tests as their odd behavior fascinates the curious.	Special: Burglar Alarm May set up a single, difficult to spot sensor array that covers a single door or hallway. If the sensors are triggered an alarm sounds, alerting those nearby.	

Secondary Characteristics		Notes
Base Running Rate: 10 meters (12 when fleeing)	Base Climbing Rate: 7 meters (9 when fleeing)	The Butlertron 5000 is often found within ruined Earless homes, and will usually speak in varied earless tongues to attempt to converse with Kemomis or warn them. Some defunct Butlertron 5000s have been known to attempt to capture Kemomis, feed them and mistake Kemomis as their previous owners among other strange behavior. There are multiple models and variations in the Butlertron 5000 brand, and some look strangely similar to depictions of Earless.
Base Swim Rate: 4 meters (6 when fleeing)	Base Physical Damage: 2	
Carrying Capacity: 37.5 kilograms	Base Damage Reduction: 2 (3 against stabbing/slashing)	
Throwing Weapon Range: 9 meters	Base Armor Penetration: 0	
Max Fatigue and Injuries: 4	Base Initiative Bonus: 2	
Skill Points: 6	Free Knowledge Or Craft Skills: 3	
Free Gear Points (If applicable): N/A	Free Specialization: N/A	

Skills Known			
Distraction	Perception	Navigating	Acrobatics
Composure	Influence	Craft: Alarm System	-GM's choice of Knowledge or Craft-
-GM's choice of Knowledge or Craft-	-	-	-

Ruin-Roamer		
Attributes		Description
Power	20	Ruin-Roamers are large, roughly humanoid creatures composed of a mix of rock, rubble and dysfunctional Oldguard remains. They are animated by a sentient variant of glow moss that grows on them, and will assimilate more material into their bulk to support the growth of the moss. The largest collections of glow moss tend to be around the "head" of the Ruin-Roamer, creating the impression of wide, glowing eyes.
Agility	10	
Willpower	14	
Savviness	4	
Integrity	20	

Natural Advantages	
Special: Not Entirely Natural Immune to fatigue, +1 damage reduction against stabbing/slashing attacks. Does not need to breathe.	Scary +2 on influence checks made to intimidate a target or targets. Scary things may cause people to roll simple composure checks without even attempting to intimidate.
Pressure Proof Can survive extreme pressures.	Tough +2 to damage reduction.
Regenerating Regenerates 1 Integrity every round on the creature's turn as it slowly assimilates the environment into itself.	Large +4 to POW in regards to carrying capacity, +2 to be hit with melee or ranged attacks.



Special: Weighty Climber Cannot leave the ocean floor due to its weight but can climb, supporting itself with its great strength.	Lifter Gains +2 POW in regards to carrying capacity.
Special: Go for the Eyes! Ruin-roamers are not without a weak point. Anyone attack against the Ruin-roamer that succeeds with more than 5 DoS ignores half (rounded up) of the Ruin-roamer's Damage Reduction as vital moss is shorn from it with satisfying efficacy.	Endurance Gain a +2-4 bonus to toughness when attempting to resist fatigue of all kinds.

Secondary Characteristics		Notes
Base Running Rate: 16 meters	Base Climbing Rate: 13 meters	Ruin Roamers are enigmatic creatures, if they can even be called creatures in the first place. While not exactly violent towards Kemomis, they are very protective of themselves or what they seek. Ruin Roamers and glow moss tend to literally roam from ruin to ruin in search of pollution, and sometimes Ruin Roamers are found nearby large settlements. Kemomis don't mind Ruin Roamers, as where ever they are for extended amounts of time, fangs usually are left in their wake.
Base Swim Rate: N/A	Base Physical Damage: 7	
Carrying Capacity: 162.5 kilograms	Base Damage Reduction: 6 (7 against stabbing/slashing)	
Throwing Weapon Range: 24 meters	Base Armor Penetration: 1	
Max Fatigue and Injuries: 7	Base Initiative Bonus: 5	
Skill Points: 9	Free Knowledge Or Craft Skills: 2	
Free Gear Points (If applicable): N/A	Free Specialization: N/A	

Skills Known			
Ballistics	Melee	Acrobatics	Influence
Stealth	Perception	Toughness	Composure
Tinkering	-GM's choice of Knowledge or Craft-	-GM's choice of Knowledge or Craft-	-

The Setting

The setting in CATastrophe, while mainly up to the GM to choose what he wants is based around a few central themes and ideas. This is just an example setting in which you can use if you wish for your game. If not, feel free to take what you like, and make your own, or ignore it all together. While the game is based around exploration, diving and adventure, there's nothing keeping you from hosting a game based around catgirl ninja pirates, or other such fun things.

The general consensus is that the setting takes place an unknown amount of time after an apocalyptic event occurred on Earth, snuffing out Humanity when it was in a golden age of technology, with robots and advanced and readily available tech for consumers. This apocalypse was caused by a number of things, such as the global warming trend mixed with man's own carbon pollution causing mass-heating of the globe and rising of sea levels worldwide. If that wasn't bad enough, an enormous fresh water comet containing alien plant life came crashing into earth, directly onto the ice sheet on Antarctica.

This only compounded the heat and water level problem with an influx of H₂O into the atmosphere. The mass flooding was enough to cover most continents, and what had been left were the mountains tall enough to avoid being submerged or eroded away by the intense storms and waves. Coupled with this, the alien plant life saw a surge of population growth, as the heat and water was a perfect environment for it to grow and thrive. The plant life took in sodium, chloride and other pollutants out of the water as a form of nourishment and released a strange mixture of unknown chemicals to man that was highly poisonous to humans and mutagenic to some animals.

It is unknown what fate befell those that came before or the origins of the Kemomis. Some say they took to the stars, while others believe they succumbed to the endless blue like their great works of art and architecture. Whatever is the reason, the Kemomis may never truly know. Their world is a paradise, without much need to work; every day is a holiday, and most of them are content to live it up as such. Others however, feel the need to explore the depths, whether it be for discovery, riches or fame, many Kemomis get drawn to the ruins under the endless blue as shiny divers, looking to make their mark or fulfill their own goals. Some would call this grave robbing, but as far as they are concerned, the treasures the earless left behind are theirs for the taking, if they can manage it.

