

Chrysalis RPG

**version 1.3
(evolutions)**

CONCEPT BY IWOIWO

WRITTEN BY FRANKTO VINNETI
ART AND ASSETS BY MARS DRAKE (MEGASOMAMARS)

Frankto Vinneti retains and reserves no rights to this work or the contents therein.

This work was created for a client project based on Chrysalis by RinoZ. All original IP belongs to its respective owner. Used here in this portfolio with permission.

CHRYSLIS SYSTEM ADAPTATION

TTRPG PROTOTYPE • INTRODUCTION

Thank you for your interest in my work! I was contracted to design this RPG adaptation of the titular series in April-May 2026. The initial prototype deadline was less than two weeks, during which I was able to work with the talented Mars Drake to design the character sheet at the end of this document.

I was provided with a reference document with a fairly detailed high-level summary of what the client's initial vision of the project was, and I was able to outline the scope of the project right away. The core pillar of this adaptation was the gameplay loop from the start: **FIGHT** → **FEED** → **EVOLVE** → **REPEAT**.

DESIGN PHASE 1

As the sole developer for this project, it was my responsibility to design, write, and edit the entire prototype, as well as work with collaborators to ensure all parts stayed true to the client's vision of the project. In that spirit, it was important that my design stayed true to what I knew about the source material, and that meant capturing the feel of a constantly-evolving character.

I wanted leveling up in the middle of a session, sometimes several times, to feel very natural. That meant making sure all the systems were self-contained, and making ability scaling both predictable and rewarding. Skills are simple and streamlined, organ ranks and mutations are linear—all to foster this sense of perpetual growth.

DESIGN PHASE 2

Later phases of development allowed me to introduce adaptive mutations to give characters more depth following periods of rest, and significantly develop the evolution system into something akin to lifepath generators found in other games, but with the number of different possible evolution sequences falling closer to the Borderlands ballpark than traditional tabletop RPGs.

I also created a system of damage ranks that would be better equipped to handle what this system would throw at it. Given the scope of RPG adaptations like this one, this document is more akin to a playable prototype than a complete, production-ready work. The core systems are functional and ready for testing, but moreso ready to be populated with content than in a truly finished state.

ACKNOWLEDGMENTS

RinoZ (author) • <https://www.patreon.com/RinoZ>

Mars Drake (Asset Design) • <https://megasomamars.art/>

Frankto Vinneti (Writer and Designer) • <https://www.frankto.cv/>

I am available for commissions and business inquiries. Contact information available on my portfolio, or contact me directly at contact@frankto.cv.

INTRODUCTION

In Chrysalis, you are not a knight or wizard. You are a creature—insectoid, reptilian, mammalian, or something stranger—struggling to survive in a world reshaped by the System, a mysterious force that translates biology into RPG mechanics.

You will:

- Hunt and survive.
- Harvest biomass to heal and mutate.
- Gain XP to level up.
- Reach Tier milestones to evolve into new forms.
- Harness Cores to unlock rare evolutions.
- Reconstitute defeated monsters into pets.

The GM (Game Master) plays the role of The System, presenting challenges, narrating the world, and offering mutation choices.

WHAT YOU NEED TO PLAY

- 1-6 players + 1 GM (The System).
- Polyhedral dice (d4, d6, d8, d10, d12, d20, d100).
- Character sheets (see Appendix).
- Tokens or counters for biomass, mana, and wounds.
- **Optional:** Trackers for pets, mutation cards, or digital play aids, a grid map laid out in 5 foot squares.

CORE MECHANICS

This section lists all core systems and offers overviews of several systems detailed in a later section.

RESOLUTION

Resolution is simple:

1. A character rolls a 20-sided die (d20).
2. Then add any relevant modifier, typically a skill bonus or an attribute.
3. The sum total is their result. If the result equals or exceeds the difficulty or an opponent's contested roll, they succeed.

DIFFICULTY

When characters roll dice, they will either roll against a set difficulty, called a difficulty class or **DC**, or make a contested roll against another character's roll. In the case of a contested roll, defenders win the tie.

Difficulty is set by the task, or by the attributes of another character, usually with a base of 10.

Difficulty	Difficulty Class (DC)
Trivial	5
Easy	10
Moderate	15
Hard	20
Extremely hard	25
Nearly impossible	30+

CRITICAL SUCCESS AND FAILURE

Tasks automatically succeed when the dice show a natural roll of 20 (critical success), and automatically fail when they show a natural roll of 1 (critical failure).

If the roll has a numerical effect, the effect is doubled on a critical success.

ADVANTAGE AND DISADVANTAGE

In Chrysalis RPG, bonuses and penalties are stacking conditions like any other. When you gain a bonus to a roll, this is called an **EDGE**, and you roll at +2. When you have two Edges to a single roll, it upgrades to an **ADVANTAGE**, which lets you roll at +5.

Disadvantage works the same way. A single penalty is a **HITCH**, and two Hitches turn into a **DISADVANTAGE**.

See **Conditions** on page 35 for more details.

ATTRIBUTES

Attributes in Chrysalis determine the maximum level that can be reached in any skill associated with that attribute. They are also often used to resist detrimental effects or reduce incoming damage.

Might: Strength and melee damage.

- **Skills:** Bite, Crush, Grip, Intimidate, Leap, Melee Attack, Move, Strike, Throw, Technique

Toughness: Armor, resistance, and stamina.

- **Skills:** Brace, Determined, Endure, Recovery, Resilient

Cunning: Reflexes, tactical know-how, and intelligence.

- **Skills:** Ambush, Bond, Coerce, Deceive, Dodge, Entangle, Influence, Manipulate, Provoke, Ranged Attack, Stealth

Will: Focus, psionics, and magic.

- **Skills:** Burst, Channel Attack, Diffuse, Magecraft, Project, Spell Capacity

Perception: Senses and awareness.

- **Skills:** Analyze, Detect, Focus, Scan, Track

DERIVED TRAITS

Mana: Any character with a core has Mana. Your mana is based on your **WILL**.

Armor: Armor reduces the incoming physical damage you take. It is based on your **TOUGHNESS**.

Reflex: Your reflexes help you avoid attacks. It is equal to 10 + **TIER**, increased by skills.

Hit Points: You start with 10 **HIT POINTS**, increased with level, **TIER**, organs and skills. When you take damage, subtract **ARMOR** and reduce current hit points by that amount.

NO RETROACTIVE GAINS

When you increase **TOUGHNESS**, the changes only affect future levels, you do not have any retroactive gains based on attribute alone.

META-CURRENCIES

Biomass: You get biomass by consuming organic corpses based on their **YIELD**.

Evolution Points (EP): When you evolve, the GM awards you Evolution Points, which you can spend to gain permanent benefits.

Stamina: All creatures have stamina, which is used to perform certain actions or activate some organs. You gain an amount of **STAMINA** equal to your **TIER**, and recover spent stamina with rest. If you spend or lose **STAMINA** while at **STAMINA 0**, you gain a Wound.

Wounds: When you fall below half hit points, you gain a Wound. After being reduced to 0 hit points, gain another. Each time you take damage while at 0 hit points, you gain another wound. Wounds are recorded using the **Injury Track**.

THE INJURY TRACK

Most characters can go on without stopping even with minor injuries—but the more wounded they become, even the hardiest of creature needs a rest. Injuries become more severe when characters have 5 or more wounds, and the **HITCH** becomes a **DISADVANTAGE**.

If a creature takes a seventh Wound, it dies.

Wounds	Severity	Penalty	Severity
0	Uninjured	—	—
1	Minor	—	—
2	Moderate	Speed	HITCH
3	Severe	Attack	HITCH
4	Major	Defend	HITCH
5	Crippling	Resist	DISADVANTAGE
6	Critical	All rolls	DISADVANTAGE
7	Death	—	—

ORGANS

An organ is a conduit to powerful new abilities, through mutation, use, and training. Your creature type decides what organ you have access to, and how they evolve. They are categorized based on where they are in the body, and multiple organs in the same area can increase the cost of evolving new organs in that area. These areas are: **HEAD**, **LIMBS**, **EXTERNAL**, **INTERNAL**, and **SPECIAL**.

OTHER TRAITS

Resistance: This trait functions like Armor, but only applies to the listed damage type.

Size: All characters begin play as Medium-sized, no matter their creature type. Mutations and evolutions can change their sizes later.

Speed: Characters begin play with a speed of 30 feet per turn, and can move in increments of 5-foot squares.

Size	Biggest Dimension	Weight
Tiny	2 ft. or less	50 lbs or less.
Small	2 to 4 ft.	50 to 100 lbs.
Medium	4 to 8 ft.	100 to 400 lbs.
Large	8 to 15 ft.	400 to 2,000 lbs.
Huge	15 to 30 ft.	1 to 8 tons
Gargantuan	30 ft. or more	8 tons or more.

BIOMASS

Biomass is obtained by harvesting dead organics.

HEALING

If a character has **2 Wounds** or more, they can spend **3 BIOMASS** as a Major Action. If they only have **1 Wound**, they can spend **1 BIOMASS** to heal it as a Minor Action.

MUTATIONS

You can burn **BIOMASS** to increase the rank of an organ, which mutates after reaching rank 5, and again at rank 10. You can only burn **BIOMASS** to improve an organ if it was used during an encounter this session.

You need to burn biomass equal to the current rank of the organ in order to reach the next rank. *For example, increasing the rank from 1 to 2 would cost 1 BIOMASS, but rank 5 to 6 would cost 5 BIOMASS.*

CORES

A viable commodity and the heart of monster ecology, cores can be absorbed to grow in strength.

ABSORPTION

A core can either be absorbed for Evolution Points, reconstituted as Pets, or harvested and traded as a commodity. An absorbed core can either increase **MANA**, **CORE RARITY**, or even cause death outright if the core of the absorbing character isn't strong enough to withstand the strain of absorbing another core.

When you absorb another creature's core and raise your core **Rarity**, you gain access to new mutations. Your level won't change, but your evolution threshold might.

Core Rarity	Maximum Mana
Common	10 + WILL
Special	20 + WILL
Rare	40 + WILL
Mythic	60 + WILL
Unique	80 + WILL
Legendary	100 + WILL

FIRST-TIME MAGIC USERS

When a creature absorbs a core or evolves one for the first time, they automatically learn any **SPELL BASE** with a **BASE MANA COST** of 1 and the **LASH** affix.

COMBAT

Encounters follow the familiar structured play-by-play of d20 System games. A round is 6 seconds, and all participants take their respective turns within that time.

INITIATIVE

At the start of a combat encounter, all participating characters roll **CUNNING** to determine the order of combat. The highest roll goes first, the second highest

goes second, and so on. If you initiate combat while undetected, enemies are **STARTLED**.

ACTIONS

Most characters have access to a number of actions during their turn: **1 Major Action**, **1 Minor Action**, and **1 Reaction**, and movement up to their **SPEED**. Many skills require minor or major actions, and their movement can be before, after, and during their action as they wish.

MAJOR ACTIONS

- **Attack:** You attack an enemy within a range set by the mode of attack or weapon used (melee attacks usually have a 1-square reach). Roll $1d20 + \text{TIER}$ vs **REFLEX**. If you hit, deal damage equal to their **TIER** or the skill used, if any. **CRITICAL SUCCESS** on an Attack deals **DOUBLE DAMAGE**.
- **Bully:** You make an intimidation display to frighten another creature. Roll $1d20 + \text{CUNNING}$ vs at **DC 10** + the target's **TIER** + their **WILL**. If you succeed, the target is **SCARED** for 1 turn.
- **Disarm:** You disarm a creature. Make a contested **MIGHT** roll. If you succeed, The target drops one object it is holding.
- **Defend:** You take active measures to shield yourself from harm. Your **REFLEX** increases by your tier.
- **Grapple:** You grapple a target to restrain it. Make a contested **MIGHT** roll. If you succeed, the target is **RESTRAINED** until it succeeds a contested **MIGHT** roll at the start of its turn or as a **Major Action**, or you release it from the grapple. If you grapple a creature, you can force it to move with you. You must maintain a grapple each round as a **Minor Action**.
- **Help:** You can help another creature to grant them an **EDGE** on a roll. You must be present and helping for the entire duration of a task.
- **Hide:** You hide from one or more specific senses. Roll $1d20 + \text{CUNNING}$ vs the target's **PERCEPTION** or **DETECT** bonus. Almost all senses require some form of distraction or obstruction (sight needs cover, hearing needs at least some sound, scent needs wind or strong smells, etc.)
- **Minor Action:** You gain a second **Minor Action**.
- **Search:** You search for a specific detail or to answer one question. Roll $1d20 + \text{PERCEPTION}$ vs a difficulty set by the System or a hiding enemy's **CUNNING** roll.
- **Shove:** You shove a target to push it back. Make a contested **MIGHT** roll. If you succeed, The target is **PUSHED** 1 square back (5 feet).

RANGED ATTACKS

Some effects allow creatures to attack from a distance. Ranged effects always have a range in squares, but if the effect lists two numbers separated by a slash (e.g., 1/2), that indicates a maximum range. Attack rolls take a **HITCH** to attack creatures beyond the first number, and cannot target creatures past the second number.

MINOR ACTIONS

- **Grapple:** You can maintain an active grapple to keep a creature **RESTRAINED** or **PINNED** for one more round.
- **Hustle:** You increase your maximum movement this turn by your **SPEED**.
- **Jump:** You can cross distance by jumping. Roll $1d20 + \text{MIGHT}$ vs **DC 10** to make a 5-foot long jump, or a 3-foot high jump. Any point above 10 increases the long jump by 1 foot, or the high jump by 0.5 feet.

REACTIONS

- **Concentration:** You focus your attention on a single task.
- **Detect:** You attempt to detect something nearby, usually an imminent danger. Roll $1d20 + \text{PERCEPTION}$ vs a difficulty or a contested roll. You also have a passive Detect score of $10 + \text{PERCEPTION}$ that sets the **DC** of many abilities, and alerts you of details you might not have looked for.

DAMAGE AND DAMAGE RANKS

How much damage an ability deals is dependent on what damage it starts at, and how many damage ranks it gained.

Damage Rank: A damage rank represents a step in a direction on the damage progression table. A damage rank bonus is a positive change, and a penalty is a negative change. Use the table below to determine the damage of an effect.

Step	Damage	Step	Damage
1	1	8	2d8
2	1d3	9	2d10
3	1d4	10	2d12
4	1d6	11	3d12
5	1d8	12	4d12
6	1d10	13	5d12
7	1d12	+1 ...	+6 ...

EXAMPLE

Robin has the skill **BITE 3**. Bite damage starts at **1D4**, and each rank gives +1 damage rank, improving the damage to **1D8** (**1D4** → **1D6** → **1D8**). **FANGS 1** adds bonus damage, for a total **1D8+1 PHYSICAL DAMAGE**.

BONUS DAMAGE

Many abilities deal bonus damage that scale with ranks. Bonus damage is just that, an amount of static extra damage added to that ability—so +10 bonus damage on a 1d4 damage ability is just 1d4+10 damage.

It shouldn't be confused with damage ranks, which would increase the damage from **1D4** to **5D12**.

MOVEMENT

You can move a number of 5-foot squares each turn based on your **SPEED**. This can be improved with organs, evolutions, skills, and by taking the Hustle action.

INTERVALS

Chrysalis keeps time the same way we do, in minutes, hours, days and months. There are 10 rounds in a minute, 600 rounds in an hour, and 14,400 rounds in a day. An encounter is span of time in structured play. Any ability that can only be used once per encounter, or once per day can only be used again when the System declares that the encounter or day has ended.

REST AND RECOVERY

A character can spend time resting to recover or perform some downtime actions.

SHORT REST

A short rest is a break. It doesn't have a specific length, but constitutes an interval of roughly 10 minutes. When taking a short rest, characters can gain one of the following benefits:

- **Rest:** You can make a single Recovery roll.
- **Harvest:** You can harvest **BIOMASS** from one or more dead organic creature.
- **Mutate:** You can burn **BIOMASS** to increase the rank of one organ.
- **Second Wind:** You recover 1 **STAMINA**.
- **Magic:** You can make a Magecraft roll to modify a rote spell.
- **Cool Down:** Rest near a source of water or cold to reduce the **HIT POINTS** penalty from hot weather.
- **Warm Up:** Rest near a heat source to reduce the **HIT POINTS** penalty from cold weather.

LONG REST

A long rest takes at least one night. During a long rest, characters gain **all** of the following benefits:

- You can burn **BIOMASS** to improve any number of organs.
- You recover all lost **HIT POINTS**.
- You recover half your total **STAMINA**.
- You regain half your **MAXIMUM MANA**.
- You can make four Downtime rolls, split between options however you choose.

DOWNTIME

Downtime is a period of rest that lasts more than one night. During downtime, you gain all the benefits of a long rest, recover all your total **STAMINA** and **MAXIMUM MANA**, and can make an extra 2 Recovery or Magecraft rolls per day of downtime after the first, up to 14 rolls.

DOWNTIME ROLLS

There are three types of downtime rolls, all of which use 1d20 + your Tier as a basis, and are improved by certain organs, mutations, and skill ranks.

Magecraft: This type of roll uses ranks in **MAGECRAFT** against **DC** based on the complexity of spell. You gain an **EDGE** each time you fail a Magecraft roll to retry the same task again in the future. Two edges combine to make an **ADVANTAGE**.

Recovery: A Recovery roll uses ranks in the **RECOVERY** skill against a **DC 10**. If you succeed, you can recover 1 Wound. If you roll exceeded **DC 20**, you recover 2 Wounds instead.

Training: A Training roll uses ranks in **TRAINING**, and is used to train pets. *More to come...*

CREATURE TYPE

There are four creature types: insectoid, mammalian, reptilian, and hybrid. Organs in bold are sensory organs,

INSECTOID

Insectoid creatures are effectively cold-blooded. They usually have six limbs or more, an exoskeleton, and many unusual traits. Their default sensory perception relies on a combination of rudimentary light sensing organs coupled with sensitivity to vibration and electric fields.

Organ List: Anchor Spurs, **Auditory**, Burrowing, Camouflage, Claws, Cold-Blooded, Emission Gland, Energy Channel, Exoskeleton, Fore Limbs, Fangs, Harmonic Modulator, Hind Limbs, **Olfactory**, Regeneration, **Sight**, Spinnerets, Tail, **Tremorsense**, Wings.

MAMMALIAN

All mammals are warm-blooded vertebrates. They have four limbs, an internal skeleton, a relatively stable physiology, and usually skin or hide covered with hair or fur. Their default sensory perception often relies on a combination of acute senses of sight, hearing, and smell.

Organ List: **Auditory**, Burrowing, Claws, Fore Limbs, Fangs, Frills, Harmonic Modulator, Hind Limbs, Howl, **Olfactory**, **Precision Sensing**, **Sight**, Spark, Tail, Tough Hide, Wings.

REPTILIAN

Reptilian creatures are vertebrates. They have four limbs or are limbless, a scaled hide, and are usually cold-blooded. Their default sensory perception relies on a combination of vision, sensitivity to vibration, and in some cases electroreception or heightened chemical sensing.

Organ List: Anchor Spurs, **Auditory**, Burrowing, Camouflage, Claws, Cold-Blooded, Emission Gland, Fore Limbs, Fangs, Frills, Tough Hide, Hind Limbs, **Olfactory**, Psionic Shield, Regeneration, Scales, **Sight**, Tail, Wings.

CHARACTER CREATION

Creating a character is a multi-step but simple process that takes you through each section of your character sheet.

1. LEVEL AND TIER

All characters start at **LEVEL 1, TIER 1**.

Though it isn't the default, some campaigns may allow characters to start at a higher level or a higher tier. In such cases, follow the rules outlines in the **Character Progression** section following this one.

2. CREATURE TYPE AND SIZE

Your creature type will inform your organ choices and possibly your skills until at least your first evolution. The available creature types are Insectoid, Mammalian, and Reptilian, though the GM may allow characters to start as Hybrid creatures.

All creatures start play at Medium size.

HYBRID CREATURES

While any character can become hybrid, this is a result of evolution—and so only available to characters who start at **TIER 2** or higher. Hybrid traits can be varied and often mix at least two creature types.

Starting Organs: Anatomic Anomaly, Anchor Spurs, Auditory, Burrowing, Claws, Cold-Blooded, Emission Gland, Electroreception, Energy Channel, Fore Limbs, Fangs, Harmonic Modulator, Hind Limbs, Hypercognition, Levitation, Mana Node, Olfactory, Precision Sensing, Psionic Shield, Sight, Spark, Spinnerets, Tail, Tremorsense.

3. ATTRIBUTES

You can distribute 15 points between the five attributes at your discretion: **MIGHT, CUNNING, TOUGHNESS, WILL,** and **PERCEPTION**. At this stage of your evolution, attributes cannot exceed 5.

4. DERIVED TRAITS

After distributing your attribute points, calculate your derived traits, which are based on at least one other attribute, as well as your organs, skills, or tier.

Hit Points: You start with **10 HIT POINTS**, and can gain more by increasing your **LEVEL, TIER**, and with ranks in the **ENDURE** skill.

Mana: You don't typically start with Mana, unless you have a core. If you do, start with **5 MANA**, and gain more with the **MANA NODE** organ.

Initiative: All characters have **INITIATIVE +1**, improved by **TIER** and the **INITIATIVE** skill.

Armor: Armor is equal to **TOUGHNESS**, improved with the **EXOSKELETON, SCALES,** or **TOUGH HIDE** organs.

Stamina: All characters start with **1 STAMINA**, increased with **TIER** and the **DETERMINED** skill.

Reflex: Your starting **REFLEX** is **11**, increased with **TIER** and the **DODGE** skill.

Speed: You start with **SPEED 6**. Speed is recorded in 5-foot squares, and is increased by the **HIND LIMBS** organ.

5. ORGANS AND MUTATIONS

All creatures start with one sensory organ and one other organ, both of which must be selected from an organ list in their creature type. They also gain a bonus mutation that can be applied to either of their starting organs.

6. SKILLS

You begin play with 10 skill points that can be allocated to any Core skills, or any Evolved skills that may have been unlocked by your choice of organ. However, note that unlocking a skill doesn't grant free ranks in that skill.

It's useful to track your what Evolved skills you have unlocked as a Skill List in your character sheet's notes. For more on Evolved skills, see **Skills** on page 20.

THE SKILL LIST

Evolved skills are listed in the skill section, but the Core skills include: **ANALYZE, BOND, BRACE, COERCE, CHANNEL ATTACK, DECEIVE, DETECT, DETERMINED, DEXTERITY, DODGE, ENDURE, HEALTH, INFLUENCE, INITIATIVE, INTIMIDATE, MAGECRAFT, MELEE ATTACK, MOVE, PROVOKE, RANGED ATTACK, RECOVERY, RESILIENT, SCAN, SPELL CAPACITY, STEALTH, STRIKE, TECHNIQUE, TRAINING,** and **THROW**.

7. FINISHING TOUCHES

Record your name, description, physical characteristics, and background. How much background is enough will depend on the table and the individual player, but a paragraph or two that introduce elements about your character's past the System can use to craft a story from is a strong start.

PROGRESSION

Character progression in Chrysalis RPG is distributed across four layers: biomass, level, evolution, and tier. What differs from most games is that the bulk of character progression will happen during play rather than in-between sessions.

Biomass: You gain biomass by harvesting organic matter from slain creatures, or from a found storage container during your adventuring. It's used to mutate organs while resting, but also to recover from wounds in tough situations.

Level: You gain **EXPERIENCE** when you defeat creatures and obstacles, which can increase your level. Levels are common, and will happen frequently during play, sometimes more than once per session.

Evolution and Tier: When your creature level reaches the maximum allowed by your **TIER**, you have the option to evolve at any moment. When you do, the System awards you with **EVOLUTION POINTS** based on your creature type and progression choices, which you can spend to improve aspects of your creature.

LEVEL

Maximum level is determined by the character's tier. When a creature gains a level, they gain these benefits:

- **Skill Points:** You gain 3 skill points that can be spent to improve any of the Core skills, or any Evolved skills you have unlocked.
- **Hit Points:** You gain additional hit points based on **TOUGHNESS**.

Toughness	Hit Points per Level
0-4	1d4
5-9	1d6
10-14	1d8
15-19	1d10
20 or more	1d12

TIER

Your tier places an upper limit on your traits, core rarity, and your mana. It increases when you evolve, which you may do once you reach your maximum level. Your base hit points, stamina, maximum level and maximum core rarity are all based on your tier.

Tier	Hit Points	Level Cap	Core Rarity	Stamina
1	10	5	Common	1
2	20	10	Special	2
3	30	15	Special	3
4	40	20	Rare	4
5	50	25	Rare	5
6	60	30	Mythic	6
7	70	35	Mythic	7
8	80	40	Unique	8
9	90	45	Unique	9
10	100	50	Legendary	10

EVOLUTION POINTS

When you evolve, the System awards you a number of evolution points, which you can spend to improve your traits, evolve a core, gain new organs, and so on.

When a creature triggers their evolution, they recover all lost **HIT POINTS**, **STAMINA** and **MANA**, and recover from all Wounds.

Evolution	EP Cost
Increase an Attribute by +1	3
Evolve a new organ	7
Mutate an existing organ	4
Unlock new Evolved skill without an organ	2
Reallocate 3 skill points	1

SKILLS AND EVOLUTIONS

During evolution, characters can unlock Evolved skills without first evolving the organ that would otherwise unlock it. This means the character can now gain ranks in that skill. Reallocating simply means taking ranks from one skill and putting them in another.

CORE PROGRESSION

When first absorbing a core, the character gains access to their **MANA** and gain 5 **MAXIMUM MANA**.

ABSORBING A CORE

When harvesting a creature for biomass, its **CORE** can also be harvested if it has one. A harvested core can be stored for later, or absorbed for an immediate boost.

When absorbing a core, **MAXIMUM MANA** increases by an amount based on the core's rarity and the rarity of the absorbing character's own core.

Rarity Difference	Benefit
-2 or more	You can make a Recovery roll
-1	Recovery roll, +1 MAXIMUM MANA
Equal (+0)	+2 MAXIMUM MANA
+1	Core Rarity +1, +5 MAXIMUM MANA
+2 or more	Mana Surge

Mana Surge: Mana Surge is a phenomenon that triggers when a character reaches beyond their capacity and try to absorb a core far beyond their own. They can try to hold on to the power as long as they want, or let it go and hope for safety. Each turn, the character rolls **1D20 + WILL + their TIER** against **DC 15**, +5 per step in core rarity above theirs. If the roll succeeds, they gain their choice of either Core Rarity +1 or +10 **MAXIMUM MANA**. Whether it succeeds or not, the System records the result of each roll until the character lets go of the power. Once they do, the character takes 1 Wound for each successful roll, and 2 Wounds for each failed roll.

EXPERIENCE NEEDED TO LEVEL

Level	Total XP	Level	Total XP	Level	Total XP
1	—	18	350	35	2,010
2	10	19	400	36	2,150
3	20	20	450	37	2,320
4	30	21	500	38	2,490
5	40	22	580	39	2,660
6	50	23	660	40	2,830
7	60	24	740	41	3,000
8	70	25	820	42	3,200
9	80	26	900	43	3,400
10	90	27	1,010	44	3,600
11	100	28	1,120	45	3,800
12	130	29	1,230	46	4,000
13	160	30	1,340	47	4,250
14	190	31	1,450	48	4,500
15	220	32	1,590	49	4,750
16	250	33	1,730	50	5,000
17	300	34	1,870	—	—

ORGANS

Organs give you access to new skills and abilities based on your species. You begin play with one sensory organ and one other organ from your creature type, and can evolve new ones later, and improve them with **BIOMASS**.

ORGAN PROGRESSION

Organs progress by being leveled up with biomass and mutated, either when they reach a certain organ level or during evolution. Creatures don't have an inherent maximum number of organs a character can have, but the cost of improving organs depends extensively on what organs a creature already has.

Organ Level: The cost of improving the level of an organ is equal to the current rank of that organ, minimum 1. Multiply that cost by the number of organs the character currently has in that organ slot.

EXAMPLE

Lionel has recently evolved the **GRAVITY NODE** organs, and improves it to level 3 for 3 **BIOMASS**. When he gets the **SPINNERETS**, the cost of improving either one doubles, since they're both **Special Organs**.

That means improving to **GRAVITY NODE 4** would cost 6 **BIOMASS**—3 from the current level, multiplied by 2.

Mutations: When an organ reaches ranks 5 and 10, it mutates, offering a range of options to the creature. Each mutation improves the effectiveness of an organ in specific ways, and should be recorded on the character sheet.

ORGAN COMPONENTS

Slot: Each organ has a slot: Head, Internal, External, Limbs, or Special.

Skills: This entry lists any skills character can learn during evolution if they have this organ.

Creature Type: What creatures can evolve this organ.

Effect: Each organ has an effect that is improved with level and mutations.

Mutations: When an organ reaches level 5 and level 10, it gains a mutation selected from the list in each organ.

PSIONIC ORGANS

Psionic organs are potent character options operate by manipulating space and reality rather than a biological processes.

SENSORY ORGANS

Sensory organs are offered as an option for all creatures. Having a sensory organ doesn't necessarily mean the creature doesn't possess other senses, it simply means that they aren't noteworthy enough to merit stats.

ORGANS AND DAMAGE

Some organs deal damage, and may gain damage ranks. For more on **BONUS DAMAGE** and **DAMAGE RANKS**, see **Core Mechanics** on page 6 for more details.

ORGAN DESCRIPTIONS

This section lists all organs alphabetically, not by type.

Organ	Type
Anchor Spurs	External
Auditory	Head (Sensory)
Burrowing	Limbs
Camouflage	External
Catalytic Ward	External (Psionic)
Claws	Limbs
Cold-Blooded	Internal
Elasticity	External
Electroreception	External (Sensory)
Emission Gland	Internal
Energy Channel	Limbs (Psionic)
Exoskeleton	External
Fore Limbs	Limbs
Fangs	Head
Frills	Special
Gravity Node	Special (Psionic)
Harmonic Modulator	Head
Hind Limbs	Limbs
Howl	Head
Hypercognition	Head (Psionic, Sensory)
Levitation	Limbs (Psionic)
Mana Node	Internal (Psionic)
Olfactory	Head (Sensory)
Organic Anomaly	Limbs
Precision Sensing	Special (Sensory)
Psionic Shield	External (Psionic)
Regeneration	Internal
Scales	External
Sight	Head (Sensory)
Spark	Head (Psionic)
Spinnerets	Special
Tail	Limbs
Tough Hide	External
Tremorsense	Internal (Sensory)
Wings	Limbs

ANCHOR SPURS

Your external tissue is covered in barbs that give you traction on solid surfaces.

Slot: External

Creature Type: Insectoid, Reptilian, Hybrid

Effect: You gain a bonus to **MIGHT** against being **KNOCKED DOWN**, **PINNED**, or **PUSHED** equal to half your **ANCHOR SPUR** rank, rounded up.

Mutations:

- **Barbed:** Any enemy who damages you with a melee attack, **CRUSH**, or skill from a natural weapon takes **DAMAGE** equal to half your **ANCHOR SPURS** rank, rounded up, once per turn.
- **Cling:** You gain the **ANCHOR SPUR** bonus on any roll to climb or hang from a ledge.
- **Locking:** You can anchor yourself to a surface by locking your spurs into it. You cannot be dislodged unless **PUSHED** or **KNOCKED DOWN**.
- **Rooted:** You gain the **ANCHOR SPUR** bonus to any attempt to **KNOCK DOWN**, **PIN**, or **PUSH** a creature on any turn if you do not move during the previous turn.
- **Surefooted:** You gain the **ANCHOR SPUR** bonus to avoid losing your footing or slipping on difficult terrain.

AUDITORY

You have an acute sense of hearing that allows you to detect danger at a distance.

Slot: Head (Sensory)

Creature Type: All

Effect: You gain +1 **PERCEPTION** using hearing per **AUDITORY** rank and can pick up auditory details within 1,000 feet. You can perceive audible details, and suffer a penalty to rolls equal to -1 per 10 feet of distance. Sound volume can increase or decrease your maximum sensory range.

Mutations:

- **Acute:** You multiply your maximum sensory range and the distance at which you accrue penalties from distance by your **AUDITORY** rank.
- **Disruptive:** You can spend 1 **STAMINA** as a **Minor Action** to activate this mutation for 1 turn. While **Disruptive** is active, you fill the air with noise that is completely imperceptible to creature without this organ, and disable the **SONAR** bonus of other creatures within 10 feet, improved by **ACUTE**.
- **Selective:** You can easily isolate and pick out sounds even on a very noisy background. You never take a penalty to discern one sound from another.
- **Sensitive:** You halve any penalty to hear through an obstacle or object. Your hearing is an accurate sense out to the distance you begin taking a distance penalty.
- **Sonar:** You can activate this mutation as a **Minor Action** for 1 turn. While active, you can track the position of any object or creature, so long as you don't have a penalty to perceive them, and there is a physical path to the subject. Your **AUDITORY** bonus is doubled against hiding or invisible creatures.

BURROWING

Your limbs are well-suited to burrow through dirt and travel underground.

Slot: Limbs

Creature Type: All

Skill: Crush.

Effect: You can burrow underground at a **SPEED** equal to **BURROWING** rank. You are **HINDERED** when doing so, but can move through dirt and other soft materials.

Mutations:

- **Powerful:** You can burrow through hard materials, like stone.
- **Mighty:** *Requires Powerful.* Your **Powerful Burrowing** upgrades to **Mighty**. You can burrow through metal.
- **Covert:** Your burrowing movement doesn't leave tunnels or other trace of your passage.
- **Rapid:** You are not **HINDERED** while burrowing.

CAMOUFLAGE

Your integument can adapt to your environment, allowing you to hide when standing still.

Slot: External

Creature Type: Insectoid, Reptilian

Effect: As a **Major Action**, you can adapt your natural integument to your surroundings. While adapted and standing still, you gain +1 to **HIDE** from visual senses per **CAMOUFLAGE** rank, but take a **Hitch** to **Stealth** in all other environments. You can cancel camouflage as a **Minor Action**.

Mutations:

- **Mobile:** You can use your **CAMOUFLAGE** even while moving.
- **Rapid:** You can activate **CAMOUFLAGE** as a **Minor Action**.
- **Sneaky:** You gain an **EDGE** on attacks against any unaware creatures while camouflaged.
- **Disruptive:** While camouflaged, creatures have a **HITCH** on all **PERCEPTION**-based rolls against you.

CATALYTIC WARD

Your physiology has adapted a resistance to non-physical damage types.

Slot: External (Psionic)

Creature Type: All

Effect: You gain **RESISTANCE** to your choice of **FIRE**, **ACID**, or **POISON DAMAGE** equal to half your **CATALYTIC WARD** rank, rounded up. At rank 5, you choose a **SECOND** damage type, and a **THIRD** at rank 10. This damage resistance stacks with other sources.

Mutations:

- **Composite:** Your resistance cannot be lowered by any means.
- **Kinetic:** You gain resistance to **FORCE DAMAGE**.
- **Reactive:** You can spend 1 **STAMINA** as a **Reaction** to double your **RESISTANCE** to a single damage type for one attack.
- **Stoic:** You gain resistance to **PSYCHIC DAMAGE**.

CLAWS

You have sharp claws or talons that can rip and tear the flesh of your enemies.

Slot: Limbs

Creature Type: All

Skill: Ambush, Grip.

Effect: You gain +1 to Attack per **CLAW** rank when using your claws or talons.

Mutations:

- **Rending:** Each time you hit a creature with your claws, reduce their **ARMOR** by 1 for the rest of the encounter.
- **Latching:** When you hit a creature with your claws, gain a bonus to **TECHNIQUE** equal to half your **CLAW** rank, rounded up, until the end of your next turn.
- **Lethal:** When you score a **CRITICAL SUCCESS** on any **ATTACK** using your **CLAWS**, you can spend 1 **STAMINA** to make another Claw attack as a **Minor Action**.
- **Ferocious:** You gain an **EDGE** to attack a creature if it has already taken damage at least once this round.

COLD-BLOODED

You have an efficient, cold-blooded metabolism that empowers you against scarcity and hides you from infrared sight.

Slot: Internal

Creature Type: Insectoid, Reptilian, Hybrid

Effect: You gain a bonus to resist the effects of scarcity of resources, and environmental hazards equal to **COLD-BLOODED** rank. You cannot be seen by infrared sight, and your **UPKEEP** decreases by 1.

Mutations:

- **Torpor:** While outside combat, you can enter a state of suspended animation until you cancel that state. You remain aware of your surroundings but cannot take any action or perceive any details, and your **UPKEEP** is set to 0 until you cancel the state.
- **Thermal Sensitivity:** You are sensitive to heat and can Detect warm-blooded creatures within 10 feet even if they are hidden to your other senses.
- **Metabolic:** You decrease your **UPKEEP** by an extra 1 and gain your Cold-Blooded bonus to all rolls against **STARVATION**, **DEHYDRATION**, and **FATIGUE** effects.
- **Stasis:** You always have an **EDGE** to **RECOVER**.

ELASTICITY

Your body can smoothly transition from plastic to elastic and back.

Slot: External

Creature Type: Insectoid, Reptilian

Effect: You can leverage your body's elasticity as a **Minor Action** and gain any of the listed benefit until the end of your next turn. While this organ is active, you can't use the **Hustle**, **Grapple**, **Shove** actions.

- Your reach increases by 5 feet.
- You can fit through openings up to 2 sizes smaller than yourself.
- You gain +1 per **ELASTICITY** rank to escape holds, bonds, and grapples, or recover from being **HINDERED**, **SLOWED**, **PINNED**, **RESTRAINED**, and **ROOTED**.

Mutations:

- **Adaptive:** *Requires Versatile.* Your **ELASTICITY** upgrades to **Versatile**, and you gain all elasticity benefits at once.
- **Rapid:** You can activate **Elasticity** as a **Reaction**.
- **Stalwart:** You gain a new elasticity option: You take normal damage from attacks that achieve **CRITICAL SUCCESS**.

- **Versatile:** You gain two **Elasticity** benefit at once.

ELECTRORECEPTION

Your skin is capable of perceiving minute changes in the electromagnetic fields generated by living organisms around you.

Slot: External (Sensory)

Creature Type: Reptilian, Hybrid

Effect: You can perceive living creatures and ambient environmental disruptions within 5 **FEET** × half your **ELECTRORECEPTION** rank, rounded up. This allows you to sense *where* objects and living creatures are even in total darkness and around obstructions, but not *what* they are. You can also recognize living creatures and conductive objects by their EM signature. If you have no other mode of perception, you can use contrast to make a rough map of your surroundings by sensing where creatures and EM fields *aren't*.

You can perceive biological activity like movement and general vitality or status, but not fine detail like exact condition, appearance, or non-living creatures.

Mutations:

- **Distant:** Your sensory distance increases to 5 **FEET** × your **ELECTRORECEPTION** rank.
- **Feedback:** You can deliver a violent electric charge on contact with other creatures. As a **Minor Action** when making physical contact during an attack, you can deal 1 **ELECTRIC DAMAGE** per **ELECTRORECEPTION** rank. This mutation has a **RECHARGE** (5).
- **Precise:** Your electroreception an accurate sense, and is precise enough to map your surroundings and reveal details about other creatures, like power, conditions, and status by monitoring subtle processes like neural activity.
- **Violent:** *Requires Forceful.* Your electric charge deals 1D6 **ELECTRIC DAMAGE** and gains +1 **DAMAGE RANK** per **ELECTRORECEPTION** rank. You can use this ability with skills like **BURST** and **PROJECT**.

EMISSION GLAND

You have an organ that can produce pheromones, fire, or acid.

Slot: Internal

Creature Type: Insectoid, Reptilian, Hybrid

Skill: Project.

Effect: When you first select this organ, you must also choose an emission type. Each type of emission gland is its own organ.

- **Fire or Acid:** You can secrete a powerful acid or liquid that ignites in contact with the air. As a **Major Action**, you can apply this substance to anything you come in contact with, and it deals 1D4 **FIRE** or 1D6 **ACID DAMAGE**, and gains +1 **DAMAGE RANK** per **FIRE GLAND** or **ACID GLAND** rank.
- **Pheromones:** You can emit a chemical signal that can apply **DISTRACTED** or **SCARED** to an enemy within 5 feet unless they succeed a **Will** roll with a **DC 10** + **PHEROMONE GLAND** rank.

Mutations:

- **Breaching:** *Fire or Acid Gland only.* Your **Fire** or **Acid** damage halves the **ARMOR** value of anything it affects.
- **Rending:** *Requires Breaching.* Your gland mutates from **Breaching** to **Rending**, and your **FIRE** and **ACID**

damage ignores a number of points of Resistance equal to half your **EMISSION GLAND** rank, rounded up.

- **Potent:** *Pheromone Gland* only. Your pheromones can also inflict **FASCINATED** and **SHAKEN**.
- **Mighty:** *Requires Potent*. Your gland mutates from Potent to Mighty, and can also inflict **CHARMED**, **DAZED**, **FRIGHTENED**, and **STUNNED**.

ENERGY CHANNEL

Your strange physiology enables you to manipulate energy.

Slot: Limbs (Psionic)

Creature Type: Insectoid, Hybrid

Skill: Burst, Diffuse.

Effect: You can channel energy through your limbs. As a Minor Action before you attack, you can change the damage type for that attack to **ELECTRIC**, **FIRE** or **FORCE** and inflicts +1 **BONUS DAMAGE** per **ENERGY CHANNEL** rank.

Mutations:

- **Breaching:** When you deal **FIRE** or **FORCE DAMAGE** to a creature, reduce their **ARMOR** by 1 for the rest of the encounter.
- **Arcing:** When you achieve **CRITICAL SUCCESS** with an **ENERGY CHANNEL** attack, you can target a second creature within range with the same attack, with a new attack and damage roll.
- **Siphon:** When you deal damage with an **ENERGY CHANNEL** attack, you recover 1 **HIT POINT**.
- **Disrupting:** When you first deal **FIRE** or **FORCE** damage to an enemy during an encounter, they are **RESTRAINED** until the start of your next turn unless they succeed a **TOUGHNESS** roll **DC 10 + ENERGY CHANNEL** rank.

EXOSKELETON

Your integument is protected by an external skeleton.

Slot: External

Creature Type: Insectoid

Effect: You gain +1 **ARMOR** per **EXOSKELETON** rank. If you also have **SCALES** or **TOUGH HIDE**, these benefits do not stack, and you gain a flat +2 **ARMOR** instead.

Mutations:

- **Sacrificial:** As a **Reaction**, you can gain a Wound to ignore the **DAMAGE** from a single attack or effect.
- **Shedding:** When you take a long rest, you can shed to immediately clear a number of Wounds equal to half your **EXOSKELETON** rank, rounded up. The process of shedding also reduces your Armor bonus to half your **EXOSKELETON** rank, rounded up, until your next long rest.
- **Resilient:** You ignore the first Wound you take each session.
- **Sensor:** You gain an **EDGE** on all **PERCEPTION**-based rolls if the medium touches your exoskeleton (for example, detecting subtle shifts in air flow, the tiny depression of a pressure plate in a stone wall, etc). If you focus as a **Major Action**, upgrade the bonus to an **ADVANTAGE**.

FANGS

Your mouth prominently feature deadly, ripping fangs.

Slot: Head

Creature Type: All

Skill: Bite.

Effect: When you attack with your **FANGS**, you gain +1 **BONUS PHYSICAL DAMAGE** per **FANGS** rank.

Mutations:

- **Voracious:** When you score a critical hit against an organic with your Bite attack, automatically harvest 1 **BIOMASS**.
- **Lethal:** When you bite a **RESTRAINED** creature, you gain an **EDGE** to damage, or an **ADVANTAGE** if the creature is **PINNED**.
- **Envenomed:** Your bite can inject creatures with a deadly venom. You can spend 1 **STAMINA** at the end of a long rest or burn 1 **BIOMASS** at the end of a short rest to produce venom, which can be injected with a melee attack using your **FANGS**. Your venom deals 1D8 **POISON DAMAGE**, halved with a **TOUGHNESS** roll at **DC 10 + FANGS** rank. The poison gains **DAMAGE RANKS** equal to **FANGS** rank.
- **Latchjaw:** *Requires TECHNIQUE 1 skill*. When you hit a creature with an attack using your **FANGS**, you can try to Grapple it as a Minor Action.

FORE LIMBS

You have powerful forelimbs that make it easy for you to carry heavy burdens.

Slot: Limbs

Creature Type: All

Skill: Crush.

Effect: You gain +1 **MIGHT** to calculate your carrying capacity per **FORE LIMBS** rank.

Mutations:

- **Dexterous:** *Requires DEXTERITY 1 skill*. You gain a bonus to **DEXTERITY** rolls equal to half your **FORE LIMBS** rank, rounded up.
- **Catapult:** Increase your **MIGHT** when throwing by half your **FORE LIMBS** rank.
- **Crushing:** *Requires CRUSH 1 skill*. You deal **BONUS DAMAGE** with **CRUSH** equal to **FORE LIMBS** rank.
- **Mauling:** If you have at least two limbs free to use in attacks, you gain an **EDGE** to attack and damage, or an **ADVANTAGE** if you have more. A limb is considered free if it isn't used to hold or restrain something, or to support your weight.

FRILLS

You have neck frills or a similar organ that enables you to make an awesome display of dominance.

Slot: Special

Creature Type: Mammalian, Reptilian

Effect: As a **Major Action**, you can display your frills to any creature within sensory range who can perceive you. The target must succeed on a Will roll at **DC 10 + FRILLS** rank or be **SCARED** or **FASCINATED**. Creatures can only be affected by your **FRILLS** once per session.

Mutations:

- **Overwhelming:** The target is both **SCARED** and **FASCINATED**.

- **Dominant:** Any creature that succeeds their **WILL** roll still take a **HITCH** to their next action against you,
- **Mesmerizing:** If you use your frills against a creature who is already **FASCINATED** by you or tho fails their **WILL** roll by 5 or more become **CHARMED**, even if they are **SCARED**.
- **Vigorous:** You can use your frills against the same creature twice per session instead of once.

GRAVITY NODE

You have the uncanny ability to manipulate gravity.

Slot: Special (Psionic)

Creature Type: Insectoid, Mammalian, Reptilian

Effect: You can bear down upon a target creature or object with psionic might as a **Major Action**. It must succeed a **MIGHT** roll at **DC 10 + GRAVITY NODE** rank or be **ENCUMBERED** until the end of your next turn.

Mutations:

- **Suffocating:** You can extend the duration of your **GRAVITY NODE** by 1 turn by taking a Concentration Action each turn.
- **Unyielding:** You can use **WILL** instead of **MIGHT** in any contested rolls to resist an effect or condition..
- **Potent:** The target is **BURDENED** instead.
- **Versatile:** As a **Minor Action**, you can change the direction of gravity for yourself until the end of your next turn. You unlock **GLIDE** and **GRIP** as evolved skills.

HARMONIC MODULATOR

Your physiology allows you to emit sounds that soothe other creatures.

Slot: Head

Creature Type: Insectoid, Reptilian, Hybrid

Effect: As a **Major Action**, you can emit soothing harmonies that can aid creatures who can perceive them. A single creature within sensory range can make a second roll against any active condition to prematurely end their effects, and they gain a bonus to that roll equal to half your **HARMONIC MODULATOR** rank, rounded up.

Mutations:

- **Resonant:** Your **HARMONIC MODULATOR** can affect all allied creatures within sensory range.
- **Powerful:** The bonus provided is equal to your **HARMONIC MODULATOR** rank.
- **Rallying:** Any creature affected by your harmonies gain a bonus to resist any condition until the start of your next turn.
- **Dissonant:** You can affect an enemy creature instead of an ally and inflict a **HITCH** on their next roll or their next defense.

HIND LIMBS

You have powerful hind limbs that allow you to move much more quickly.

Slot: Limbs

Creature Type: All

Skill: Leap.

Effect: You gain +1 **SPEED (5 FT.)** per **HIND LIMBS** rank.

Mutations:

- **Spring-Loaded:** You can stand up from being **KNOCKED DOWN** as a reaction and your Jump distance

doubles. If you also have **SKY STEP**, multipliers are additive (for example, $\times 2 + \times 2$ becomes $\times 3$).

- **Powerful:** You gain an **EDGE** to any roll that relies on swiftness of movement.
- **Retreating:** You can use your Reaction to gain an **EDGE** on **REFLEX** against a melee attack by moving 5 feet away from the attacker.
- **Swift:** When you Hustle, increase your movement by twice your **SPEED**, instead of just once.

HOWL

You can emit a mighty howl to rally your allies and intimidate your foes.

Slot: Head

Creature Type: Mammalian

Skill: Bite.

Effect: As a **Major Action**, you can howl to rally allies or intimidate enemies. You can affect up to one creature per **HOWL** rank. Rallied creatures gain an **EDGE** to their next action, and enemy creatures must make a **WILL** roll at **DC 10 + HOWL** rank or take a **HITCH** on their next action. At Howl rank 10, this upgrades to a **DISADVANTAGE**. This organ has a **RECHARGE (5)**.

Mutations:

- **Distant:** Your Howl can affect creatures able to hear it up to 100 feet away per **HOWL** rank.
- **Mighty:** *Requires Pack.* Any creature who joins in your Howl can extend the effects to another creature of their choice as well.
- **Pack:** Allies can join in the Howl as a **Minor Action** until the start of your next turn. Participants know each other's **HIT POINTS, WOUNDS, STAMINA, MANA,** and conditions.
- **Rallying:** Any rallied allies ignore their Wounds until the start of your next turn.
- **Relentless:** The effects of your **HOWL** last for two actions instead of just one.

HYPERCOGNITION

Your physiology affords you highly-advanced cognition, allowing you to perceive and deduce what others can't.

Slot: Head (Psionic, Sensory)

Creature Type: Hybrid

Skill: Focus.

Effect: You can focus on an object or area and ask a number of questions about the immediate past of the subject, then roll **PERCEPTION** at **DC 15**. The System must answer one question, plus an additional question at with a result of 20, 25, 30, and so on. You gain +1 **PERCEPTION** to this roll per **HYPERCOGNITION** rank.

Mutations:

- **Precognitive:** As a **Major Action**, you can gain a bonus to your next roll in the next 10 rounds equal to half your **HYPERCOGNITION** rank, rounded up.
- **Scanning:** When you use **HYPERCOGNITION**, you can also ask questions about the present and distant past.
- **Perceptive:** You can eavesdrop on telepathic conversation with a **PERCEPTION** roll at **DC 10 + speaking** or receiving creature's **CUNNING**. You have a -1 **PERCEPTION** penalty for every 5 feet of distance to the target.

- **Profound:** You can focus your **HYPERCOGNITION** on creatures as well as places and objects, and roll against **DC 15 + the creature's CUNNING**.

LEVITATION

You have evolved the strange ability to levitate off the ground and ignore damage from falls.

Slot: Limbs (Psionic)

Creature Type: Hybrid

Skill: Glide.

Effect: You can glide a few inches above solid ground.

You leave no physical trace of your passage, suffer no damage from falling, and gain a bonus to **SPEED** equal to half your **LEVITATION** rank, rounded up.

Mutations:

- **Agile:** You can use **WILL** to jump and resist being **PUSHED**.
- **Skimming:** You can levitate over liquids as though it were solid ground. This doesn't shield you from any hazard due to proximity with dangerous liquids.
- **Flight:** If you have the **GLIDE** skill, replace it with **FLIGHT**. You gain the same number of ranks in **FLIGHT** as you had in **GLIDE**.
- **Phasing:** You can burn 1 **BIOMASS** to phase through solid objects in a single 5-foot square.

MANA NODE

Your mana is exceptionally potent, and your font of power is vast.

Slot: Internal (Psionic)

Creature Type: Hybrid

Effect: Your **MAXIMUM MANA** and your Core's **MANA CAPACITY** both increase +5 per **MANA NODE** rank.

Mutations:

- **Restorative:** You regain all your lost **MANA** during a long rest.
- **Potent:** When you use an ability that costs **MANA**, reduce the cost by 1 (minimum 1). This doesn't reduce the effect's strength, even if that effect depends on the mana cost.
- **Channeling:** When you cast spells, you can upcast an additional time.
- **Swift:** You roll a d8 instead of a d6 to recharge your abilities.

OLFACTORY

You have an extremely acute sense of smell.

Slot: Head (Sensory)

Creature Type: All

Skill: Track.

Effect: Your sense of smell is incredibly accurate. You can perceive olfactory details up to 100 feet away, and gain a +1 bonus per **OLFACTORY** rank to **PERCEPTION**-based rolls using your sense of smell.

Mutations:

- **Distant:** Your range increases to 1,000 feet per rank
- **Remote:** *Requires Distant*. Distant upgrades to Remote, and your range increases to 1 mile per rank.
- **Potent:** You can detect olfactory details others can't, including emotional states, hostility, degree of injury, and the presence of toxins.

- **Sly:** *Requires Potent*. You gain an **EDGE** to **BOND**, **DECEIVE**, **INFLUENCE**, **INTIMIDATE**, and **PROVOKE** if you can observe their emotional states.

ORGANIC ANOMALY

Your form is distorted by strange, alien mutations.

Slot: Limbs

Creature Type: Hybrid

Effect: When you gain a rank of **ORGANIC ANOMALY**, pick one of the following benefits. Any bonus or penalty you gain is either an **EDGE** or a **HITCH**, upgraded to an **ADVANTAGE** or a **DISADVANTAGE** at **TIER 5**.

- **Efficient Biology:** You gain a second option during short rests.
- **Distended Limbs:** Your melee attacks can reach 1 square further, plus an additional square at **TIER 3** and **TIER 5**.
- **Extra Limbs:** You can manipulate objects, maintain a grapple, or take similar non-attack actions as a **Minor Action** with your extra limbs.
- **Pliable:** You can pass through openings as if you were a **SIZE** category smaller and always take the least amount of **DAMAGE** possible from falls.
- **Reinforced Core:** The maximum Core Rarity for your **TIER** increases by 1.
- **Shifting Form:** As a **Minor Action**, you can change the form of your body to gain a bonus to any one attribute, and a penalty to another.
- **Strange Anatomy:** You take normal damage from attacks that achieve **CRITICAL SUCCESS**.

Mutations:

- **Large:** Your **SIZE** increases by 1. Your proportions are doubled, and your weight multiplied by five or halved. You gain +1 **MIGHT** and -1 **CUNNING**.
- **Small:** *Must not have Large*. Your **SIZE** decreases by 1. Your proportions halved, and your weight is halved. You gain +1 **CUNNING** and -1 **MIGHT**.
- **Huge:** *Requires Large*. Upgrades from Large, your **SIZE** increases by 2. Your proportions are multiplied by four, and your weight is multiplied by 20. You gain +3 **MIGHT** and -2 **CUNNING**.
- **Tiny:** *Requires Small*. Upgrades from Small, your **SIZE** decreases by 2. Your proportions and weight are divided by four. You gain +3 **CUNNING** and -2 **MIGHT**.
- **Extra Option:** You gain a new anomaly. You can take this mutation twice.

PRECISION SENSING

You have an awesome ability to process sensory data.

Slot: Special (Sensory)

Creature Type: Mammalian, Hybrid

Effect: Your senses are not necessarily more acute, but they are much more precise, enabling you to use in ways other creatures can't. You gain an **EDGE** to any rolls made to interpret data from your own sensory organs,

When you first gain this organ, it applies to only one other sensory organ.

AUDITORY: You can use your auditory organ to track movement over time. This unlocks the **TRACK** skill and allows it to be used with **AUDITORY**.

ELECTRORECEPTION: You can perceive the bounds of other creature's awareness or sensory ability, allowing you to observe the degree and nature of their senses.

OLFACTORY: Your olfactory sense is an accurate sense. You can use your olfactory sense to perceive visual details like color, and identify the function or purposes of places, objects, and devices.

SIGHT: You can identify the chemical or molecular composition of something by sight. You gain an **EDGE** to roll made to identify objects, detect illusions, or the presence or absence of life or the undead.

TREMORSENSE: You can use your tremorsense to pick up on subtle social cues, including the ability to make observations about the feel or social status of a place or creature (such as identifying who owns a territory).

Mutations:

- **Extra Option:** You gain access to another precision sensing option. You can select this mutation up to 4 times.
- **Crosswire:** You can spend 1 **STAMINA** as a **Minor Action** to apply a Precision Sensing option to another sensory organ for 1 turn.
- **Bestow:** You can share a **PRECISE SENSING** option to a creature you touch for as long as you stay in contact. Your Precision Sensing is a Psionic organ.
- **Thorough:** Once per long rest, you can spend a full minute studying a creature to gain much more data than could be gleaned from a single roll. The System must answer one question about it truthfully.

PSIONIC SHIELD

Your biology allows you to generate a defensive psionic shield to defend against harm.

Slot: External (Psionic)

Creature Type: Reptilian, Hybrid

Skill: Brace, Diffuse.

Effect: You gain +1 **REFLEX** per **PSIONIC SHIELD** rank when using the Defend action.

Mutations:

- **Entrenched:** You use **WILL** instead of **TOUGHNESS** to calculate your base **ARMOR**, whichever is higher.
- **Potent:** When you spend **MANA**, increase your **ARMOR** by the amount of **MANA** you spend for 1 turn, up to your **PSIONIC SHIELD** rank.
- **Reactive:** You can use spend 2 **MANA** to Defend as a Reaction against a single Attack that targets you.
- **Disruptive:** While your Psionic Shield is active, you gain **RESISTANCE** to **FORCE DAMAGE** equal to half your **PSIONIC SHIELD** rank, rounded up. If you were already resistant, it increases by that amount.

REGENERATION

You have the uncanny ability to recover from harm extremely quickly.

Slot: Internal

Creature Type: Insectoid, Reptilian

Effect: You recover a number of **HIT POINTS** every hour equal to your **REGENERATION** rank. When you gain this organ, you must also choose one of the following as a weakness: **DAMAGE TYPE**, **CONDITION**, or **CRITICAL HITS**. When exposed to your weakness, regeneration skips an interval.

Mutations:

- **Rapid:** You regenerate once per minute.
- **Swift:** *Requires Rapid.* Your regeneration upgrades to **SWIFT**, and you regenerate once per round at the start of your turn.
- **Mighty:** You automatically clear 1 **Wound** when you take a short rest.
- **Undying:** You can't die unless your regeneration skips an interval from being exposed to your chosen weakness.

SCALES

Your dermis is covered in armor-like scales that shield you from harm.

Slot: External

Creature Type: Reptilian

Skill: Ambush.

Effect: You gain +1 **ARMOR** per **SCALES** rank. If you also have **EXOSKELETON** or **TOUGH HIDE**, these benefits do not stack, and you gain a flat +2 **ARMOR** instead.

Mutations:

- **Insulated:** You gain a bonus against bad weather hazards equal to your **SCALES** rank.
- **Sacrificial:** As a **Reaction**, you can gain a **Wound** to ignore the **DAMAGE** from a single attack or effect.
- **Guileful:** You gain a bonus to conceal information against extra-sensory perception like **SLY OLFACTORY** organs equal to your **SCALES** rank.
- **Lightweight:** *Must not have Plated.* Your **CUNNING** counts as 2 ranks higher to determine your maximum skill level.
- **Plated:** *Must not have Lightweight.* Your **TOUGHNESS** counts as 2 ranks higher to determine your maximum skill level.

SIGHT

You perceive things using a visual sense, allowing you to pick up visual details. Your sight is limited by obstacles, barriers and environmental factors like fog, smoke, etc.

Slot: Head (Sensory)

Creature Type: All

Effect: You gain +1 **PERCEPTION** using sight per **SIGHT** rank within 1,000 feet. You can perceive visual details, and suffer a penalty to roll equal to -1 per 10 feet of distance. Object or phenomenon size can increase or decrease your maximum sensory range. Sight is an accurate sense in all but total darkness and blinding light.

Mutations:

- **Compound:** Compound eyes give you 360-degree vision, allowing you to see all around you without turning.
- **Farsighted:** You multiply your maximum sensory distance and the rate at which you accrue penalties from distance by your **SIGHT** rank.
- **Photopic:** Your **SIGHT** is accurate even in blinding light, and you ignore penalties from bright light and blinding light.
- **Scotopic:** Your **SIGHT** is accurate even in total darkness, and you ignore penalties from dim light and darkness.
- **Thermal:** Your sight can perceive heat sources. Your **PERCEPTION** bonus is doubled against creatures and

objects that was noticeably warmer than their environment.

- **X-Ray:** You can see through obstacles less than a foot in thickness, except lead.

SPARK

You can lash out at other creatures with devastating mental attacks.

Slot: Head (Psionic)

Creature Type: Mammalian, Hybrid

Skill: Focus, Project.

Effect: You can make a mental attack against any creature within 10 feet per Spark rank. The attack uses **WILL** vs the target's **10 + CUNNING** and deals damage equal to your **WILL + YOUR TIER**.

Mutations:

- **Telepathic:** You can communicate telepathically with willing creatures within **SPARK** range.
- **Chain:** When you hit someone with your **SPARK**, you can chain the effect to a second creature within range, doing half **DAMAGE**.
- **Crippling:** A creature hit by your Spark attack cannot take reactions until the start of your next turn.
- **Feedback:** When a creature within **SPARK** range deals **PSYCHIC DAMAGE** to you, you can use your **Reaction** to deal **PSYCHIC DAMAGE** back equal to half your **SPARK** rank, rounded up.

SPINNERETS

You have your own silk-producing organ capable of creating extremely resilient silken threads.

Slot: Special

Creature Type: Insectoid, Hybrid

Skill: Entangle, Grip.

Effect: You can produce webbing or a similar substance that is incredibly wear-resistant. The **DC** to snap your webbing is **15 + SPINNERETS** rank, and it can support 1 ton per **SPINNERETS** rank. You can produce enough webbing to fill a 5-ft. square or as a 20-ft. rope per minute outside combat

Mutations:

- **Trapping:** *Requires Entangle.* Any time you use your **SPINNERETS**, you can cover a 5-ft. square in webbing that applies **ENTANGLE** to any creature that enters that square.
- **Rapid:** You can produce webbing as a Major Action.
- **Webslinger:** You can use your Spinnerets to launch silken strands and swing past obstacles, as long as you have something to anchor your webbing to that can support your weight. Swinging movement uses your **SPEED**, but can ignore ground-based difficult terrain.
- **Grabbing:** *Requires PROJECT 1 and TECHNIQUE 1.* If you **ENTANGLE** a target with **PROJECT**, you can use **Technique** to Reel it in and cause it to be **PUSHED** towards you.

TAIL

You have a prehensile tail that aids you to keep your balance and navigate difficult terrain.

Slot: Limbs

Creature Type: All

Skill: Entangle.

Effect: You gain +1 **CUNNING** to balance yourself or cross terrain with difficult footing.

Mutations:

- **Vicious:** You can use your tail to make attacks. When you do, it deals +1 **BONUS DAMAGE** per **TAIL** rank.
- **Stinger:** *Requires Vicious.* Your tail has a deadly stinger. At the end of a long rest or by spending 1 **BIOMASS**, it fills with deadly venom. Your venom deals **1D4 POISON DAMAGE** and gains **DAMAGE RANKS** equal to **TAIL** rank to the next creature hit by your tail.
- **Grasping:** Your tail can hold and manipulate objects with as much dexterity as a hand with opposable thumbs.
- **Whipping:** *Requires Vicious and Entangle.* When you hit a creature with your Tail in an attack, you can use **ENTANGLE** as a **Minor Action**.

TOUGH HIDE

Your hide is as hardy as any armor.

Slot: External

Creature Type: Mammalian

Effect: You gain +1 **ARMOR** per **TOUGH HIDE** rank. If you also have **EXOSKELETON** or **SCALES**, these benefits do not stack, and you gain a flat +2 **ARMOR** instead.

Mutations:

- **Steadfast:** You can ignore any effect that would inflict **DAZED**, **STUNNED**, or **KNOCKED DOWN** once per encounter.
- **Calloused:** You downgrade the penalty from Injury by one step (**DISADVANTAGE** to **HITCH**, **HITCH** to none).
- **Hardy:** You gain an **EDGE** to resist **INFLUENCE**, **PROVOKE**, and mental effects.
- **Unyielding:** The first time each encounter you would be reduced to **0 HIT POINTS**, you are reduced to **1 HIT POINT** instead.

TREMORSENSE

You are able to sense minute vibrations in creatures, objects, and your environment.

Slot: Internal (Sensory)

Creature Type: Insectoid, Hybrid

Effect: You can sense the location of objects and creatures who make contact with any object you are also in contact with—usually the ground, or a wall. Your sense extends to **5 FEET** per **TREMORSENSE** rank.

Your tremorsense can differentiate between static and moving objects as well as living creatures by sensing their vibrations. It can detect the presence of sound and the direction of the source, but not precise detail, like being able to identify a sound or understanding speech—although creatures with no other modes of perception can still communicate using vibrations as a medium to form words.

Tremorsense can be easily overwhelmed. You take a **DISADVANTAGE** to use tremorsense in the presence of excessive vibration or similar disruptions.

Mutations:

- **Anchored:** While you remain stationary, you can easily distinguish between sources of vibration and are never overwhelmed by excess vibration.
- **Disruptive:** As a **Minor Action**, you can emit disruptive vibrations that overwhelm tremorsense for

creatures using tremorsense within your sensory range, including yours.

- **Distant:** Your sensory distance increases to **10 FEET** per rank.
- **Precise:** You can identify sound and perceive fine details, like size, movement type, and general activity. You can even identify and understand speech, and your tremorsense can no longer be overwhelmed by excessive vibrations.

WINGS

You have vestigial wings that allow you to ignore damage from falls and make impressive jumps.

Slot: Limbs

Creature Type: Insectoid, Reptilian, Hybrid

Skill: Glide, Leap.

Effect: You gain a +1 bonus to **MIGHT**-based rolls to Jump per **WINGS** rank. and suffer no falling damage as long as your movement isn't restrained.

Mutations:

- **Mighty:** Your mighty wings can fully support your weight. If you have the **GLIDE** skill, replace it with the **FLIGHT** skill. You gain the same number of ranks in the skill as you had in Glide.
- **Hover:** You can hover in midair indefinitely by beating your wings, although you are still subject to fatigue.
- **Pursuit:** *Requires Mighty or Hover.* You gain an Edge to **REFLEX** and Defend while airborne.
- **Burst:** You can spend 1 **STAMINA** as a **Minor Action** to increase your **SPEED** by half your **WINGS** rank for 1 turn, rounded up.

SKILLS AND ABILITIES

Skills grant powerful active abilities or passive benefits.

TYPES OF SKILLS

Core: All characters can learn Core skills at any point in their evolution.

Evolved: This type of skill is unlocked only by evolving certain organs.

Active or Passive: The skill either offers passive benefits, requires an action, or is used as part of an action.

Recharge: A recharge skill means that once used, it enters a cooldown period. At the start of each turn, roll 1d6, and the ability recharges if the die rolls the number in parentheses or higher.

LEARNING NEW SKILLS

You can learn any Core skill during any period of rest as long as you have at least 1 skill point. Evolved skills must be unlocked by mutating organs or increasing their **TIER**

THE SKILL LIST

What skills creatures have access to can vary depending on their choice of organs. To simplify things, it's a good idea to keep a list of unlocked Evolved skills in your notes.

UNLOCKING ≠ FREE RANKS

Unlocking a skill only lets a creature take ranks in it, but doesn't grant free ranks.

BOUNDED ATTRIBUTES AND RANK

Unlike Organs, skills are associated with an attribute that limits the number of ranks a character can have in that skill.

EXAMPLE

Catherine has MIGHT +4, so she can improve Crush to CRUSH 4. She needs MIGHT +4 to gain more CRUSH ranks.

SKILL DAMAGE

Many skills deal damage, and gain **DAMAGE RANK** with skill level. This shows what damage the skill starts at, and indicates that it follows the standard progression outlined in **Core Mechanics** on page 6.

SKILL DESCRIPTIONS

All skills are listed here alphabetically.

AMBUSH

You deal additional damage to enemies who are unaware of your presence.

Skill Type: Evolved (Claws, Scales), Passive

Attribute: CUNNING

Effect: You deal additional **1D6 DAMAGE** to surprised creatures or who were unaware of your presence, increased by +1 **DAMAGE RANK** per **AMBUSH** rank.

Skills	Type
Ambush	Evolved (Claws, Scales), Passive
Analyze	Core, Passive
Bite	Evolved (Fangs, Howl), Active, Passive
Bond	Core, Active
Brace	Core, Passive
Burst	Evolved (Energy Channel, Psionic Shield), Active, Recharge (5)
Coerce	Core, Active
Channel Attack	Core, Passive
Crush	Evolved (Burrowing, Fore Limbs), Active
Deceive	Core, Passive
Detect	Core, Passive
Determined	Core, Passive
Dexterity	Core, Passive
Diffuse	Evolved (Energy Channel, Psionic Shield), Active, Recharge (5)
Dodge	Core, Passive
Endure	Core, Passive
Entangle	Evolved (Tail, Spinnerets), Active
Flight	Upgrades from Glide
Focus	Evolved (Hypercognition, Spark), Passive
Glide	Evolved (Levitation, Wings), Passive
Grip	Evolved (Claws, Spinnerets), Passive
Health	Core, Passive
Influence	Core, Active
Initiative	Core, Passive
Intimidate	Core, Active
Leap	Evolved (Hind Limbs, Wings), Passive
Magecraft	Core (Requires Mana), Active
Melee Attack	Core, Passive
Move	Core, Passive
Project	Evolved (Emission Gland, Spark), Active
Provoke	Core, Active
Ranged Attack	Core, Passive
Recovery	Core, Passive
Resilient	Core, Passive
Scan	Core, Active
Spell Capacity	Core (Requires Mana), Passive
Stealth	Core, Active
Strike	Core, Passive
Technique	Core, Active
Training	Core, Active
Throw	Core, Active
Track	Evolved (Olfactory, Sonar), Active

ANALYZE

You have the uncanny ability to detect lies.

Skill Type: Core, Passive

Attribute: PERCEPTION

Effect: You gain a +1 bonus per ANALYZE rank to detect lies and to the DC to be lied to.

BITE

You can bite down to deal massive damage.

Skill Type: Evolved (Fangs, Howl), Active, Passive

Attribute: MIGHT

Effect: When you use your Bite in an attack, it deals PHYSICAL DAMAGE based on your rank. Bite starts at 1D6 and increases by +1 DAMAGE RANK per BITE rank.

BOND

You can bond with other creatures to make allies and fast friends.

Skill Type: Core, Active

Attribute: CUNNING

Effect: You can use this skill at +1 per BOND rank in any action to improve the attitude of another creature, or help an ally. The difficulty is set by the attitude of a creature or the degree of aid rendered.

Factor	DC
Target is Hostile	25
Target is Unfriendly	20
Target is Indifferent	15
Target is Friendly	10
Grant an EDGE	+5
Grant an ADVANTAGE	+10

BRACE

You can resist intimidation and being pushed back or moved against your will.

Skill Type: Core, Passive

Attribute: TOUGHNESS

Effect: You gain a +1 bonus per BRACE rank to resist being intimidated, influenced or PUSHED BACK.

BURST

You can unleash deadly attacks in a burst all around you.

Skill Type: Evolved (Energy Channel, Psionic Shield), Active, Recharge (5)

Attribute: WILL

Effect: You emit a burst attack in a 10-ft. radius around you. Any creature in that range must make a CUNNING roll at DC 10 + TIER rank or take damage equal to your WILL + tier. The DC is improved with CHANNEL.

If you have the **EMISSION GLAND** or **ENERGY CHANNEL** organs, you can deal 1D6 DAMAGE, increased by +1 DAMAGE RANK per BURST rank. The damage type is the same as the organ used to make the attack.

COERCE

You can coerce others and make them scared of you.

Skill Type: Core, Active

Attribute: CUNNING

Effect: You gain a +1 bonus per COERCE rank to Bully another creature. If the target is already SCARED, it is FRIGHTENED instead.

CHANNEL ATTACK

You can channel energy attacks with great accuracy.

Skill Type: Core, Passive

Attribute: WILL

Effect: You gain +1 per CHANNEL ATTACK rank to Attack rolls for energy attacks regardless of range, and to the DC of your abilities.

CRUSH

You can deal damage to Grappled creatures and break objects.

Skill Type: Evolved (Burrowing, Fore Limbs), Active

Attribute: MIGHT

Effect: You deal damage equal to MIGHT + CRUSH rank each round you maintain a Grapple on a creature.

DECEIVE

You can lie or obscure the truth without others noticing.

Skill Type: Core, Passive

Attribute: CUNNING

Effect: You gain a +1 bonus to lie or conceal the truth without being detected per DECEIVE rank.

DETECT

You are always alert, watching for threats.

Skill Type: Core, Passive

Attribute: PERCEPTION

Effect: You gain a +1 bonus per DETECT rank when using the Detect action.

DETERMINED

Your endurance allows you to persist where others would fold.

Skill Type: Core, Passive

Attribute: TOUGHNESS

Effect: You gain +1 MAXIMUM STAMINA per DETERMINED rank.

DEXTERITY

You can perform tasks that require finesse with ease.

Skill Type: Core, Passive

Attribute: CUNNING

Effect: You gain +1 per **DEXTERITY** rank on **CUNNING**-based rolls that require manual dexterity or precision. For example, **DEXTERITY** applies equally to sleight of hands, lock-picking, and disabling traps.

DIFFUSE

You can manipulate energies in a field all around you.

Skill Type: Evolved (Energy Channel, Psionic Shield), Active, Recharge (5)

Attribute: WILL

Effect: You can activate your **DIFFUSE** field as a **Minor Action** until the start of your next turn, which extends out to 5 feet around you. The attack bonus and **DC** of your abilities is improved with **CHANNEL**. Choose one of the following effects when you activate your **DIFFUSE**:

- **Pulse:** All enemies who enter or begin their turn in your diffuse field take **FIRE** or **FORCE DAMAGE** equal to your **DIFFUSE** rank.
- **Dampen:** All allies in your diffuse field gain **ARMOR** equal to half your **DIFFUSE** rank.
- **PSIONIC SHIELD:** When a creature hits you with a melee attack, it is affected by your **DIFFUSE** field once per turn.
- **EMISSION GLAND (PHEROMONES):** Your **DIFFUSE** field applies your pheromone effects to all creatures in the area instead of a single target.

DODGE

You are nimble and hard to pin down.

Skill Type: Core, Passive

Attribute: CUNNING

Effect: You gain +1 **REFLEX** per **DODGE** rank.

ENDURE

You can endure even the most daunting of hazards.

Skill Type: Core, Passive

Attribute: TOUGHNESS

Effects: You gain a bonus to **TOUGHNESS**-based rolls per **ENDURE** rank against environmental hazards like the weather, starvation, and thirst.

ENTANGLE

You can restrain another creature with whatever means are available to you.

Skill Type: Evolved (Tail, Spinnerets), Active

Attribute: CUNNING

Effect: You can entangle a creature as a **Major Action**. It must make a **MIGHT** roll at **DC 10 + ENTANGLE** rank or become **RESTRAINED** or **HINDERED** until it succeeds a **MIGHT** roll at the start of its turn or as a **Major Action**.

FLIGHT

You can soar through the skies, rather than merely glide.

Skill Type: Evolved (Levitation, Wings), Passive

Attribute: MIGHT (WINGS) OR WILL (LEVITATION)

Effect: You can take flight as a **Minor Action**. When flying, you can move your **SPEED** plus your **FLIGHT** rank in any direction. Moving upwards costs double, and downwards costs half.

FOCUS

You can sense psionic energy and mana.

Skill Type: Evolved (Hypercognition, Spark), Passive

Attribute: PERCEPTION

Effect: You can sense active spells, the presence of **MANA** or psionic energy, and whether a creature is capable of using psionic or magical abilities. You gain +1 bonus per **FOCUS** rank to the Search and Detect actions to do so. The **DC** starts at **10**, but magic- and psionic-capable creatures can mask their ability and add their **CUNNING** to the **DC**.

GLIDE

You can glide to orient yourself in the air and control your rate of fall.

Skill Type: Evolved (Levitation, Wings), Passive

Attribute: MIGHT (WINGS) OR WILL (LEVITATION)

Effect: You can glide forward 1 square (5 feet) per **GLIDE** rank for every 5 feet you fall. You can turn up to 90-degrees per turn, and don't take falling damage if you Glide at least 20 feet in a turn.

GRIP

Increase carrying capacity, walk on vertical surfaces and upside down.

Skill Type: Evolved (Claws, Spinnerets), Passive

Attribute: MIGHT

Effect: You can walk on walls and vertical surfaces, but you are still subject to difficult terrain or losing your footing. You gain +1 **MIGHT** to increase your carrying capacity per **GRIP** rank.

HEALTH

You can shrug off injuries that would cripple others.

Skill Type: Core, Passive

Attribute: TOUGHNESS

Effect: You gain 5 **HIT POINTS** per **HEALTH** rank.

INFLUENCE

You can influence others to take a course of action you suggest.

Skill Type: Core, Active

Attribute: CUNNING

Effect: You gain a +1 bonus on rolls made to influence the actions of other creatures you can communicate with. The **DC** is **10 + the creature's TIER + WILL**. but the suggested action is a factor.

Factor	DC
Suggestion will place them in danger	+10
Suggestion will place them in mortal danger	+50
Target is Hostile	+20
Target is Unfriendly	+10
Target is Indifferent	+5

INITIATIVE

You react more quickly.

Skill Type: Core, Passive

Attribute: PERCEPTION

Effect: You gain a +1 bonus per **INITIATIVE** rank when rolling for Initiative.

INTIMIDATE

You can impose your might on others and make them afraid.

Skill Type: Core, Active

Attribute: MIGHT

Effect: As **COERCE**, but Terrify is a **MIGHT** roll for you. You gain a +1 bonus per **INTIMIDATE** rank.

LEAP

You can make incredible leaps and bursts of movement.

Skill Type: Evolved (Hind Limbs, Wings), Passive

Attribute: MIGHT

Effect: You gain a +1 bonus to **MIGHT** rolls to Jump per **LEAP** rank. You also gain a bonus to **REFLEX** equal to half your Leap rank if you moved at least your **SPEED** during your last turn.

When you start a Jump, you still move up to your **SPEED**. If you aren't fast enough to complete the leap in one turn, you are forced to move until the leap is completed.

MAGECRAFT

You can build and identify magic spells.

Skill Type: Core, Active

Attribute: WILL

Effect: You gain +1 per **MAGECRAFT** rank to construct rote spells and identify components of any spell you have seen cast personally.

MELEE ATTACK

You can strike at other nearby creatures very accurately.

Skill Type: Core, Passive

Attribute: MIGHT

Effect: You gain +1 per **MELEE ATTACK** rank to melee Attack rolls.

MOVE

You can run, climb, and swim to get to where you need to go.

Skill Type: Core, Passive

Attribute: MIGHT

Effect: You gain a +1 bonus per **MOVE** rank to any roll to climb, run, swim, or cross difficult terrain.

PROJECT

You can mark other creatures with your scent or your pheromones.

Skill Type: Evolved (Emission Gland, Spark), Active

Attribute: WILL

Effect: You can project a glob of organic matter at any target within 50 feet with a **CHANNEL ATTACK** roll as a **Major Action**. If you hit, the target is marked by your scent for 1 day.

If you have an **EMISSION GLAND**, you can apply your pheromones or deal **1D4 DAMAGE** of the appropriate type. Your **PROJECT** rank increases **DAMAGE RANK**.

If you have **SPARK**, increase the range to 50 feet and the damage to **1D3 PSYCHIC DAMAGE** per Project rank. Your **PROJECT** rank increases **DAMAGE RANK**.

If you have Spinnerets, you can **ENTANGLE** the target instead.

PROVOKE

You can provoke other creatures to incite a specific reaction.

Skill Type: Core, Active

Attribute: CUNNING

Effect: You can provoke another creature to act or react a certain way as a **Major Action**. Make a roll at 1d20 + your **TIER** at **DC 10 + TARGET'S TIER + TARGET'S WILL**. If you succeed, the target is **PROVOKED** for 1 turn. You gain a +1 bonus per **PROVOKE** rank to this roll, and can only use this skill on the same target once per session.

CONDITION: PROVOKED

PROVOKE → **COMPELLED** is a special condition only available through certain abilities.

PROVOKED → **COMPELLED**

The target is compelled to react or behave a certain way during its turn, so long as that will not put it in the path of any obvious danger. A character who inflicts **PROVOKED** gains an **EDGE** to all social or mental rolls against the **PROVOKED** creature.

COMPELLED: A compelled target has its actions dictated by another creature. It will not take actions that would cause it to harm itself.

RANGED ATTACK

You can accurately strike other creatures at a range.

Skill Type: Core, Passive

Attribute: CUNNING

Effect: You gain +1 per **RANGED ATTACK** rank to Attack rolls against targets at range with non-energy attacks.

RECOVERY

You recover from wounds quickly.

Skill Type: Core, Passive

Attribute: TOUGHNESS

Effect: You gain a +1 bonus to Recovery rolls per **RECOVERY** rank.

RESILIENT

You are resistant to specific types of damage.

Skill Type: Core, Passive

Attribute: TOUGHNESS

Effect: You gain **RESISTANCE** to a single type of damage. You can gain this skill multiple times, but each time it applies to a new damage type.

- **ACID, FIRE, or POISON:** Your resistance equals your **RESILIENT** rank.
- **FORCE or PSYCHIC:** Your resistance is equal to half your **RESILIENT** rank, rounded up.

SCAN

You can find anything, given enough time.

Skill Type: Core, Active

Attribute: PERCEPTION

Effect: You gain +1 per SCAN rank to PERCEPTION-based rolls using the Search action.

SPELL CAPACITY

Your spell knowledge is vast.

Skill Type: Core (Requires Mana), Passive

Attribute: WILL

Effect: You gain a number of rote spell slots equal to half your SPELL CAPACITY rank, rounded up.

STEALTH

You can hide from any sensory organ.

Skill Type: Core, Active

Attribute: CUNNING

Effect: You gain +1 per STEALTH rank to CUNNING-based rolls using the Hide action. You can hide from up to two senses with this skill, and additional senses at STEALTH rank 5 and 10, or by taking a Hitch then a Disadvantage for extra senses. If you have psionic or magic organs or abilities, increase the DC to detect them by 1 per STEALTH rank. You are HINDERED while using Stealth.

STRIKE

Your melee attacks deal extra damage.

Skill Type: Core, Passive

Attribute: MIGHT

Effect: Your melee attacks deal an extra 1D4 DAMAGE per STRIKE rank. If you attack with a BITE, increase the DAMAGE RANK by half your STRIKE rank, rounded up, instead.

TRAINING

You can train and interact with pet creatures.

Skill Type: Core, Passive

Attribute: WILL

Effect: You gain +1 per TRAINING rank to Training rolls.

TECHNIQUE

You can shove and grapple other creatures.

Skill Type: Core, Active

Attribute: MIGHT

Effect: You gain a bonus to Grapple and Shove a target or resist being Grappled or Shoved equal to your TECHNIQUE rank.

- **Disarm:** When you disarm a creature and succeed by 5 or more, you can grab up the dropped object before it hits the ground.
- **Grapple:** You can use a Major Action to Grapple a RESTRAINED creature and upgrade it to PINNED.
- **Shove:** When you Shove a creature, it is pushed 1 square further back per 5 Technique ranks. If you succeed by 5 or more, it is KNOCKED DOWN afterward.

THROW

You can throw objects with great accuracy.

Skill Type: Core, Active

Attribute: MIGHT

Effect: You can throw objects as an Attack up to 10 feet per THROW rank. Thrown objects can be up to MIGHT × 5 LBS, and deal damage based on their weight. Weight of the thrown object sets the starting DAMAGE, and your THROW rank increases the DAMAGE RANK.

Weight	Starting Damage per Throw Rank
5 lbs. or less	1
5-10 lbs.	1d3
10-25 lbs.	1d4
25-50 lbs.	1d6
50-100 lbs.	1d8
100-500 lbs	1d10
500 lbs. or more	1d12

TRACK

You can track other creatures using the senses available to you.

Skill Type: Evolved (Olfactory), Active

Attribute: PERCEPTION

Effect: You can track where someone has been and follow them long after they've moved on. This task has a base DC 10, but factors can increase it significantly. A failed roll means you lost their track, but the Search action can find them again at a DC 15, +5 each time their tracks were lost since following the target.

Factor	DC
Each day since passage	+2
Difficult tracking medium	+5
Extremely difficult tracking medium	+10
Target was stealthy	STEALTH rank

ADAPTIVE MUTATIONS

While organs can be mutated to change or improve their function, there are other aspects of a creature that can undergo a similar evolution. In Chrysalis RPG, these are called **ADAPTIVE MUTATIONS**—when your biology adapts or evolves to conform to your use of skills.

ADAPTIVE MUTATION TYPES

There are three types of adaptive mutations.

Ability: An ability mutation usually grants the creature a new ability they didn't have beforehand.

Boost: A boost mutation improves an existing ability the creature already had, whether it was granted by a skill or by an organ.

Modifier: A modifier mutation changes the numerical value of a bonus, penalty, advantage, disadvantage, or condition of an existing effect.

Psionic or Magical: These are subtypes that indicate the mutation is psionic or magical in nature, and may be subject to detection or rules around psionic and magic. Magical mutations can only be developed by creatures with a core.

GAINING ADAPTIVE MUTATIONS

Just like creatures can burn **BIOMASS** to increase the rank of an organ while they rest, they can burn **BIOMASS** to gain adaptive mutations any time they gain a creature level. A new Adaptive Mutation costs 5 **BIOMASS** to gain at level 1, but the cost to improve an existing Mutation is 2 **BIOMASS** per current mutation level, minimum 2.

Like skills can't be increased to a level greater than the attribute they are associated with, adaptive mutations can't be higher level than the skill they are associated with.

New Level	Cost (Total)	New Level	Cost
1	5	6	10 (35)
2	2 (7)	7	12 (47)
3	4 (11)	8	14 (61)
4	6 (17)	9	16 (77)
5	8 (25)	10	18 (95)

ADAPTIVE MUTATIONS LIST

All adaptive mutations are listed here alphabetically.

ACTION SURGE

You strike before other creatures can blink.

Type: Ability

Skill: INITIATIVE

Effects: You can spend 1 **STAMINA** to gain a **Minor Action**. At rank 10, you gain a **Major Action** instead.

ADAPTED IMMUNITY

You have an adapted immunity to a certain condition track.

Type: Modifier

Skill: RESILIENT

Effects: You gain +1 per **ADAPTED IMMUNITY** rank to resist any condition track. At rank 10, you are immune and do not take penalties from that condition track.

You can gain this mutation multiple times and apply it to another condition track each time.

CONDITION TRACKS

Most conditions are part of a Condition Track, which forms a relation between two or more conditions and allows one to upgrade to another. Some conditions like **SILENCED** are not part of a track and can't be selected by abilities that target condition tracks specifically. The tracks include:

DISTRACTED → **DAZED** (Cognition)

ENCUMBERED → **BURDENED** (Freedom)

FASCINATED → **CHARMED** (Obsession)

HINDERED → **SLOWED** → **ROOTED** (Motion)

PROVOKED → **COMPELLED** (Compulsion)

PUSHED → **KNOCKED DOWN** (Force)

RESTRAINED → **PINNED** (Held)

SCARED → **FRIGHTENED** (Terror)

SHAKEN → **STUNNED** (Impetus)

SICKENED → **POISONED** (Health)

STARTLED → **SURPRISED** (Awareness)

AMBUSCADE

You never give your targets enough time to scream.

Type: Boost

Skill: AMBUSH

Effects: When you Ambush a creature, it must make a **TOUGHNESS** roll at **DC 10 + AMBUSCADE** rank or be **SILENCED** for 1 round per **AMBUSCADE** rank.

CONDITION: SILENCED

SILENCED is a special condition only available through certain abilities. It does not upgrade.

SILENCED

The target is unable to make any amount of noise needed to draw attention. It cannot speak or use abilities that rely on speech or emitting sound.

ANTAGONIZE

You delight in the terror of others.

Type: Boost

Skill: Intimidate

Effects: You gain a bonus equal to your **ANTAGONIZE** rank to any roll to resist a condition when adjacent to a creature who is **SCARED** or **FRIGHTENED**.

BERSERK

You are evolutionarily predisposed to bouts of frenzy.

Type: Ability

Skill: MELEE ATTACK

Effects: You go berserk when **FASCINATED**. While Berserk, you gain +1 **ARMOR** and +1 **BONUS DAMAGE** on Melee Attacks per **BERSERK** rank. You can become **FASCINATED** with any creature for 1 round as a **Minor Action**. The duration increases by 1 round any time you use a hostile action that includes your fascination

target. **FASCINATED** never upgrades to **CHARMED** when self-inflicted.

BLOOD SORCERY

You can use your own lifeblood to cast spells.

Prerequisites: TIER 2 or higher.

Type: Ability

Skill: SPELL CAPACITY

Effects: When you cast a spell, you can spend 1 **STAMINA** to pay some or all of the spell's **MANA COST** by taking twice that amount of **TRUE DAMAGE**. You can use **BLOOD SORCERY** without spending **STAMINA** once per session, and an additional time per session at rank 5 and 10.

BLOODHOUND

You never quit once you have a scent.

Type: Boost

Skill: TRACK

Effects: You gain an **EDGE** to uncover any kind of information about a creature you have tracked in the last 1 day per **BLOODHOUND** rank. At rank 5, the bonus applies to all **PERCEPTION**-based rolls. At rank 10, upgrade to an **ADVANTAGE**.

CLEAVE

You can chain attacks to other targets after defeating an enemy.

Prerequisites: TIER 2 or higher.

Type: Ability

Skill: STRIKE

Effects: When you defeat an enemy with a Melee Attack, you can use your **Reaction** to attack another enemy within reach. At rank 5 and 10, you can chain attacks to a **SECOND**, then **THIRD** enemy after using your **Reaction** on Cleave during that round, provided your attacks defeat additional creatures.

CRUSHING GRASP

You can soften up even the hardest of targets.

Prerequisites: TIER 3 or higher.

Type: Boost

Skill: CRUSH

Effects: You reduce the **ARMOR** of any creature by half your **CRUSHING GRASP** rank for 1 round per **CRUSHING GRASP** rank after dealing damage with **CRUSH**. This effect stacks.

DELAYED BLAST

You can delay the onset of your attacks.

Prerequisites: ENERGY CHANNEL, TIER 3 or higher.

Type: Ability

Skill: CHANNEL ATTACK

Effects: As a **Minor Action** before using **CHANNEL ATTACK** to deal **ENERGY DAMAGE**, you can add a **DELAY** to the effect. You state the intent of your action and delay the onset of the effects by 1 **ROUND** per **DELAYED BLAST** rank. At the start of your turn when the delay

period ends, the effect occurs as intended and deals an extra 1 **TRUE DAMAGE** per delay round.

Mutation	Skill
Action Surge	INITIATIVE
Adapted Immunity	RESILIENT
Ambuscade	AMBUSH
Antagonize	INTIMIDATE
Berserk	MELEE ATTACK
Blood Sorcery	SPELL CAPACITY
Bloodhound	TRACK
Cleave	STRIKE
Crushing Grasp	CRUSH
Delayed Blast	CHANNEL ATTACK
Dive Bomb	GLIDE or FLIGHT
Disable Resistance	ENERGY CHANNEL
Energy Siphon	BURST
Evasion	DODGE
Fear Imprint	COERCE
Flight Burst	FLIGHT
Font of Power	MAGECRAFT
Frightening Anomaly	COERCE or INTIMIDATE
Gravitation Burst	BURST
Ground Slam	LEAP
Harvester	BITE
Hover	GLIDE
Intercept	THROW
Impel Ally	BOND
Isolate	DETECT
Killer Instinct	STRIKE
Last Monster Standing	DETERMINED
Light Touch	INFLUENCE
Long Shot	RANGED ATTACK
Nimble	MOVE
Obfuscate	STEALTH
Pack Instincts	BOND
Panache	DECEIVE
Perfect Defense	RESILIENT
Potent Aura	DIFFUSE
Power Burst	BURST
Pressure Points	TECHNIQUE
Productive	INITIATIVE
Rapid Recovery	RECOVERY
Reactive Defense	DODGE
Rooted Stance	BRACE
Scent Marker	PROJECT
Sensory Transfer	ANALYZE

Sly	DEXTERITY
Sneaky	STEALTH
Sky Step	LEAP
Soft Landing	GRIP

DIVE BOMB

You can unleash death from above.

Type: Modifier

Skill: **GLIDE** or **FLIGHT**

Effects: While flying, you gain a bonus to Melee Attack and **DAMAGE** rolls equal to **DIVE BOMB** rank if you dove at least 2 squares (10 feet) before attacking an enemy.

DISABLE RESISTANCE

Your energy attacks wear down even the toughest of creatures.

Prerequisites: **TIER 3** or higher.

Type: Boost

Skill: **ENERGY CHANNEL**

Effects: You can spend 1 **STAMINA** when dealing **ENERGY DAMAGE** to reduce the **RESISTANCE** of a single affected creature by half your **DISABLE RESISTANCE** rank, rounded up. This effect lasts a for that many rounds, but doesn't stack.

ENERGY SIPHON

You can manipulate the damage type of your attacks.

Type: Ability

Skill: **BURST**

Effects: When you take **ENERGY DAMAGE** (**ACID**, **ELECTRIC**, **FIRE**, or **FORCE**), you can change the damage type of your next attack to that damage type regardless of the type of attack, and the attack deals +1 **BONUS DAMAGE** per **ENERGY SIPHON** rank.

EVASION

You are impossible to pin down.

Prerequisites: **CUNNING 5**, **TIER 3** or higher.

Type: Boost

Skill: **DODGE**

Effects: You gain a bonus to area effects equal to half **EVASION** rank. At rank 10, you are always **UNAFFECTED** when successfully defending against effects even if they would normally apply partially even on a successful roll.

FEAR IMPRINT

You make an impression that keeps others afraid of you.

Type: Boost

Skill: **COERCE**

Effects: You gain an **EDGE** on social rolls against targets you have affected with **COERCE**. The bonus lasts for 1 hour even after the effects of Coerce wear off.

FONT OF POWER

Your corporeal form is a conduit for magical energies.

Prerequisites: **MANA NODE**, **TIER 3**, must have a Core

Type: Modifier

Skill: **MAGECRAFT**

Effects: You gain a +1 to **WILL** rolls against **MANA SURGE** per **FONT OF POWER** rank. At rank 10, your spells can apply **SUPREMACY** and **DESPAIR**.

Mutation (cont.)	Skill
Speed Burst	MOVE
Spell-Slinger	SPELL CAPACITY
Spell Savant	MAGECRAFT
Taunt	PROVOKE
Thorough	SEARCH
Unshakable	FOCUS
Vicious	COERCE or INTIMIDATE
Vitality	ENDURE
Widow's Trap	ENTANGLE

FLIGHT BURST

You are capable of incredible bursts of speed in flight.

Type: Ability

Skill: **FLIGHT**

Effects: As a **Major Action** while flying, you can double your **SPEED** for 1 turn. At rank 5, you **TRIPLE** your speed, and **QUADRUPLE** at rank 10. Flight Burst and Hover are mutually exclusive mutations.

FRIGHTENING ANOMALY

Your mutated form inspires terror.

Prerequisites: **ANATOMY ANOMALY**, **TIER 2** or higher

Type: Ability

Skill: **COERCE** or **INTIMIDATE**

Effects: When a creature first gazes upon you, or the first time you take a hostile action in combat, it must make a **WILL** roll at **DC 10 + FRIGHTENING ANOMALY** rank or become **SCARED** for 1 turn.

GRAVITATION BURST

Your burst attacks have a gravitation effect.

Prerequisites: **GRAVITY NODE**

Type: Boost

Skill: **BURST**

Effects: You can push or pull any creature affected by your **BURST**. It must make a **MIGHT** roll at **DC 10 + your GRAVITATION BURST** rank or be **PUSHED BACK** either towards you or away from you 1 square (5 feet).

GROUND SLAM

You can make spectacular superhero landings.

Type: Ability

Skill: **LEAP**

Effects: When you land after Jumping or falling 10 feet, creatures within 5 feet of your landing area must make a **Might** roll at **DC 10 + GROUND SLAM** rank or be **PUSHED** back 1 square (5 feet). Pushed distance increases by 1 square at rank 5 and 10.

HARVESTER

You make the most of what you have.

Prerequisites: TIER 2 or higher.

Type: Ability

Skill: BITE

Effects: When you harvest **BIOMASS**, you also heal **1 HIT POINT** per **HARVESTER** rank, up to the amount of **BIOMASS** harvested.

HOVER

You can hover in midair for a short time.

Prerequisites: LEVITATION or WINGS

Type: Ability

Skill: GLIDE

Effects: When falling, you can stop yourself in midair as a **Minor Action**. You can hover for 1 consecutive turn per **HOVER** rank before you have to land and take a short rest. You can hover past your limit by spending **1 STAMINA** each turn. If your **GLIDE** upgrades to **FLIGHT**, this mutation also upgrades to **FLIGHT BURST**. Hover and Flight Burst are mutually exclusive mutations.

INTERCEPT

You can throw objects to save your allies from harm.

Type: Ability

Skill: THROW

Effects: You can use a **Reaction** to Intercept when an ally within 10 feet is targeted by a Ranged Attack once per session. Make a **THROW** roll against a **DC** set by the enemy attack roll. If you succeed, the attack misses. At rank 5, you can use Intercept **TWICE** per session, or **THREE** times at rank 10.

IMPEL ALLY

You can drive your allies to glory.

Prerequisites: HARMONIC MODULATOR, TIER 3 or higher

Type: Ability

Skill: BOND

Effects: You can use a **Major Action** to impel any ally creature who can perceive your harmonies to make an Attack with a **-10 PENALTY** as a **Reaction**. You can use Impel Ally once per session, and the penalty is reduced by your **IMPEL ALLY** rank. At rank 5, you can use Impel Ally **TWICE** per session. At rank 10, you can use Impel Ally **THREE** times per session, and on two allies simultaneously.

ISOLATE

You can become temporarily undetectable.

Prerequisites: PRECISION SENSING, TIER 2 or higher

Type: Ability

Skill: DETECT

Effects: As a **Major Action**, you can isolate one of your senses to completely disable it until you end this ability as a **Minor Action** or take any action other than movement. While your chosen sense is disabled, you cannot be detected using that sense.

KILLER INSTINCT

You always go for the kill.

Prerequisites: TIER 3 or higher.

Type: Modifier

Skill: STRIKE

Effects: When you use an Attack, you score critical success on a roll of 19 or 20. At rank 5, this expands to 18-20, and at rank 10, to 17-20.

LAST MONSTER STANDING

When they made you, they forgot to put in the quit.

Prerequisites: TIER 2 or higher.

Type: Ability

Skill: DETERMINED

Effects: When you have no **STAMINA** remaining, you can choose to take **10 TRUE DAMAGE** instead of losing **1 STAMINA**. The damage is reduced by half your **LAST MONSTER STANDING** rank, rounded up.

LIGHT TOUCH

You have a way with words.

Prerequisites: TIER 2 or higher.

Type: Boost

Skill: INFLUENCE

Effects: You can delay the effects of **INFLUENCE** by **1 MINUTE** per **LIGHT TOUCH** rank without the subject of your Influence being aware or noticing anything strange unless alerted by another creature.

LONG SHOT

You thrive on beating the odds.

Type: Boost

Skill: RANGED ATTACK

Effects: Your effective and maximum range with Ranged Attacks increases by 1 square per **LONG SHOT** rank.

NIMBLE

You get knocked down, but you get up again.

Type: Boost

Skill: MOVE

Effects: You can use your Reaction to stand up after you get **KNOCKED DOWN**. At rank 10, you can't be **KNOCKED DOWN**.

OBFUSCATE

You can conceal your magical or psionic signature

Prerequisites: Any Psionic organ.

Type: Boost (Psionic)

Skill: STEALTH

Effects: You gain **+1** per **OBFUSCATE** rank to any roll or DC to hide or disguise the fact that you have psionic organs or the ability to use magic.

PACK INSTINCTS

You can share your skills with your packmates.

Type: Ability

Skill: BOND

Effects: As a **Major Action**, you can bestow your mastery on a willing ally that can sense and communicate with you. You become unable to use the skill for 1 round, but the ally gains your ranks in the skill for that time.

PANACHE

You can feint in combat.

Prerequisites: TIER 2 or higher.

Type: Ability

Skill: DECEIVE

Effects: As a **Major Action**, you can feint against an enemy in combat with a **CUNNING + PANACHE** roll contested by the opponent's **PERCEPTION + ANALYZE**. If you succeed, the opponent takes a **HITCH** to **REFLEX** against your next attack until the end of your next turn, and counts as unaware for that attack. At rank 10, upgrade to a **DISADVANTAGE**.

PERFECT DEFENSE

You become more resistant to non-physical damage.

Prerequisites: TIER 3 or higher.

Type: Modifier

Skill: RESILIENT

Effects: All your **RESISTANCE** values increase by 1. This bonus increases to 3 at rank 5, then 5 at rank 10.

POTENT AURA

You can manifest potent energies around you in a mighty vortex.

Prerequisites: TIER 2 or higher.

Type: Boost

Skill: DIFFUSE

Effects: You can gain a second option once per session when you activate **DIFFUSE**. At rank 5 and 10, you can use this mutation an extra time per session and reduce the **RECHARGE** value of **DIFFUSE** by 1. The **DC** to detect your aura is reduced by your **POTENT AURA** rank.

POWER BURST

Your burst attacks are more frequent and cover a larger area.

Prerequisites: TIER 2 or higher.

Type: Modifier

Skill: BURST

Effects: You increase the **RADIUS** of your **BURST** by 5 **FEET**. At rank 5 and 10, increase the **RADIUS** by 5 feet again and reduce the **RECHARGE** value by 1.

PRESSURE POINTS

You have mastered the mystical arts of pressure points.

Type: Ability

Skill: TECHNIQUE

Effects: When you use Technique, you can strike at the target's pressure points to inflict **SHAKEN** for 1 round per **PRESSURE POINTS** rank as a **Minor Action** unless it succeeds a **TOUGHNESS** roll at **DC 10 + PRESSURE**

POINTS ranks. You can only use this ability on the same creature once per session.

PRODUCTIVE

You are prone to surges of productivity.

Type: Boost

Skill: INITIATIVE

Effects: You gain a second short rest option. At rank 5, you gain a **THIRD**, and a **FOURTH** at rank 10.

RAPID RECOVERY

You bounce back quickly.

Type: Modifier

Skill: RECOVERY

Effects: You reduce the **DC** of Recovery rolls by your **RAPID RECOVERY** rank. At rank 10, gain an additional recovery roll per Long Rest.

REACTIVE DEFENSE

You have a split-second response to incoming danger.

Prerequisites: EXOSKELETON, SCALES or TOUGH HIDE

Type: Boost

Skill: DODGE

Effects: You can spend 1 **STAMINA** as a Reaction to gain +1 to **ARMOR** per **REACTIVE DEFENSE** rank against one attack.

ROOTED STANCE

You can take roots and become immovable.

Type: Ability

Skill: BRACE

Effects: You can become **ROOTED** voluntarily as a **Minor Action**. When you do, you can still take reactions and move voluntarily, but your actions are still limited and the condition ends when you move at least one square. While **ROOTED**, your **REFLEX** and **ARMOR** increase by half your **ROOTED STANCE** rank, rounded up.

SCENT MARKER

Your scent marker helps you uncover what's hidden.

Type: Modifier

Skill: PROJECT

Effects: You can use **SCENT MARKER** ranks instead of **PERCEPTION**-based skills against targets marked by your scent.

SENSORY TRANSFER

Your allies sense better by virtue of being near you.

Type: Ability

Skill: ANALYZE

Effects: You can spend 1 **STAMINA** as a Reaction to grant an ally +1 to **PERCEPTION**-based roll per **SENSORY TRANSFER** rank.

SLY

You're quick with excuses.

Type: Modifier

Skill: DEXTERITY

Effects: You gain +1 per **SLY** rank to cover your tracks or lie after failing a **DEXTERITY** roll or any roll to cheat, sabotage, or practice forms of skulduggery.

SNEAKY

You can vanish out of thin air.

Type: Boost

Skill: **STEALTH**

Effects: You can hide without distraction or obstruction at a **DISADVANTAGE**. At rank 5, you only take a **HITCH**. At rank 10, you can Hide as a **Minor Action** once per session.

SKY STEP

You can leap incredible distances.

Type: Boost

Skill: **LEAP**

Effects: Your Jump distance is doubled, and your **SPEED** increases by 1 per **SKY STEP** rank when jumping. Your Jump distance is **TRIPLED** at rank 5, and **QUADRUPLED** at rank 10.

SOFT LANDING

Your ability to cling to surfaces helps you manage falls.

Type: Modifier

Skill: **GRIP**

Effects: You reduce the falling damage by **1D6** per **SOFT LANDING** rank when within reach of a vertical surface. You can make a **DC 20** roll using your **SOFT LANDING** rank as a bonus to stop yourself when falling. At rank 5, you don't suffer falling damage when within reach of a vertical surface. At rank 10, you are immune to damage from falls even without a surface to soften your landing.

SPEED BURST

You can move so quickly you appear to be in two places at once.

Type: Ability

Skill: **MOVE**

Effects: If you use the Hustle action twice in one turn, you can spend **1 STAMINA** to leave a phantom at your starting position. You can use this mutation to Hide. A phantom is a mirror copy of yourself that appears real to any creature who fails a Detect roll at **DC 10 + SPEED BURST** rank.

SPELL SAVANT

You can cast spells for free after leaning or modifying them.

Prerequisites: **TIER 2** or higher.

Type: Boost

Skill: **MAGECRAFT**

Effects: When you use **MAGECRAFT** to learn a new rote spell or modify an existing spell, you can cast it once

for free. The spell is upcast once per **SPELL SAVANT** rank.

SPELL-SLINGER

Your spell casts are quick as lightning.

Prerequisites: **TIER 3** or higher.

Type: Ability (Magical)

Skill: **SPELL CAPACITY**

Effects: You can cast a Rote spell that would normally take a **Major Action** as a **Minor Action** once per session. You can use Spell-Slinger a **SECOND** time per session at rank 5, and a **THIRD** at rank 10.

TAUNT

Your bad mouth can get you in trouble, and get others out of it.

Type: Ability

Skill: **PROVOKE**

Effects: You can taunt other creatures into focusing on you as a **Minor Action**. They must succeed a **WILL** roll at **DC 10 + TAUNT** rank or take a **HITCH** to all actions that don't primarily target you for 1 round per **TAUNT** rank. At rank 10, this upgrades to a **DISADVANTAGE**.

THOROUGH

You leave no stone unturned.

Type: Boost

Skill: **SEARCH**

Effects: You can make a second observation or answer a second question with a successful Search roll. You gain a **THIRD** at rank 5, and a **FOURTH** at rank 10.

UNSHAKABLE

Your focus keeps you grounded.

Type: Boost (Psionic)

Skill: **FOCUS**

Effects: You can use **FOCUS** instead of another trait when defending yourself in a contested roll. You can use this once per session, and an additional time at rank 5 and 10.

VICIOUS

You excel at keeping other creatures afraid.

Type: Ability

Skill: **COERCE** or **INTIMIDATE**

Effects: When you Attack a creature who is **SCARED** or **FRIGHTENED**, extend the duration of the condition by 1 round.

VITALITY

You can endure even the most daunting of hazards.

Type: Boost

Skill: **ENDURE**

Effects: You gain a bonus to **TOUGHNESS**-based rolls per **VITALITY** rank against environmental hazards like the weather, starvation, and thirst

WIDOW'S TRAP

Very few victims every escape your deadly trap.

Prerequisites: **TIER 3** or higher.

Type: Boost

Skill: **ENTANGLE**

Effects: When a creature fails to escape your **ENTANGLE**, it takes a **HITCH** to subsequent attempts for a 1 round per **WIDOW'S TRAP** rank. Two failed attempts upgrade to a **DISADVANTAGE**.

MAGIC

Any character with a core has the potential to use magic, though they may not have the resources to use powerful magic often, or at all.

MANA

All spells cost mana. New spells are put together from spell bases and affixes that set their base mana costs. Spells can then be modified during downtime, or upcast during play to amplify their effects on the fly.

SPELL BASES

Spell bases establishes the basis of what the spell actually does—fire damage, mind control, and so on. They have a base mana cost, but many spell bases can be upcasted as well.

AFFIXES

If a spell base determines what a spell does, affixes determines **how** a spell does it. Each affix can only be used once per spell, but multiple affixes that modify a spell in the same way can stack.

A prefix goes before the spell base and always has a transformative effect on the spell, meaning it modifies an existing function of the spell, like range or area.

A suffix goes after the spell and has an additive effect, meaning it adds something to a spell base that wasn't there previously.

LEARNING NEW MAGIC

You can learn new spell bases and affixes with skill points! Each costs 1 skill point, but may require characters to know other bases or affixes to be learned.

SPELL EFFECTS

Range: Any spell range is listed in feet.

Cone: A cone is a triangle-shaped area of effect as wide at its furthest point as it is long.

Burst: A burst is a spherical area that affects all creatures in a radius.

UPCASTING

The art of spending more mana than is needed to cast a spell and increasing the potency of the effect. The cost of upcasting can vary, but you generally can only upcast a number of times equal to your tier.

If each upcast costs 1 **MANA** and you are a **TIER 3** creature, you can upcast up 3 times and spend 3 **MANA**.

SPELL DEFAULT

All constructed spells have to make certain assumptions when using being cast. These establish a baseline for how spells work in practice.

Defense Rolls: When a spell calls for a target to succeed a Defense roll (usually an attribute roll like **WILL**), the **DC** is 10 + your **TIER** + your **CHANNEL ATTACK** rank.

Duration: When a spell inflicts a condition, the effect remains in play for a duration. The default duration is 1 round, and the effect ends at the end of the caster's next turn.

Targets: All spell bases default to target a single creature within range.

Range: Spell range is set by an affix. If an affix that affects the range of the spell isn't used, it uses the **LASH** affix by default.

ROTE SPELLS

A rote spell is assembled spell bases and affixes during downtime and learned in a rote spell slot. They can be cast at will with **MANA**, unless an affix states otherwise. Creatures have a number of rote spell slots equal to their Tier, plus any bonus rote slots from skills and equipment.

MAGECRAFT ROLLS

You can use the **MAGECRAFT** skill to learn new rote spells and modify existing ones. A Magecraft roll uses **1D20 + YOUR TIER + MAGECRAFT** ranks.

Learning New Spells: The difficulty to learn a new spell is based on its Mana Cost. The base **DC** is 10, and it increases by 5 per point of the spell's base Mana Cost.

Modifying Spells: Learned spells can be modified to change components of the spell as they become obsolete or as the situation dictates. The difficulty to modify a spell is **DC 15, ±5** per point of the modified spell's Mana Cost.

Failed Rolls: A creature gains an **EDGE** each time it fails a Magecraft roll to learn or modify a spell, and two edges stack to make an **ADVANTAGE**.

SPELLS ON THE FLY

It's also possible to cast spells on the fly, put together from a mix of a known spell base and affixes. These spells require a Magecraft roll to cast at **DC 15 + SPELL MANA COST**. If the roll succeeds, the spell can be cast at double the normal **MANA COST**—but if it fails, only the action and the spell's normal **MANA COST** are spent.

SPELL BASE DESCRIPTIONS

Spell bases are listed here alphabetically.

FIRE

Base Mana Cost: 1

Effect: You deal **1D6 FIRE DAMAGE** and gain **+1 DAMAGE RANK** per **TIER**.

Upcast (1 MANA): Increase **DAMAGE RANK** by +1.

Affixes: Arc, Distant, Lash, Potent

HYPNOTIC

Mana Cost: 2

Effect: The target creature becomes **FASCINATED** for 1 turn unless it succeeds a **WILL** roll. If it is afflicted again while **FASCINATED**, it becomes **CHARMED** instead.

Upcast (2 MANA): Increase the duration by 1 turn.

Affixes: Arc, Distant, Lash

PSYCHIC

Mana Cost: 2

Effect: You deal 1d4 **PSYCHIC DAMAGE** and gain +1 **DAMAGE** rank per **TIER**.

Upcast (1 MANA): Increase **DAMAGE RANK** by +1.

Affixes: Arc, Distant, Lash, Potent.

ROOT

Mana Cost: 1

Effect: The target creature becomes **RESTRAINED** for 1 turn unless it succeeds a **MIGHT** roll. If it is afflicted again while **RESTRAINED**, it becomes **PINNED** instead.

Upcast (2 MANA): Increase the duration by 1 turn.

Affixes: Arc, Distant, Lash

SPELL AFFIXES

All affixes are listed here alphabetically.

ARC

Type: Suffix

Mana Cost: +2

Modifier: The spell affects creatures in a 10-ft. cone. Any creature in the area must succeed a roll to take half or partial effect.

DISTANT

Type: Prefix

Mana Cost: +2

Modifier: The spell can target a creature within a range of 6 **SQUARES (30 FEET)** per **TIER**, plus 6 **SQUARES** per point of **MANA** used to cast the spell.

LASH

Type: Suffix

Mana Cost: +0

Modifier: The spell affects a creature within melee reach with a melee **CHANNEL ATTACK** roll.

LASTING

Requires an effect with a duration.

Type: Prefix

Mana Cost: +1

Modifier: The spell duration increases to intervals of 1 minute instead of 1 round.

POTENT

Requires an effect that scales with damage rank.

Type: Suffix

Mana Cost: +2

Modifier: The spells gains +2 **DAMAGE RANKS**, increased to +2 when fully upcasted.

RANGED

Type: Suffix

Mana Cost: +1

Modifier: The spell can target a creature within a range of 30 **FEET** per **TIER**.

EXAMPLE SPELLS

All example spells are listed here alphabetically

EXAMPLE ROTE SPELL

FIRE ARC (TIER 3)

You project an arc of deadly fire in a cone in front of you.

Mana Cost: 3

Effect: You deal 1D12 **FIRE DAMAGE** in a 10-ft. cone.

Any creature in the area can make a **CUNNING** roll to take only half **DAMAGE**.

Upcast (1 MANA): Increase **DAMAGE** to 2D8, 2D10, 2D12, +1D12 ...

RUNNING THE GAME

This section contains information on running the game and making the world feel alive, and true to the feel of Chrysalis.

CONDITIONS

Conditions are status effects that apply to your character. If you gain a condition twice, it upgrades to a more powerful version of itself. The duration of a condition usually depends on the effect that applied it.

EDGES AND HITCHES

These two terms are used to describe what degree of bonus or penalty creatures receive from conditions.

EDGE → ADVANTAGE → SUPREMACY

You gain a +2 bonus to an action as detailed in the source of the Edge.

ADVANTAGE: The bonus increases to +5.

SUPREMACY: The bonus increases to +8. An effect can only upgrade to a Supremacy at rank 10 or higher.

HITCH → DISADVANTAGE → DESPAIR

You take a -2 penalty to an action as detailed in the source of the Hitch.

DISADVANTAGE: The penalty increases to -5.

DESPAIR: The penalty increases to -8. An effect can only upgrade to a Despair at rank 10 or higher.

CONDITION STACKING

If two conditions apply an **EDGE** or a **HITCH**, they combine to become an **ADVANTAGE** or **DISADVANTAGE**.

CONDITION DESCRIPTIONS

DAZZLED → BLIND

You take a **HITCH** to **Attack** roll, **REFLEX** and **PERCEPTION**-based rolls unless you can rely on accurate, non-visual senses.

DAZED: You take a **DISADVANTAGE** instead, and you can't make any sight-based **PERCEPTION** roll.

DISTRACTED → DAZED

You take a **HITCH** to all **PERCEPTION**-based rolls and any roll that requires focus or concentration.

DAZED: Your skills cannot recharge.

ENCUMBERED → BURDENED

Your **SPEED** and **REFLEX** are halved.

BURDENED: Your **REFLEX** is halved, and your **SPEED** is 0.

FASCINATED → CHARMED

You are fascinated by something or someone. You take a **HITCH** on all actions that don't involve the source of your fascination.

CHARMED: You can only take actions that would directly benefit the source of your fascination, and the source gains an **ADVANTAGE** on all rolls to influence you.

HINDERED → SLOWED → ROOTED

Your movement costs double.

SLOWED: You can only take 1 **Major Action** or 1 **Minor Action** per turn, and you can't take any reactions.

ROOTED: In addition, you cannot move or face another direction. You are not affected by **PUSHED**, but can still be **KNOCKED DOWN**.

PUSHED → KNOCKED DOWN

You are pushed back and off-balance. Your speed is halved for one turn and you are forcefully pushed back from the creature or effect that applied this condition. Pushed only upgrades to Knocked Down after you are pushed the full distance.

KNOCKED DOWN: You are pushed and knocked down. You must use a **Minor Action** to stand up, and other creatures have an **EDGE** on attacks against you.

RESTRAINED → PINNED

You cannot move away from the creature or effect that is restraining you, and you take a **HITCH** to **Attack** rolls and **REFLEX**.

PINNED: You are pinned down and unable to move. The Hitch upgrades to a **DISADVANTAGE** to **REFLEX** and **Attack** rolls.

SCARED → FRIGHTENED

You can't willingly move towards the source of your fear, and you take a **HITCH** to all actions against it.

FRIGHTENED: You must also stay a number of squares away from the source of your fear equal to its **SPEED** or **6 SQUARES (30 FEET)**, whichever is higher.

SHAKEN → STUNNED

You take a **HITCH** to **SPEED**, **Attack** rolls and any action that requires freedom of movement.

STUNNED: You cannot take actions during your turn.

SICKENED → POISONED

You take a **HITCH** to all rolls to **Attack** or **Defend**, and to all passive defenses as well.

POISONED: You take a **DISADVANTAGE** instead.

STARTLED → SURPRISED

You take a **HITCH** to all actions during the first round of combat.

SURPRISED: You cannot take actions during the first round of combat.

WOUNDS

Wounds are a stacking condition, but they are recorded on the Injury Track rather than like other conditions. For more on Wounds, see **Core Mechanics** on page 5.

DAMAGE TYPES

There are several damage types, with different sources.

Energy: An energy attack can deal **ACID**, **ELECTRIC**, **FIRE** or **FORCE** damage. Energy damage ignores **ARMOR** and is mitigated by **RESISTANCE** instead.

POISON, **PSYCHIC:** Poison attacks the metabolism, while psychic damage targets the mind. These damage types are mitigated by **RESISTANCE**.

PHYSICAL: This damage comes from natural attacks and weapons, and is mitigated by **ARMOR**.

TRUE: True damage ignores **ARMOR** and **RESISTANCE**.

EFFECTS

All effects have their intricacies, but they share many of their components with one-another.

AREA EFFECTS

There are several types of area effects.

Burst: A burst area extends outward in a radius from a point at the center of a square.

Cloud: A cloud extends outwards and around corners from a point at the center of a square.

Cone: A cone is an area as wide as it is long, and extends out from a square in front of its point of origin.

Cylinder: A cylinder is a volume with a height equal to twice its radius.

Line: A line is a volume that extends out to a square in front of its point of origin, and is 1-square wide.

RANGE AND DISTANCE

Distance is measured in squares, or feet rounded up to the nearest multiple of 5 feet (5, 10, 15, etc).

Adjacent Creatures: A creature is considered adjacent when it occupies a square that borders the square or squares you occupy.

Melee Reach: You can attack other creatures with melee attack, as long as they are within **1 SQUARE (5 FEET)** of you. Tiny creatures have a reach of 0, meaning they must occupy the same squares as creature they want to attack. Large and larger creatures increase their **REACH** by +1 per size category above Medium.

ENVIRONMENTAL HAZARDS

Bright Light and Blinding Light: You are **DAZZLED** in bright light, and **BLIND** in blinding light unless you can rely on an accurate, non-visual sense.

Cold and Heat: Each hour of exposure to extreme cold or extreme heat forces a **TOUGHNESS** roll at **DC 10** + the number of successive checks. Each failed check reduces **MAXIMUM HIT POINTS** by 2. If **MAXIMUM HIT POINTS** reach 0, any more failed rolls are treated as damage and the creature risks death.

Dim Light and Darkness: You are **DAZZLED** in dim light, and **BLIND** in total darkness unless you can rely on an accurate, non-visual sense.

Falling: You take **1D6 PHYSICAL DAMAGE** per 5 foot of fall, up to 20d6. Armor doesn't apply to damage from falls.

Fatigue: You can work without stopping for 1 hour per point of Toughness, minimum 8. For every hour of work past that threshold, roll **TOUGHNESS** at **DC 10** + the number of consecutive checks before resting. Each failure reduces **MAXIMUM HIT POINTS** by 2 (see above).

Starvation: You can subsist without food for 1 day per point of **TOUGHNESS**. For every day afterwards, roll **TOUGHNESS** at **DC 10** + total number of days without food. Each failed roll reduces **MAXIMUM STAMINA** by 1. If **MAXIMUM STAMINA** reaches 0, any more failed rolls apply a Wound.

Thirst: You can go 4 hours without water per point of **TOUGHNESS**. Every 4 hours afterward, roll **TOUGHNESS** at **DC 10** + total number of successive rolls. Each failed roll reduces **MAXIMUM STAMINA** by 1 (see above).

PLAYER EVOLUTIONS

When a character reaches the maximum level allowed by their tier, they gain the ability to evolve. This can happen immediately, or at any later point of their choosing—but when a character reaches maximum level, any experience they gain afterwards is wasted. Once triggered, evolution happens in the blink of an eye.

EFFECTS OF EVOLUTION

During evolution, characters gain the following benefits:

- If evolution is triggered during combat, the creature cannot take any actions this turn.
- They recover all **HIT POINTS**, **STAMINA**, and **MANA**.
- Their **TIER** increases by 1.
- They can select an **ARCHETYPE** and an **EVOLUTION PATH**.
- The player records any left-over **EVOLUTION POINTS** on their character sheet for their next evolution.

ARCHETYPE AND EVOLUTION PATH

The choice of Archetype and Evolution Path is critical, because they inform how the character enters the next stage of their evolution. While they both serve the same function—providing players with evolution points and benefits based on their choice—they reflect two different aspects of a character.

An **ARCHETYPE** reflects the character's play-style, and awards **EVOLUTION POINTS** by favoring certain **SKILLS**.

An **EVOLUTION PATH** represents the potential for growth into something beautiful, stranger, and more powerful, and awards **EVOLUTION POINTS** by favoring certain **ORGANS**.

CORE EVOLUTION

When a character reaches maximum level without a core, they can evolve a core rather than increasing their tier, choosing an archetype, and an evolution path. Afterwards, their level still resets to 1.

ARCHETYPES

Character Archetypes apply to all characters regardless of creature type and tier.

Prerequisites: Any requirements the creature must meet before being able to select this archetype.

Benefit: Each archetype offers a specific permanent benefit based on the character's new tier.

Archetype Skills: Archetypes award **EVOLUTION POINTS** for ranks in the each of the five listed skills.

Rank 1+	Rank 5+	Rank 10+
1 EP	2 EP	3 EP

Quirks: Depending on a creature's tier during evolution, they gain one or more quirks. Any quirk marked with the Infinity sign ([∞]) can be gained multiple times.

Quirk Rolls: This column shows the dice used by the creature in their quirk roll. The result corresponds to a benefit on each archetype's quirk table. If the result comes up on a non-stackable quirk the creature has already gained earlier or in a past evolution, reroll.

QUIRK

When a character evolves, the System prompts them for a choice of quirk at least once. A quirk is an event that can impact how evolution unfolds for a creature, and guarantees no two evolutions will ever be the same.

When the player rolls for quirks, the GM also rolls 1d20 on the applicable System Quirk table, and offers the result as an alternative to the quirk rolled by the player. The player chooses between the two options until no more quirks need to be rolled, and proceeds to the next stage of evolution: **EVOLUTION PATH**.

Tier	Major/Minor Bonus	Quirks	Quirk Roll
2	+2 or +1/+1	1	1d4
3	+2 or +1/+1	2	1d6
4	+3 or +1/+1	2	1d6
5	+4 or +2/+2	3	1d8
6	+4 or +2/+2	3	1d8
7	+5 or +2/+2	4	1d10
8	+6 or +3/+3	4	1d10
9	+6 or +3/+3	5	1d6+4
10	+7 or +4/+4	5	1d4+6

For a bit of thematic flair, you can construct each Evolution like a spell. Instead of "Mage evolution, Luck of the Draw quirk", you can say **Lucky Mage**.

GUARDIAN

You are built to endure extreme hardship and thrive.

Benefit: You gain a **MAJOR BONUS** to **TOUGHNESS**.

Archetype Skills: **BRACE**, **DETERMINED**, **HEALTH**, **RECOVERY**, and **RESILIENT**.

Ironheart ([∞]): Your **MAXIMUM HIT POINTS** increase by 2.

Toughen Up: You gain one rank in any **ARCHETYPE SKILL**.

If you can't gain ranks in any of those skills, gain 5 **EVOLUTION POINTS** instead.

Beastly Bulwark: Your **EXOSKELETON**, **SCALES**, or **TOUGH HIDE** gains a free mutation. If you don't have the organ, gain 10 **EVOLUTION POINTS** instead. You can gain this mutation later normally.

- **Perfect:** You can spend **STAMINA** as a **Reaction** when taking damage to apply your **ARMOR** to another damage type. **ENERGY** attacks cost 1 **STAMINA**, while **POISON** and **PSYCHIC** attacks cost 2 **STAMINA**.

Result	Quirk
1	Unusual Vitality
2	Grounded Evolution
3	Second Wind
4	Signature Quirk: Ironheart ([∞])
5	Unyielding
6	Tough As Nails
7	Signature Quirk: Toughen Up
8	Evolutionary Fitness
9	Unshaken
10	Signature Quirk: Beastly Bulwark

MAGE

Your command of magic makes you a force of nature.

Prerequisites: Must have a Core.

Benefit: You gain a **MAJOR BONUS** to **WILL**.

Archetype Skills: **BURST**, **CHANNEL ATTACK**, **FOCUS**, **MAGECRAFT**, and **SPELL CAPACITY**.

Mana Boost^(∞): Your **MAXIMUM MANA** increases by 1.

Mighty Magery^(∞): You learn a **SPELL BASE** or **AFFIX**.

Font of Power: Your **MANA NODE** gains a free mutation. If you don't have the organ, gain **10 EVOLUTION POINTS** instead. You can gain this mutation later normally.

- **Torrent:** When you **UPCAST** a spell to the maximum degree, you gain a bonus on opposed rolls for 1 round equal to half your **MANA NODE** ranks, rounded up.

Result	Quirk
1	Letters of Magic
2	Mystical Recovery ^(∞)
3	Residual Energy
4	Signature Quirk: Mana Boost ^(∞)
5	Awaken Senses
6	Spell Library ^(∞)
7	Signature Quirk: Mighty Magery ^(∞)
8	Power Surge
9	Magic Is Your Craft
10	Signature Quirk: Font of Power

PARAGON

You embody the very concept of a last stand.

Benefit: You gain a **MINOR BONUS** to **MIGHT** and **TOUGHNESS**.

Archetype Skills: **DETERMINED**, **ENDURE**, **INTIMIDATE**, **MELEE ATTACK**, and **RECOVERY**.

Refuse to Fall^(∞): Your maximum **HIT POINTS** increase by 1. If you had at least 1 Wound when evolving, increase by 2 instead, or by 3 if you had 4 or more.

Iron-Hearted: Your **DETERMINED** or **MELEE ATTACK** increase by 1. If you can't gain ranks in any of those skills, gain 8 **EVOLUTION POINTS** instead.

Last Stand: Your **ANCHOR SPURS** gain a free mutation. If you don't have that organ, gain **10 EVOLUTION POINTS** instead. You can gain this mutation later normally.

- **Indomitable:** You gain an additional Wound slot.

Result	Quirk
1	Blooded
2	Grounded Evolution
3	Unyielding
4	Signature Quirk: Refuse to Fall ^(∞)
5	Bloodthirsty ^(∞)
6	Momentum
7	Signature Quirk: Iron-Hearted
8	Tough As Nails
9	Veteran
10	Signature Quirk: Last Stand

SAGE

Your insight is honed to a razor edge.

Benefit: You gain a **MINOR BONUS** to **PERCEPTION** and **WILL**.

Archetype Skills: **ANALYZE**, **FOCUS**, **MAGECRAFT**, **SEARCH**, and **RANGED ATTACK**.

Wild Surge^(∞): Your **MAXIMUM MANA** increases by 2, but your maximum **HIT POINTS** are reduced by 1. You can choose to gain neither benefit and gain 1 EP instead.

Quick Study You gain one rank in any **ARCHETYPE SKILL**. If you can't gain ranks in any of those skills, gain 5 **EVOLUTION POINTS** instead.

Supreme Ward: Your **CATALYTIC WARD** gains a free mutation. If you don't have the organ, gain **10 EVOLUTION POINTS** instead. You can gain this mutation later normally.

- **Protective:** You can share the **EFFECTS** with any ally within 1 **SQUARE (5 FEET)**.

Result	Quirk
1	Flawless Adaptation
2	Letters of Magic
3	Mystical Recovery ^(∞)
4	Signature Quirk: Wild Surge ^(∞)
5	Ace Detective ^(∞)
6	Magic Is Your Craft
7	Signature Quirk: Quick Study
8	Power Surge
9	Suspiciously Good Luck ^(∞)
10	Signature Quirk: Supreme Ward

SCOUT

You never run out of tricks.

Benefit: You gain a **MAJOR BONUS** to **PERCEPTION**.

Archetype Skills: **ANALYZE**, **DETECT**, **INITIATIVE**, **SEARCH**, and **TRACK**.

Jackpot^(∞): You gain **BIOMASS** equal to double your **TIER Keen Senses**: You gain one rank in any **ARCHETYPE SKILL**. If you can't gain ranks in any of those skills, gain 5 **EVOLUTION POINTS** instead.

Peerless Perception: A sensory organ of your choice gains a free mutation.

- **Unfailing:** When you fail a Perception roll using this organ, you can choose to succeed instead. Once you use this ability, you must rest before using it again.

Result	Quirk
1	Bloodhound
2	Flawless Adaptation
3	Perceptive Edge
4	Signature Quirk: Jackpot ^(∞)
5	Ace Detective ^(∞)
6	Alert ^(∞)
7	Signature Quirk: Keen Senses
8	Flash of Brilliance
9	Suspiciously Good Luck ^(∞)
10	Signature Quirk: Peerless Perception

SENTINEL

You are watchful, patient, and utterly unbreakable.

Benefit: You gain a **MINOR BONUS** to **CUNNING** and **TOUGHNESS**.

Archetype Skills: **BRACE**, **INITIATIVE**, **RESILIENT**, **SCAN**, and **TRACK**.

Fitness Surge ^(∞): Your choice of **SPEED** or **HIT POINTS** increase by 1.

Eirwatch ^(∞): Your maximum **HIT POINTS** increase by 5.

Sentinel's Call: Your **HOWL** gains a free mutation. If you don't have the organ, gain **10 EVOLUTION POINTS** instead. You can gain this mutation later normally.

- **Psychic:** Your **HOWL** becomes a Psionic organ. It can be used on all creatures that can perceive you in some way, but only affects allies or enemies, not both.

Result	Quirk
1	Unusual Vitality
2	Second Wind
3	Crimson Harvest ^(∞)
4	Signature Quirk: Fitness Surge ^(∞)
5	Deadly Deceiver
6	Evolutionary Fitness
7	Signature Quirk: Eirwatch ^(∞)
8	Unshaken
9	Lightning Reflexes
10	Signature Quirk: Sentinel's Call

SHAPER

Your will can reshape the world around you.

Benefit: You gain a **MINOR BONUS** to **MIGHT** and **WILL**.

Archetype Skills: **BURST**, **CHANNEL ATTACK**, **SCAN**, **STRIKE**, and **TECHNIQUE**.

Channeled Strike ^(∞): Your **STRIKE** attacks deal an extra **+1 BONUS FORCE DAMAGE**.

Star Litany ^(∞): You learn a new **SPELL BASE** or **AFFIX**.

Destruction Engine: Your **ENERGY CHANNEL** gains a free mutation. If you don't have the organ, gain **10 EVOLUTION POINTS** instead. You can gain this mutation later normally.

- **Artillery:** When you use Burst, you can center the area around another creature within **10 SQUARES (50 FEET)**. If it succeeds its **CUNNING** roll, all other creatures take half damage.

Result	Quirk
1	Magesense
2	Bloodthirsty ^(∞)
3	Might Makes Right
4	Signature Quirk: Channeled Strike ^(∞)
5	Spell Library ^(∞)
6	Veteran
7	Signature Quirk: Star Litany ^(∞)
8	Power Surge
9	Momentum
10	Signature Quirk: Destruction Engine

SOLDIER

You are the very definition of strength.

Benefit: You gain a **MAJOR BONUS** to **MIGHT**.

Archetype Skills: **CRUSH**, **INTIMIDATE**, **MELEE ATTACK**, **STRIKE**, and **TECHNIQUE**.

Apex Predator ^(∞): Your melee attacks gain a **+1 BONUS PHYSICAL DAMAGE**.

War Doctrine: You gain one rank in any **ARCHETYPE SKILL**. If you can't gain ranks in any of those skills, gain **5 EVOLUTION POINTS** instead.

Overwhelming Might: Your **CLAWS**, **FANGS**, or **VICIOUS TAIL** gains a free mutation. If you don't have any of these organs, gain **10 EVOLUTION POINTS** instead. You can gain this mutation later normally.

- **Devastating:** You can spend **1 STAMINA** as a **Reaction** after making a successful attack with this organ to gain **+1 DAMAGE RANK**. At rank 5 and 10, spend an extra **STAMINA** to improve the bonus by +1.

Result	Quirk
1	Might Makes Right
2	Blooded
3	Unbroken
4	Signature Quirk: Apex Predator ^(∞)
5	Bloodthirsty ^(∞)
6	Veteran
7	Signature Quirk: War Doctrine
8	Momentum
9	Breaker
10	Signature Quirk: Overwhelming Might

STALKER

Your cunning knows no equal.

Benefit: You gain a **MAJOR BONUS** to **CUNNING**.

Archetype Skills: **AMBUSH**, **DECEIVE**, **DEXTERITY**, **DODGE**, and **STEALTH**.

Primal Swiftness ^(∞): Your **SPEED** improves by +1.

Red Death: You gain one rank in any **ARCHETYPE SKILL**. If you can't gain ranks in any of those skills, gain **5 EVOLUTION POINTS** instead.

Shadow: Your **CAMOUFLAGE** gains a free mutation. If you don't have the organ, gain **10 EVOLUTION POINTS** instead. You can gain this mutation later normally.

- **Perfect:** You can apply half your **CAMOUFLAGE** bonus to **HIDE** from non-visual senses, rounded up.

Result	Quirk
1	Deft Manipulator
2	Resourceful
3	Crimson Harvest ^(∞)
4	Signature Quirk: Primal Swiftness ^(∞)
5	Deadly Deceiver
6	Vanishing Act
7	Signature Quirk: Red Death
8	Group Stealth ^(∞)
9	Lightning Reflexes
10	Signature Quirk: Shadow

WORKER

You are cunning put to task.

Benefit: You gain a **MINOR BONUS** to **CUNNING** and **PERCEPTION**.

Archetype Skills: **DETECT**, **DEXTERITY**, **DODGE**, **SEARCH**, and **TRAINING**.

Grind Mindset ([∞]): Your maximum **STAMINA** increases by 1.

Diverse Skillset: You gain one rank in any **ARCHETYPE SKILL**. If you can't gain ranks in any of those skills, gain 5 **EVOLUTION POINTS** instead.

All Hands: Your **FORE LIMBS** gain a free mutation. If you don't have the organ, gain 10 **EVOLUTION POINTS** instead. You can gain this mutation later normally.

- **Adept:** You can complete tasks that require two or more hands one-handed.

Result	Quirk
1	Resourceful
2	Deft Manipulator
3	Perceptive Edge
4	Signature Quirk: Grind Mindset ([∞])
5	Ace Detective ([∞])
6	Flash of Brilliance
7	Signature Quirk: Diverse Skillset
8	Group Stealth ([∞])
9	Alert
10	Signature Quirk: All Hands

ARCHETYPE QUIRKS

Each quirk is listed here in sections based on whether they are minor or major quirks.

MINOR QUIRKS

Awaken Senses: Your **FOCUS** improves by 1. If you have the maximum number of ranks allowed by **WILL**, gain 3 **EVOLUTION POINTS** instead.

Ace Detective ([∞]): You can improve **DETECT** or **SEARCH** by 1. If you have the maximum number of ranks allowed by **PERCEPTION**, gain 2 **EVOLUTION POINTS**.

Blooded: You gain 2 **EVOLUTION POINTS**, or 4 if you have **MELEE ATTACK** 5 or better.

Bloodhound: You gain 2 **EVOLUTION POINTS**, or 4 if you have **TRACK** 5 or better.

Bloodthirsty ([∞]): When you next defeat an enemy, you heal **HIT POINTS** equal to double your **TIER**.

Crimson Harvest ([∞]): You gain **BIOMASS** equal to your **TIER** next time you hit an enemy with an **AMBUSH**.

Deadly Deceiver: You gain 1 **EVOLUTION POINT** for each **CUNNING** skill you have at least 1 rank in.

Deft Manipulator: Your **DEXTERITY** improves by 1. If you have the maximum number of ranks allowed by **CUNNING**, gain 3 **EVOLUTION POINTS** instead.

Flawless Adaptation: You gain 2 **EVOLUTION POINTS**, or 5 if you have at least 3 or more adaptive mutations associated with a **PERCEPTION** skill.

Grounded Evolution: You gain 1 **EVOLUTION POINT** for each **TOUGHNESS** skill you have at least 1 rank in.

Letters of Magic: You gain 1 **EVOLUTION POINT** for each known **SPELL AFFIX**.

Might Makes Right: Your **INTIMIDATE** improves by 1. If you have the maximum number of ranks allowed by **MIGHT**, gain 3 **EVOLUTION POINTS** instead.

Mystical Recovery ([∞]): The next time you take a **Wound** after evolution, you can burn **Mana** equal to the four times number of wounds you have instead and ignore that wound.

Perceptive Edge: You gain an **EDGE** to your next **PERCEPTION**-based roll. If the roll succeeds, recover 1 **STAMINA**.

Residual Energy: The next time you fully **UPCAST** a spell, heal **HIT POINTS** equal to your **WILL** × **TIER**.

Resourceful: You gain 2 **EVOLUTION POINTS**, or 4 if you have **DECEIVE** 5 or better.

Second Wind: You heal **HIT POINTS** equal to **TOUGHNESS** × **TIER** the next time you take a **Wound**.

Unusual Vitality: You gain 2 **EVOLUTION POINTS**. If you have the adaptive mutation **VITALITY** 3 or better, gain 4 **EPs** instead.

Unyielding: Your **DETERMINED** improves by 1. If you have the maximum number of ranks allowed by **TOUGHNESS**, gain 3 **EVOLUTION POINTS** instead.

Unbroken: Increase your **ARMOR** by 1.

MAJOR QUIRKS

Alert ([∞]): Your **PASSIVE DETECT** improves by 1.

Breaker: You gain 4 **EVOLUTION POINTS**, or 8 if you have **CRUSH** 8 or better.

Evolutionary Fitness: The next rank you take in any adaptive mutation associated with a **TOUGHNESS** skill cost is halved.

Flash of Brilliance: You gain 4 **EVOLUTION POINTS**, or 8 if you have **DETECT** 8 or better.

Group Stealth ([∞]): The next time one or several allies roll to **HIDE**, you can let them roll with your bonus instead.

Lightning Reflexes: Your **REFLEX** improves by 1.

Magic Is Your Craft: You gain 4 **EVOLUTION POINTS**, or 8 if you have **MAGECRAFT** 8 or better.

Momentum: The **BIOMASS** cost of the next adaptive mutation you buy is halved.

Power Surge: You gain an immediate, one-time **MANA SURGE** at **DC 25**. Whether you succeed or fail this roll doesn't trigger further rolls.

Spell Library: You gain 3 **EVOLUTION POINTS** for each **Rote Spell Slot** you have.

Suspiciously Good Luck ([∞]): You can force an opponent to reroll a successful attack or **PERCEPTION**-based roll against you once.

Tough As Nails: You gain a number of **EVOLUTION POINTS** equal to your **HIT POINT DIE** size.

Unshaken: Any **DISADVANTAGE** is downgraded to a **HITCH** for the rest of the session or until the end of the next session.

Vanishing Act: You gain 4 **EVOLUTION POINTS**, or 8 if you have **STEALTH** 8 or better.

Veteran: You gain **EVOLUTION POINTS** equal to your ranks in **TECHNIQUE**.

SYSTEM QUIRKS

Each time the player rolls an archetype quirk, the System also rolls on the appropriate System Quirks table to offer the result as an alternative. The player must choose between their rolled Archetype Quirk or the offered System Quirk unless noted otherwise.

MINOR QUIRKS

Adrenaline Rush: You regain 1 **STAMINA** the next time you take a **Wound**.

Aura Farm: You gain 2 **EVOLUTION POINTS**, or 4 if you have **DIFFUSE 5** or better.

Coin Toss: You gain 2 **EVOLUTION POINTS**, or 4 if you have **THROW 5** or better.

Confidence Game I (∞): The next **DISADVANTAGE** you gain downgrades to a **HITCH**.

Death March: The next time you reach **STAMINA 0**, heal 1 **Wound**.

Diehard I (∞): Your **MAXIMUM HIT POINTS** improves by 1.

Double It And Pass It On: You forego this quirk, but the next Minor Quirk you gain upgrades to a Major Quirk.

Double Jump: You gain 2 **EVOLUTION POINTS**, or 4 if you have **LEAP 5** or better.

Evolution Boost I (∞): You gain +2 **EVOLUTION POINTS**.

Feeding Frenzy I (∞): You gain an **EDGE** to the next roll you make after harvesting **BIOMASS**.

Flawless Bioengineering: You gain +1 to **Quirk Rolls** for the rest of this evolution. If this is the final quirk, reroll instead.

Full Throttle: You gain 1 **EVOLUTION POINT** per **Wound** you currently have. If you have no **Wounds**, gain 3 **EP** instead.

Hawk 2-A: You gain 2 **EVOLUTION POINTS**, or 4 if you have **PROJECT 5** or better.

Imbued I (∞): Your **MAXIMUM MANA** improves by 1.

Luck of the Draw: Make two Minor System Quirk Rolls and offer them both to the player.

Pack Spirit: You gain 2 **EVOLUTION POINTS**, or 4 if you have **BOND 5** or better.

Second Opinion: You can reroll a single Quirk Roll you make during this evolution, but you must keep the second result. If this is the final quirk, reroll instead.

Swan Dive: You gain 2 **EVOLUTION POINTS**, or 4 if you have **GLIDE 5** or better.

Wall-Crawler: You gain 2 **EVOLUTION POINTS**, or 4 if you have **GRIP 5** or better.

MAJOR QUIRKS

Aid Another: You grant an **ADVANTAGE** instead of an **EDGE** the next time you use the **Help** action.

Confidence Game II (∞): You can ignore the next **HITCH** or **DISADVANTAGE** you gain.

Death Grip: You gain 4 **EVOLUTION POINTS**, or 8 if you have **ENTANGLE 8** or better.

Diehard II (∞): Your **MAXIMUM HIT POINTS** improves by 3.

Evolution Boost II (∞): You gain +5 **EVOLUTION POINTS**.

Evolutionary Advantage: You gain 2 **EVOLUTION POINTS** for each Evolved skill you have at least 1 rank in.

Extra Quirk: Roll once on the minor System Quirk table. The player gains the rolled quirk for free in addition to their Archetype Quirk.

Feeding Frenzy II (∞): You gain an **ADVANTAGE** to the next roll you make after harvesting **BIOMASS**.

1d20 Minor System Quirks

1	Hawk 2-A
2	Flawless Bioengineering
3	Evolution Boost I (∞)
4	Swan Dive
5	Wall-Crawler
6	Coin Toss
7	Double Jump
8	Aura Farm
9	Confidence Game I (∞)
10	Second Opinion
11	Pack Spirit
12	Double It And Pass It On
13	Feeding Frenzy I (∞)
14	Diehard I (∞)
15	Imbued I (∞)
16	Death March
17	Adrenaline Rush
18	Full Throttle
19	Luck of the Draw I
20	Roll again twice, offer both results

1d20 Major System Quirks

1	Evolution Boost II (∞)
2	Gnaw
3	Glib
4	Death Grip
5	Parkour!
6	Style Finish
7	Extra Quirk
8	Aid Another
9	Seven League Step
10	Plot Armor
11	Feeding Frenzy II (∞)
12	Uncompromising
13	Smart-Mouth
14	Confidence Game II (∞)
15	Evolutionary Advantage
16	Real Ultimate Power
17	Wild Mutation
18	Imbued II (∞)
19	Diehard II
20	Roll again twice, offer both results

Glib: You gain 4 **EVOLUTION POINTS**, or 8 if you have **INFLUENCE 8** or better.

Gnaw: You gain 4 **EVOLUTION POINTS**, or 8 if you have **BITE 8** or better.

Imbued II: Your **MAXIMUM MANA** improves by 3.

Style Finish: The next time you strike the final blow in combat, you gain 1 rank in the skill used in the attack.

Parkour!: You gain 4 **EVOLUTION POINTS**, or 8 if you have **MOVE 8** or better.

Plot Armor: You can halve a single instance of damage at any point before the end of the session. If evolution happens at the end of the session, reroll instead.

Real Ultimate Power (☞): The next **ADVANTAGE** you gain upgrades to a **SUPREMACY**.

Seven League Step: You gain 4 **EVOLUTION POINTS**, or 8 if you have **FLIGHT 8** or better.

Smart-Mouth: You gain 4 **EVOLUTION POINTS**, or 8 if you have **PROVOKE 8** or better.

Uncompromising: You gain 4 **EVOLUTION POINTS**, or 8 if you have **COERCE 8** or better.

Wild Mutation: You gain an organ mutation, but **LOWER** a random attribute by 2 (roll **1D10** and lower **MIGHT** on 1-2, **TOUGHNESS** on 3-4, **CUNNING** on 5-6, **WILL** on 7-8, and **PERCEPTION** on 9-10).

EVOLUTION PATHS

In contrast with Archetypes, an Evolution Path is more akin to a class than a sequence. The choice of which Path to walk is the player's alone. Each path has requirements and unique abilities, and focus on exploring the fantasy of each creature type with powerful signature abilities more than having a broad range of minor abilities.

EVOLUTION PATHS

An Evolution Path exemplifies the most prominent traits of a certain creature type.

Level: Evolution Paths each have five levels, I to V.

Prerequisite: If the Path has an entry requirement, it is listed here.

Benefit: Each evolution path grants the character a permanent benefit listed in this entry.

Iconic Organ: The evolution path awards 3 **EP** per rank in its iconic organ, and 5 **EP** for each mutation.

Path Organs: Evolution Paths award **EVOLUTION POINTS** for ranks and mutations in listed organs. Origin organs award a bit of **EP**, but iconic organs awards double.

Type	Rank 1+	Rank 5+	Rank 10+	Mutations
Origin	2 EP	4 EP	6 EP	+3 EP each
Iconic	4 EP	8 EP	12 EP	+5 EP each

Titles: Evolution path titles are hyphenated as player preference—e.g., their choice of Knight-Aberrant or Aberrant-Knight. Each title component scales with level in their respective Path.

WALKING MULTIPLE PATHS

At the time of evolution, players can choose any Path they qualify for. There are no penalties for taking levels in two or more Evolution Paths beyond potentially delaying signature and capstone abilities.

DRAKONID PRIMARCH

Within you lies the legacy of ancient, mighty dragons.

Prerequisites: Reptilian only.

Iconic Organ: **WINGS**.

Origin Organs: **SCALES** and **FANGS**.

DRAKONID PRIMARCH BENEFITS

Godhead: You gain **ENERGY CHANNEL** as a Head organ. It counts as a Reptilian organ and is not a Psionic organ for you. This organ does not factor into the calculation to determine the upgrade cost of organs in its organ slot.

Deep Breath: When you use **BURST** with your **ENERGY CHANNEL**, you can target a cone-shaped area three times its radius or as a line six times its radius, and you use **MIGHT** instead of Will to calculate the DC.

Prime Paradigm: Your **ENERGY CHANNEL** gains a free signature mutation.

- **Prime**: You gain an **ADVANTAGE** to your next **MIGHT** roll after using your **ENERGY CHANNEL**. This bonus can upgrade to a **SUPREMACY** at rank 8 instead of 10.

Unbroken: You gain a +1 **BONUS** to the rank of all **MIGHT** skills you have unlocked. This bonus can raise rank above your Might rank, and increases the maximum rank of Adaptive Mutations associated with those skills.

Drakonid Perfection: Once per encounter, when you hit an enemy creature with your **FANGS**, you can use **ENERGY CHANNEL** on that creature as a **Minor Action**.

Quintessence of Dominance: The maximum rank of your path organs and **ENERGY CHANNEL** increases to 15. A great wyrm never dies of old age.

Level	Title	Benefit
I	Drake	Godhead
II	Wyrmling	Deep Breath, Prime Paradigm
III	Elder	Drakonid Perfection
IV	Ancient	Unbroken
V	Great Wyrmling	Quintessence of Dominance

FELIS REGENT

You tread the path of your legendary forebears, and within you lies the potential to rule over all.

Prerequisites: Mammalian only.

Iconic Organ: **SIGHT**.

Origin Organs: **HIND LIMBS** and **TAIL**.

FELIS REGENT BENEFITS

Heightened Senses: You gain **ELECTRORECEPTION** as a Head organ. It counts as a Mammalian organ for you, and does not factor into the calculation to determine the upgrade cost of Head organs.

Commanding Gaze: When you use **ELECTRORECEPTION** on a creature you can see, your perception is heightened to the point of prescience and you can notice details available to neither **ELECTRORECEPTION** nor **SIGHT**. When you exceed the DC of a **PERCEPTION** roll by 5 or more or succeed a **DC 20 PERCEPTION** roll, you can gain details like their focus of attention, physical and emotional state down to minute details, and biological stress. You cannot gain the **FEEDBACK** or **VIOLENT** mutations.

Regal Bearing: Your **ELECTRORECEPTION** gains a free signature mutation.

- **Sovereign**: When your **COMMANDING GAZE** reveals details about another creature, you gain an **EDGE** on

your next **ANALYZE**, **INFLUENCE**, **PROVOKE**, or Attack roll against that creature within 1 minute.

First To The Feast: When Initiative is rolled, you can spend 3 **STAMINA** to switch Initiative results with a willing ally or a creature you've observed with your **COMMANDING GAZE**.

Royal Decree: You gain **DECREE 1**.

SIGNATURE ADAPTIVE MUTATION

DECREE

When you speak, others are compelled to listen.

Prerequisites: **FELIS REGENT III** or higher.

Type: Ability

Skill: **PROVOKE**.

Effects: As a **Major Action**, you can issue a one-word, non-harmful command or other sensory equivalent to a creature who can perceive it within **10 SQUARES (50 FEET)**. It must succeed a **WILL** roll against **DC 10 + DECREE** rank. If it fails, it is **COMPELLED** to execute the command until the end of its next turn. At rank 10, you can issue a harmful **DECREE**, but the target gains a **+10 BONUS** to resist them. Your **WILL** must be at least **10** ranks above theirs, but even then the target will not abide decrees that would cause obvious and immediate death. A creature who succeeds the **WILL** roll becomes unaffected by your commands for 24 hours. This ability has **RECHARGE (6)**.

Born To Rule: When you unlock this ability, you can spend **EVOLUTION POINTS** to upgrade your **DECREE** to **ROYAL DECREE**, and select one of these mutations:

- **3 EP:** Your **DECREE** uses an Attribute of your choice. Choose the attribute when you gain this mutation.
- **5 EP:** Your **DECREE** can affect a creature within sensory range.
- **7 EP:** You can spend 5 **STAMINA** after a successful **DECREE** to increase the duration to 2 rounds.
- **10 EP:** You can issue a **DECREE** to two creatures instead of just one.
- **15 EP:** The **BONUS** to resist harmful commands is reduced to +5.

You can change this benefit during future evolutions, but you must spend the extra Evolution Points needed to make up for the cost difference if the new mutation costs more than the previous one.

Level	Title	Benefit
I	Lord	Heightened Senses
II	Baron	Commanding Gaze, Regal Bearing
III	Earl/Jarl	First To The Feast
IV	Duke	Royal Decree
V	King/Queen	Born To Rule

FORMICAN MYRMIDON

You are an elite member of the Formican warrior caste.

Prerequisites: Insectoid only.

Iconic Organ: **PSIONIC SHIELD**.

Origin Organs: **EMISSION GLAND** and **EXOSKELETON**.

FORMICAN MYRMIDON BENEFITS

Birthright: Choose one one adaptive mutation and one path organ. You gain a **+1 BONUS** to their rank per Formican Myrmidon level. This bonus can increase the rank of an adaptive mutation past the rank of a skill.

Formican Phalanx: You gain **PSIONIC SHIELD** as a Limb organ. It counts as an Insectoid organ for you, but does not factor into the calculation to determine the upgrade cost of organs in its organ slot.

Deft Defender: When you use the Defend action, an adjacent ally not currently using the Defend action gains half your **PSIONIC SHIELD** bonus, rounded up.

Battalion Training: When an adjacent ally uses a **Reaction**, you can spend 1 **STAMINA** to use a **Reaction** as well, as long as you have not used your **Reaction** this round.

Formation Warfare: Your **PSIONIC SHIELD** gains a free signature mutation.

- **Interposing:** As a **Reaction** against a melee Attack that targets you or an adjacent ally, you can activate your **PSIONIC SHIELD** to gain or grant the adjacent ally an **EDGE** to **REFLEX** against that attack.

High Command: The maximum rank of your path organs and **PSIONIC SHIELD** increases to 12.

Level	Title	Benefit
I	Drone	Birthright
II	Hoplite	Formican Phalanx
III	Myrmidon	Deft Defender, Battalion Training
IV	Strategos	Formation Warfare
V	Polemarch	High Command

LEPIDIAN NOBLE

You embody the pinnacle of lepidian perfection, and grow more beautiful with each evolution.

Prerequisites: Insectoid only.

Iconic Organ: **SPINNERETS**

Origin Organs: **HARMONIC MODULATOR**, **WINGS**

LEPIDIAN NOBLE BENEFITS

Golden Cocoon: Each time you gain a Lepidian Noble level during evolution, you gain a free organ mutation and the benefits of a short rest.

Silken Armor: Your **SPINNERETS** gains a free signature mutation.

- **Eclusive:** As a **Major Action** once per encounter, you can spend 2 **STAMINA** to weave a silken cocoon around yourself for up to a number of rounds equal to half your **SPINNERETS** rank. The cocoon has your **ARMOR** and your current **HIT POINTS** at the time you created it. While cocooned, you cannot act. Other creatures cannot target directly, and must target the cocoon instead.

Metamorphosis: When you enter your cocoon, you can spend 3 **STAMINA** to make a recovery roll. If you have one **SPINNERETS** mutation, gain **SWIFT REGENERATION** equal to half your **SPINNERETS** rank, rounded up. If you have two mutations, cocoons you create have your maximum **HIT POINTS** instead. Metamorphosis ends when the cocoon is destroyed, or at the start of your turn if you decide to emerge early.

Captivating: You gain **HYPNOTIC BEAUTY 1**.

SIGNATURE ADAPTIVE MUTATION

HYPNOTIC BEAUTY

Your mutated form inspires terror.

Prerequisites: **LEPIDIAN NOBLE III** or higher

Type: Ability

Skill: **INFLUENCE**

Effects: As a **Major Action**, you can inflict **Fascinated** on one creature unless it succeeds a **WILL** roll at **DC 10 + HYPNOTIC BEAUTY** rank. You gain an **EDGE** on **CUNNING** rolls against creatures **FASCINATED** or **CHARMED** by you. At rank 5, you can spend 1 **STAMINA** to affect an additional creature. At rank 10, you can spend 1 **STAMINA** to upgrade an instance of **FASCINATED** to **CHARMED**.

Emergence: Your appearance changes to something ethereally beautiful. You gain an **EDGE** to apply or the **DC** of your abilities that apply **Fascinated**, and gain a **GOLDEN COCOON** even when you gain levels in other paths.

Level	Title	Benefit
I	Silkling	Golden Cocoon
II	Courtier	Silken Armor
III	Grandee	Metamorphosis
IV	Magnate	Captivating
V	Monarch	Emergence

SAURIC TYRANT

Yours is the legacy of primordial, ancient creatures that ruled the earth for millions of years.

Prerequisites: Reptilian only.

Iconic Organ: **SCALES**.

Origin Organs: **COLD-BLOODED** and **CLAWS**.

SAURIC TYRANT BENEFITS

Rending Scales: Your **SCALES** gains a free signature mutation.

- **Domineering:** A creature who rolls a critical failure on a melee attack against you takes 1 **TRUE DAMAGE** per **SAURIC TYRANT** level, up to once per round.

Ancient Instincts: You gain **PRIMEVAL TERROR 1**.

Of Epic Proportions: Your **SIZE** increases by +1.

Mighty Roar: You gain **HOWL**. It counts as a Reptilian organ for you, and doesn't factor into the calculation to determine the upgrade cost of organs in its organ slot.

Eternal Reign: You gain a +5 **BONUS** to your **PRIMEVAL TERROR** rank. Each subsequent mutation after this one increases the bonus by +1.

Lead the Charge: The first time you use **MIGHTY ROAR** during an encounter, the effects last 2 rounds instead of one action.

Level	Title	Benefit
-------	-------	---------

I	Raptor	Rending Scales
II	Carnifex	Ancient Instincts
III	Dominus	Of Epic Proportions
IV	Invictus	Mighty Roar
V	Tyrannus	Eternal Reign, Lead the Charge

SIGNATURE ADAPTIVE MUTATION

PRIMEVAL TERROR

You represent an inevitable fate none can escape from.

Prerequisites: **SAURIC TYRANT III** or higher

Type: Ability

Skill: **COERCE**

Effects: Movement away from you costs double for a number of squares each round equal to half your **PRIMEVAL TERROR** rank, unless the creature is immune to the **Terror** condition track. At rank 10, you gain an **EDGE** on attacks against **FRIGHTENED** and **SCARED** creatures. At rank 15, your movement toward an enemy creature costs half as much. At rank 20, enemies with a **WILL** lower than your **MIGHT** are **SCARED** of you for 1 round at the start of combat. At rank 30, upgrade to **FRIGHTENED**.

URSAM BAATAR

Your kind once roamed the steppes in ages long past, and inspired such terror that mankind has forgotten your name.

Prerequisites: Mammalian only.

Iconic Organ: **CLAWS**.

Origin Organs: **OLFACTORY** and **TOUGH HIDE**.

URSAM BAATAR BENEFITS

Unbreakable: You gain +1 **ARMOR** and +2 **BONUS PHYSICAL DAMAGE** with melee attacks per **Wound**.

Unrelenting: Your **CLAWS** gains a free signature mutation.

- **Bloody:** Your claw attacks cause targets to bleed profusely. You gain an **ADVANTAGE** to **PERCEPTION**-based rolls to notice and track creatures you have hit with your claw attacks.

Unstoppable: You downgrade all **Wound** penalties by one step, to a minimum of no penalty. You can spend 1 **STAMINA** to ignore **Wound** penalties for 1 **ROUND**.

Unyielding: You gain **MAULER 1**.

SIGNATURE ADAPTIVE MUTATION

MAULER

Your attacks inflict catastrophic damage.

Prerequisites: **URSAM BAATAR IV** or higher

Type: Boost

Skill: **STRIKE**

Effects: When you score a critical hit, the target makes a **TOUGHNESS** roll at **DC 10 + MAULER RANK** or take 1 **Wound**. At rank 10, you score a critical success on **Attacks** when the **D20** rolls a 19 or 20. If you have **KILLER INSTINCTS**, you regain 10 **HIT POINTS** on a critical success instead of increasing your critical hit threshold.

Pain Engine: In your final Ursam Baatar evolution, you unlock one of the following evolution options:

- **3 EP:** Your maximum **STAMINA** increases by +2.
- **5 EP:** You are immune to the **TERROR** condition track.
- **7 EP:** Your maximum **HIT POINTS** increase by 25.
- **10 EP:** You gain a +2 **BONUS** to your **MOVE**, **STRIKE** and **TECHNIQUE** ranks. This can improve those skills beyond the maximum allowed by their attribute.
- **15 EP:** Your **SIZE** increases by +1.
- **30 EP:** You gain an additional Wound slot.

Level	Title	Benefit
I	Bruiser	Unbreakable
II	Tarkhan	Unrelenting
III	Baatar	Unstoppable
IV	Khan	Unyielding
V	Great Khan	Pain Engine

THE ABERRANT

You delve into the strange to become something the System had never intended. Your mutated form inspires revulsion and awe in equal measures.

Prerequisites: **TIER 3** or higher.

Iconic Organ: None.

Origin Organs: None.

ABERRANT BENEFITS

Evolution Points: Each Aberrant level, gain **3 EP** per rank in your strongest organ, but lose **3 EP** per rank in your weakest organ.

Deviate: Your type does not change, but you gain the Hybrid subtype as well as access to Hybrid organs. You gain the **ORGANIC ANOMALY** organ for free.

Chimeric Mutation: You can evolve one adaptive mutation to become Chimeric. A Chimeric Mutation gains a **BONUS** to **RANK** equal to half your Aberrant level, rounded up. This bonus can push the mutation rank past the maximum allowed by its associated skill. At the start of each session, you roll 1d6 and gain a random Bane for the rest of the session based on your result. You can change which of your Adaptive Mutations is Chimeric each time you evolve.

1d6 Bane

- 1 **BACKLASH:** The first time you apply a condition each turn, you become affected by that condition for 1 round.
- 2 **CRITICAL:** The first time each session you take a Wound, you instead take 2 Wounds.
- 3 **SHOCK:** You suffer **1D4 TRUE DAMAGE** per mutation rank the first time you activate the Chimeric Mutation or benefit from it each encounter.
- 4 **CASCADE FAILURE:** Any Attack against you that achieves critical success disables the Chimeric Mutation for 1 round.

- 5 **DRAIN:** You lose **1D4 STAMINA** the first time you activate the Chimeric Mutation or benefit from it each encounter.
- 6 **MESMERIZING:** You become Fascinated by the first creature that attacks you each session.

Unstable Evolution: When you gain this evolution, you roll a **D6**, **D8**, **D10**, **D12** or **D20** and gain a benefit based on the result.

CHIMERIC ORGANS

The Aberrant has access to a new adaptive mutation.

ADDICTED TO CHAOS

You can't help yourself, you must have more.

Prerequisites: **ABERRANT II** or higher

Type: Boost

Skill: **DECEIVE**

Effects: You gain an additional Chimeric Mutation slot, but also roll for an extra Bane each session. Duplicate banes do not stack, ignore the second roll. At rank 5 and 10, you gain an additional mutation slot and bane.

1d6 Unstable Evolution

- 1 Improve **MIGHT** by +2.
- 2 Improve **CUNNING** by +2.
- 3 Improve **WILL** by +2.
- 4 Improve **PERCEPTION** by +2.
- 5 Improve **TOUGHNESS** by +2.
- 6 Maximum **HIT POINTS** increase by +20.
- 7 Improve **ARMOR** by +2.
- 8 Improve maximum **STAMINA** by +2.
- 9 Improve **MAXIMUM MANA** by +5.
- 10 Improve **SPEED** by +2.
- 11 Improve **REFLEX** by +2.
- 12 Improve any two Attributes by +1.
- 13 Improve **ARMOR** by +1, reduce **REFLEX** by -1.
- 14 Gain a free organ mutation.
- 15 Gain a second Chimeric Mutation slot and bane
- 16 You gain an extra **ORGANIC ANOMALY** option.
- 17 Improve **REFLEX** by +1, reduce **ARMOR** by -1.
- 18 You gain an additional Wound slot.
- 19 Maximum **HIT POINTS** increase by +10, reduce **WILL** by -1.
- 20 Roll twice using the same die, gain both results

Wildcard: The first time each session you fail a roll, you gain a temporary Chimeric Mutation slot for the rest of the session without triggering a Bane.

Aberrant Mutation: You gain an **UNSTABLE EVOLUTION** roll, and every odd-numbered **TIER** afterwards. If this is your final evolution, gain 5 rolls instead.

Level	Title	Benefit
I	Deviant	Deviate
II	Chimera	Chimeric Adaptation
III	Horror	Unstable Evolution
IV	Aberrant	Wildcard
V	Abomination	Aberrant Mutation

ENEMIES AND PETS

Enemy creatures follow most of the same rules player creatures do, with some simplifications to reduce complexity and limit having to reference outside the creature entry.

TIER, SIZE, CREATURE TYPE

Tier establishes the challenge level presented by an enemy character. Size and Creature type can also impact other traits, such as **YIELD**, **SPEED** and resistances.

Size	Yield	Upkeep	Speed
Tiny	×0.25	×0.5	20 ft. (4 squares)
Small	×0.5	×1	30 ft. (6 squares)
Medium	×1	×1	30 ft. (6 squares)
Large	×2	×2	30 ft. (6 squares)
Huge	×4	×3	40 ft. (8 squares)
Gargantuan	×8	×4	40 ft. (8 squares)

XP AND YIELD

XP is the amount of experience awarded by the enemy when defeated, and **YIELD** is the amount of biomass it produced when consumed.

Tier	XP	Yield	Upkeep
1	1	1	1
2	2	2	2
3	5	4	3
4	10	10	5
5	20	15	7
6	35	20	9
7	55	25	12
8	80	30	15
9	110	40	18
10	150	50	25

THE XP SPLIT

When characters earn **EXPERIENCE** from defeating a monster, the experience is split between all players at the end of the encounter, rounded up (minimum 1 **XP** per player).

UPKEEP

This is the amount of **BIOMASS** a creature requires to meet their basic level of sustenance. For pets, this is the amount of **BIOMASS** they require at the start of each session to stay healthy, useful and interested.

Upkeep is influenced by **TIER** and **SIZE**.

ATTRIBUTES

Although traits still limit a character's skills, enemies primarily use traits in contested rolls or as a defense to other abilities. Enemy character Speed is listed in the number of 5-foot squares it can move during its turn.

SKILLS AND ORGANS

Skills and organs are a form of convenient shorthand for enemy characters, since they imply a myriad of useful benefits by name alone.

TRAITS

Traits are passive abilities with their own rules separate from their organs and skills. Each entry should have a clear description that highlights exactly how the trait impacts play, as well as any element unique to that trait, including unique conditions.

ACTIONS

Like traits, actions are active abilities that have their own rule as well as a list of abilities integral to the character's tactics and fighting style.

ENEMY DESCRIPTIONS

All enemy characters are listed here alphabetically.

CLAW CENTIPEDE

YIELD 2, XP 2

Tier 2 medium insectoid creature • Upkeep 1

MIGHT	TOUGHNESS	CUNNING	WILL	PERCEPTION
4	5	2	2	2

Armor 5 • Resist acid 5

Hit Points 30 • Reflex 12 • Speed 6, burrow 6

SKILLS

Ambush 2, Brace 5, Detect 2, Initiative 2, Melee Attack 4, Resilient (acid 5), Stealth 2, Strike 3, Technique 4

ORGANS

BURROWING 6, RAPID CAMOUFLAGE 5, LATCHING CLAWS 3

ACTIONS

Mighty Claws: +7 vs REFLEX in Melee • 3D4+1

PHYSICAL DAMAGE, +2 bonus to TECHNIQUE

LUPUS DRACO, YOUNG

YIELD 1, XP 1

Tier 1 medium hybrid creature • Upkeep 2

MIGHT	TOUGHNESS	CUNNING	WILL	PERCEPTION
3	2	1	1	3

Armor 4 • Resist fire 2

Hit Points 10 • Reflex 12 • Speed 8 (40 ft.)

SKILLS

Bite 2, Melee Attack 3, Move 2, Stealth 1, Technique 2, Track 1

ORGANS

HIND LIMBS 2, TERRIFYING HOWL 4 (DC 14, +2), SCALES 2, POTENT OLFACTORY 2

ACTIONS

Bite: +4 vs REFLEX in Melee • 2D6+1 PHYSICAL DAMAGE

PUER ARANEA

YIELD 1, XP 1

Tier 1 small insectoid • Upkeep 1

MIGHT	TOUGHNESS	CUNNING	WILL	PERCEPTION
1	1	2	1	1

Armor 2 • Resist none

Hit Points 4 • Reflex 12 • Speed 6 (30 ft.)

SKILLS

Ambush 1, Bite 1, Dodge 1, Entangle 1, Melee Attack 2

ORGANS

TRAPPING SPINNERETS 1 (DC 10 MIGHT roll)

TRAITS

VENOMOUS: You can envenom any target you Bite once per encounter and deal **1D6 POISON DAMAGE**. If you defeat a creature with a **BITE**, you regain the ability to poison another enemy.

ACTIONS

Bite: +3 vs **REFLEX** in Melee • **1D6+1 PHYSICAL DAMAGE** plus **VENOMOUS**

GIANT CENTIPEDE, CORE-BEARING YIELD 16, XP 5

Tier 3 huge insectoid creature • Upkeep 9

MIGHT	TOUGHNESS	CUNNING	WILL	PERCEPTION
7	8	3	4	4

Armor 8 • Resist force 8

Hit Points 90 • Reflex 13 • Speed 8 (40 ft.)

SKILLS

Ambush 3, Brace 7, Burst 4, Channel Attack 2, Crush 4, Detect 4, Grip 3, Initiative 4, Melee Attack 7, Resilient (force 8), Stealth 3 (+5 with **CAMOUFLAGE**), Strike 5, Technique 5

ORGANS

CAMOUFLAGE 5, **EXOSKELETON** 5, **MANA NODE** 3

TRAITS

CONSTRUCT: The Core-Bearing Giant Centipede can use **TECHNIQUE** as a **Minor Action** after striking a smaller enemy with its **Mighty Claws**.

CORE (COMMON): The giant centipede has a **Common core** and **25 MANA**.

ACTIONS

Mighty Claws: +10 vs **REFLEX** in Melee • **5D4+3 PHYSICAL DAMAGE** plus **CONSTRUCT**

Potent Distant Force Blast (7 MANA): 10-ft. radius in 210 feet range • **7D8 FORCE DAMAGE**, **DC 15 CUNNING** halves

CHANGELOG

This will not be included in the final versions.

VERSION 1.1

- Added Page Numbers
- Eyes is now **SIGHT**
- Clarifications:
 - Derived traits are explained in the character creation procedure.
 - XP Award split is now established: XP is split between players.
 - Characters now properly start at **TIER 1**.
 - Death now correctly occurs at 7 Wounds.
 - Character progression section now restructured with more robust text.
 - Evolution and Skills are now better integrated until the Evolution Pass is completed
- New Organs:
 - **AUDITORY**
 - **CATALYTIC WARD**
 - **ELASTICITY**
 - **ELECTRORECEPTION**
 - **GRAVITY NODE**
 - **PRECISION SENSING**
 - **TREMORSENSE**
- Skills: Added Adaptive Mutations.
- Character Sheet:
 - New Fields:
 - Tier
 - Reflex
 - Attribute rank boxes

VERSION 1.2

- Clarified character creation and expanded it with fully detailed steps.
- Streamlined damage system by incorporating a **damage rank** system so that all abilities fall at different points on the same progression curve.
- Added bonus damage to differentiate, am considering a new name for damage rank or bonus damage to avoid confusion.
- Clarified definition of **Core vs Evolved** skills.

VERSION 1.3

- Organs
 - **Sight:**
 - Added **PHOTOPIC SIGHT**
- Running the Game
 - **Conditions**
 - Added **DAZZLED** → **BLIND**
 - **Environmental Hazards:**
 - Added **Dim Light and Darkness**
 - Added **Bright Light and Blinding Light**
- Refactored Evolution Rules
 - **Archetypes** have all been replaced with more thematic alternatives.
 - **Pure Archetypes:**
 - **GUARDIAN**
 - **MAGE**
 - **SCOUT**
 - **SOLDIER**
 - **STALKER**
 - **Hybrid Archetypes:**
 - **PARAGON** (Guardian + Soldier)
 - **SAGE** (Mage + Scout)
 - **SENTINEL** (Guardian + Stalker)
 - **SHAPER** (Mage + Soldier)
 - **WORKER** (Scout + Stalker)

