

# LIFEFORMS

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Learn about the traits of the playable Lifeforms of Cloudbreaker Alliance and their lives to enhance your roleplay.

You can fast track this chapter by prioritizing the summaries and text in the yellow highlight panels.

## LIFEFORMS

### LIFEFORMS SUMMARY

- Culture and traditions are not separated along lifeform types. They are separated by region, political groups and associations.
- Lifeform traits do not affect combat ability. So you can choose mainly for roleplay considerations.
- You can create a custom lifeform by mixing and matching existing traits.

The cloudbroken lands are populated by various lifeforms that exhibits unique traits. In this chapter, you can find short descriptions of each playable lifeforms and the functions of their biological traits.

These descriptions only represent their biological traits, not their cultures. For the latter, you can refer to Chapter 4 - THE WORLD OF CLOUDBREAKER ALLIANCE.



## LIFEFORMS OF ULRUK

### ORC

*Average Lifespan: 70 years*

It takes a special kind of bloody-mindedness to survive the desolate wildlands of Ulruk. The orcs not only thrived, but they also lead the stand against the Craniphage hive mind and their cinderblighted minions.

Records of orc life before Cloudfall are scant, not that it mattered anyway, since they've got an obvious common enemy to fight and that's all they've ever asked for.

Their broad shoulders and powerful voice made them natural leaders and many orcs assume leadership roles in various warbands across Ulruk.

Physically, orcs have greenish-blue skins, broad sapienoid frames and spectacular jawlines. If they don't find their calling in combat, some turn to a career in crooning.

If you're on orc, what's your favourite song to listen to in the thick of combat? Or perhaps, do you think that you'll be the one singing?

### Hardy (Major)

You can carry 2 additional item slots worth of items.

### Explosive Voice (minor)

When you shout at the top of your lungs, you can make your Intimidation skill roll with edge. But all creatures within 1 km radius can hear you.



## TROLL

*Average Lifespan: 80 years*

The troll's hair are superbly sensitivity to subtle changes in the environment, allowing them to sense the presence of creatures up to a hundred metrics away. This natural ability makes them invaluable scouts in any warbands.

In Ulruk, hardly any record of life before Cloudfall remains. So like other Ulrukians, the trolls are also oblivious to their past. But they couldn't imagine a life without wind blowing in their hair and the tingling sensation of sunlight on their skin. These little joys in life are treasures they're not going to let the craniophages take away from them.

Physically, trolls are considered quite tall among sapienoids. They have stone-like patches on their skin which thickens as they're exposed to sunlight and their hair are often left long, since the sensitivity makes it painful to cut.

If you're a troll, how would you wear your hair? Would you let it flow freely, tie it into ponytail or braid it?

### **Static Sense (Major)**

Your hair is sensitive to the slightest movement of air and static electricity. You can use your minor action to detect the presence of creatures around you, and the size of the largest one. This trait does not work on creatures that are completely enclosed, such as in a room or underground. While indoors, this trait has 30m (3 zones) range and 100m (10 zones) range when outdoors. This trait works on invisible creatures but not on incorporeal creatures.

### **Sturdy (minor)**

You can make Endurance skill rolls with edge when your body is exposed to sunlight.



## GOBLIN

*Average Lifespan: 50 years*

Goblins live fast, die fast and iterate fast. Most of the technological innovations of Ulruk were and are pushed by goblin inventors who are dangerously tolerant to risks.

These little ulrukians are fearless! literally! Biologists from Feyland who studied goblin physiology had discovered that they are missing their fear processing genes. Various clues point to a possible genetic engineering procedure that may had taken place over two millenia ago.

Goblins have the physical appearance of small sapienoids, comparable to the size of children. they have floppy ears and sharp teeth. They're almost always seen with a hat that declares their affiliation to a chosen work guild. It is highly advised to never remove their hat without consent.

Due to their faster life cycle, goblins had developed into two sub species Ticker Goblins, who are more mechanically adept and Picker Goblins, who are master scavengers adept at escaping dangers by playing dead, almost too convincingly.

If you're a goblin, what kind of goblin are you? What is the one great invention your family had tried to discover for multiple generations?

### **TICKER GOBLIN**

- Fearless (Major)
- Mechanical Affinity (minor)
- Small

### **PICKER GOBLIN**

- Fearless (Major)
- Play Dead (minor)
- Small

## Fearless (Major)

Intimidation skill rolls made against you automatically fail and you are immune to fear effects from spells and other features.

## Mechanical Affinity (minor)

While remaining still and not making any noise, you can hear the faintest clicks & whirrs of any machinery and construct that's currently active within 30m away from you. You know their exact location.

## Play Dead (minor)

You can pretend to be dead at will. While doing so, all your life signs, such as breath and circulation are imperceptible. Your deception can only be seen through by class features and magic.

## Small (Xtra)

Your size is small. Smaller sized units make Cheapshot maneuver rolls with edge against larger units. But larger units make Scuffle maneuver rolls with edge against smaller units.

# LIFEFORMS OF FEYLAND



## ELF

*Average Lifespan: 250 years*

The elves are natural academics. There are no other lifeforms that are more blessed in their natural ability to acquire and create knowledge.

They survived the devastation of Cloudfall by observing, adapting and biding their time to react. Even the unrelenting arcanoids could pose them no danger, if they're give the time to plan.

Like other Feylanders, the elves' pre-Cloudfall history are sealed away in the forbidden libraries of the Seelie Court. Nevertheless, it is clear that they were once great explorers, as evidenced by the biological divide between sun and star elves, which could only happen through drastically different living environments.

Even though there are no discernible physical differences between Sun and Star elves, they could easily tell each other apart, by listening to the rythm of each other's heartbeats. Using their elven ears, this can easily be done from ten metrics away.

Physically, elves are medium sized sapienoids with long pointy ears. As they advance in age, their ears would droop first before showing other outward signs of aging.

If you're an elf, what kind of elf are you, and do you like studying?

### SUN ELF

- Elven Ear (Major)
- Sleepless (minor)

### STAR ELF

- Elven Ear (Major)
- Mental Compass (minor)

## Elven Ear (Major)

You make your detect skill roll with edge to listen. When you close your eyes for 12 seconds (1 round), everything you hear within 10m (1 zone) of you will appear as vividly to you as if you are looking directly at them, even through walls. You can even read the content of a note that's being written by listening to the sound of the scribbling, or the shape of the writing if you don't understand the language. You can also perceive invisible creatures that are corporeal within 10m (1 zone).

## Sleepless (minor)

You do not require sleep. When resting, you can do other light activities such as keeping watch or reading instead. You can instinctually tell time to the nearest minute and also accurately predict the weather for the next 24 hours.

## Mental Compass (minor)

You always know which direction is North and always remember the path you have taken and cannot get lost unless affected by spells or curses.



## **DWARF**

*Average Lifespan: 190 years*

The dwarves who live in mines supplies virtually all the material needed to build Feyland societies.

The dark subterranean tunnels may seem dull and claustrophobic to other lifeforms, but for the ferrosensitive dwarves, they could smell a constellation of metals along the tubes.

Dwarves are born with a metal band on the bridge of their nose. The type of metal indicates the predominant metal ore deposit of their birthplace, so it is often used as an indicator of their family's wealth. If you meet a goldbander, you can safely bet that the family's loaded.

All dwarves have beards, and life can be simpler when there is only one beauty standard. However, young cosmopolitan dwarves may be influenced by other lifeforms to cut their beard and follow the hottest new trends.

Luckily, their magnetic ability allows them to wear metallic beard wigs without needing any wires.

Physically, dwarves are shorter than many other sapienoids, but their stout frame prevented them from being classified as small.

If you're a dwarf, what type of metal would your band be, and would you shave your beard?

### **Natural Magnetism (Major)**

You can magnetically levitate metallic objects within 10m (1 zone) from you. The object can't be heavier than 1kg and you can move it freely within the 10m (1 zone) range. You can also magnetise your body to make up to 1kg of metal stick to it.

### **Smell Metal (minor)**

You can smell metal within 10m (1 zone) from you, even when it's underground or buried within other objects. You can tell the general size, shape and type of the metal and whether the metal is a crafted product such as a weapon, or raw metal ore.



## **PARACELIAN**

*Average Lifespan: 10 - ??? years*

Paracelians are one of the youngest lifeforms on the cloudbroken lands. These para-elementals were created three hundred years ago by an arcanist named Celia. Due to an experimental mishap she ended up fusing with her subject and became the first paracelian.

Paracelians reproduce by splitting their cells in a process called mitosis. When this occurs, the original paracelian ceases to exist, though it would be inaccurate to say that it had died. A separate holding gem is necessary for this process, otherwise, the new cells would just break down and die.

Paracelians' amorphous liquid-like bodies are attached to a holding gem, which serves as their vital core.

Paracelians have indefinite shape and can take on any form. They have translucent bodies that can sport up to three color tones.

If you're a paracelian, what jewel would your holding gem be made out of? What is the color of your body?

### **Squeeze (Major)**

You can squeeze through gaps with your liquid-like body and extend it up to 2 meters away from your holding gem. Your holding gem is a solid 15cm wide polyhedral gem located on your forehead.

### **Mimic Shape (minor)**

You can perfectly mimic the physical shape of a medium or small sized creature or object you saw within the last 24 hours. If you mimic a physical key, that key is usable. However, you cannot change the color of your body.





# LIFEFORMS OF ILLUM

## FAUNALIAN

*Average Lifespan: 50 - 120 years*

Faunalians emerged not long after the devastation of Cloudfall. Two millenia ago, a pack of illuminated beasts descended from the celestial peaks of Illum to band together against the ravaging fiends. In the aftermath, they decided to form a society.

Using their mastery of cosmic laws, beasts of four legs, feathers and scales transmuted themselves into a common sapienoid form and intermarried.

While it is easy to discern faunalians types at a glance, such as monkey, chicken, snake and rat, the animal aspects they inherit from their ancestors may manifest arbitrarily. For example, a faunalian with dolphin and dog ancestry may develop the aquatic and keen nose sub traits.

Physically, faunalians retain their animal ears and tails, but they had shed away most of their excess fur in favour of clothing. However, some faunalians retained a more animalistic look due to the practicalities of their living environment.

Now, if you're a faunalian, can you imagine what kind of animal type would you be? Do you have an ancestor of different animal type that gives you a weird ability?

### **Animal Aspect (Major)**

The Animal Aspect trait allows you to choose a **combination of two** of the following sub traits. You cannot choose the same sub trait twice.

#### **Hunter's eyes**

You roll with edge to Detect things by sight and your sight cannot be hindered by darkness. This trait does

not allow you to see through darkness created by magic.

#### **Tracker's nose**

You can memorize a scent that you have smelled in the past perfectly. You roll with edge to Detect things by scent.

#### **Climber's body**

Your Sports skill rolls to climb are made with edge and you start taking fall damage only after falling 20m (2 zones).

#### **Echolocation**

By clicking your tongue you can auditorily detect the distance of walls, objects and corporeal creatures up to 20m away. The clicking is audible from 20m away. You also roll with edge to detect things by hearing.

#### **Camouflage**

Using your minor action, you can mimic the colors of your surroundings within 10m (1 zone) of you. You can mimic with your whole body or just part of it. While mimicking with your whole body and remaining stationary, you make your Thievery skill roll with edge to hide. Alternatively, you can use this sub trait to capture an image on your body part. This mimicry lasts for 24 hour. You can dismiss this mimicry early with your minor action.

#### **Drop Tail**

You can detach your tail using your minor action. Your severed tail is considered as the same entity as you when it comes to detection spells or effects, and can be used as a decoy. You have edge on your Deception roll to make your pursuers chase your tail instead. It takes 7 in game days to fully regrow your tail or after the end of a mission or chapter. During an emergency, your tail serves as 3 portions worth of ration.

#### **Aquatic**

You can breathe underwater and you do not suffer any action penalty when moving in water. You also have edge on all your Sports roll while in water.

#### **Pouch**

You can store 1 item slot worth of items on your body. Your pouch could be in your cheek, belly or any other place your imagination dare to venture.

### **Creature Chatter (Minor)**

Using gestures, grunts and various other means, you can converse with any creature that has the "animal" type even if it's not capable of speech. You can even use the Reason skill on animals that don't speak.



## **FLORALIAN**

*Average Lifespan: 80 - 430 years*

Much like the faunalians, floralians descended from the illuminated plant lives that stirred themselves against the scourging fiends two thousand years ago. The devastation unleashed was so horrific, even the trees of Illum had to take a stand

Floralians are the best proof that all souls can gain illumination.

Due to their long life and natural patience, most village and city administrator positions are held by them. In most settlements, the population ratio would be 55% floralians and 45% faunalians, as other faunalians live nomadic or itinerant lives as herders or merchants. It is quite rare for floralians to develop the interest to travel.

Physically, floralians have a generally sapienoid form, with bark-like skins and a crown of branches on their head.

There are countless floralian plants species, from rose bushes to mango trees. If you're a floralian, what kind of a plant are you?

### **Commune with Nature (Major)**

Using your minor action, you can borrow the sense of touch and hearing of all plants within 100m (10 zones) of you. You can use the plant's limited senses to hear sounds within 10m (1 zone) of the plant and identify the shape of creatures touching or standing on the plant. While using this feature, you cannot move or use your own senses. When activated, this feature lasts for 10 minutes. You can end it early with your minor action. You can use this trait once and it's reusable after taking a long break or full rest.

### **Sample Test (Minor)**

Using your minor action, you can snap off a piece of your branch to test the effects of spells, hazards or unidentified substance without having them affect you directly. The test tells you all the beneficial or negative effects. Floralians often use this trait, to identify the effects of curse, or traps or unlabeled potions.



## **ARTIFICIUM**

*Average Lifespan: 1 - ??? years*

When an object is infused by powerful dreams, hopes and spirits, souls are attracted to occupy it, granting it life as an artificium.

This phenomenon is tremendously rare, and may only be possible in the peaks of Illum, where the laws of the universe were originally drafted.

A statue in a park where lovers make their arrangements to meet, for example, is a strong candidate to become an artificium. The probability would rise as time passes but nothing can be certain. Neither is the personality of the artificium.

Commonly, an artificium borne out of the desire for vengeance will become a justice seeker. But occasionally, their personality is an antithetical rejection of the original desires and may become a pacifist instead.

Their lifespan is indeterminate, and may just stop moving one day when they can no longer find any purpose in life.

Physically, they have general sapienoid form, but their heads still resembles the original object they came from. So, it can be challenging for many faceless artificiums to express themselves. A book artificium for example, may develop quick drawing skill and draw facial expressions on the pages during personal interactions.

There are two major kinds of Artificiums, Arma, which comes from weapons and Instrumentum, which comes from other objects. They share a common major trait, but have minor traits that reflects their origin.

If you're an artificium, what kind of an object were you?

## ARTIFICIUM ARMA

- Living Toolbox (Major)
- Weapon Eater (minor)

## ARTIFICIUM INSTRUMENTUM

- Living Toolbox (Major)
- Object Empathy (minor)

### Living Toolbox (Major)

You can morph part of your body into any type of toolkit and use it for the duration of a single task roll. The toolkit quality is the same as your mastery bonus. You can use this trait once and it's reusable after taking a long break or full rest.

### Weapon Eater (minor)

Using your minor action, you can swallow 1 item slot worth of weaponry and store it in your body as a separate compartment. You can turn your body parts into your swallowed weapons as free action when you enter combat and use it as per normal. Swapping weapons still requires minor action and you require mastery in the weapon to get the mastery bonus. You can regurgitate the weapon with minor action.

### Object Empathy (minor)

When you touch a piece of object, you can experience part of its memory. You know the name and the physical features of its owner, and also the last person besides yourself that had touched it within the last 24 hours. You can use this trait once and it's reusable after taking a long break or full rest.

## LIFEFORMS OF SANCTUM

### ONI

*Average Lifespan: 80 years*

The onis were the original inhabitants of Sanctum, until the disastrous Cloudfall brought the angel and asura to their shores.

These once reclusive people had to adapt against the onslaught of the undead legion by working together with the newcomers, and over time, they intermarried and developed unique traits. As the angels could project halo above their head, onis gained the ability to project spectral mask over their face using their horns.



Oni's sigil mask has the special property of preventing anyone from recognising the user. Onis belonging to prestigious clans will be taught a special mask pattern that can only be recognised by fellow clan members.

The average onis may use this ability to develop a personal pattern or share a pattern that they use among friends or gangs.

Physically, onis have sapienoid form and two horns protruding out of their forehead.

If you're an oni, what would your personal mask pattern look like?

### Sigil Mask (Major)

Using your minor action, you can manifest an illusory mask of your design over your face. While this mask is manifested, no one can read your emotion or remember any details about you, such as your physical features, clothing and voice. All they can remember is your mask pattern which you can create freely.

Psychology skill rolls made against you while you have your mask on automatically fails. You can dismiss the mask or change its pattern using your minor action.

### Shadow Meld (minor)

You can make Thievery skill rolls with edge to sneak and hide when the sun is not in the sky.



## **ANGEL**

*Average Lifespan: 80 years*

Two millenia ago, a fleet of angels left their homeland, Avalon, to escape the advances of the undead legion. They ended up settling in Sanctum and made a stand on the island.

After two millennia of intermarriage, the angels have lost much of their original traits and they could no longer fly. Their once feathered wings have been replaced by spectral ones and horns grow on their head, out of which, their halos are projected.

Angels are classified as Messenger or Charioteer depending on the inherited traits they manifest. Charioteers are relatively rare, and only one out of every five angels become one.

Like onis, angels belonging to prestigious clans may be taught special halo patterns for identification and they may use personal patterns among friends.

If you're an angel, would you be a messenger or a charioteer? What does your personal halo pattern look like?

### **MESSENGER ANGEL**

- Angel's Descent (Major)
- Light Halo (minor)

### **CHARIOTEER ANGEL**

- Be Not Afraid (Major)
- Light Halo (minor)

## **Angel's Descent (Major)**

You can use your minor action to slow the speed of your fall. You do not take fall damage when you land on that turn.

## **Be Not Afraid (Major)**

Using your minor action, you can summon rings of light lined with countless rows of eyes to appear around you. While these rings are present, you can see in all directions around you at the same time and no creatures can say a word of lie within 30m radius of you. This effect lasts for five minutes and you can end

it early by using your minor action. You can use this trait once and it's reusable after taking a long break or full rest.

## **Light Halo (minor)**

Using your minor action, you can emit 30m of bright light from your halo and spectral wings. The light can be turned off with your minor action.



## **ASURA**

*Average Lifespan: 80 years*

The asuras originally came to Sanctum as mercenaries, chartered to fight the undead legion. But they ended up stranded, as the route to their homelad was cut off by the expansion of the undead legion.

Over time, they settled and grow accustomed to their new home. In the process, they lost four out of their six physical arms. They're now replaced by four spectral arms that are projected out of their shoulder horns.

Asuras belonging to prestigious clans are taught special hand signs, called mudras, that can only be recognised by fellow clan members.

If you're an Asura, what's your favourite hand sign?

## **Phantom Arms (Major)**

You have four phantom arms and you can toggle their visibility with your minor action. While invisible, you can make thievery skill roll with edge to pickpocket using them. While visible, you make all your brute skill rolls with edge. You can only use a pair of your arms effectively in combat. You can use your minor action to switch to which 2 out of your 6 arms to use in combat.

## **Sense Violence (minor)**

Using your minor action, you can sense if there was a fight or bloodshed within 30m (3 zones) of you in the last 24 hours. You know the rough number of the participants hurt or killed.





## **HUMAN**

*Average Lifespan: 70 years*

Humans were the first new lifeform to be discovered after Cloudbreak, when a large section of the Cloudwall mysteriously collapsed.

Emerging out of caves without records of their past and speaking no languages, this mysterious new lifeform perplexed all scholars. It was speculated that they might hold some answers to the calamitous Cloudfall from two thousand years ago, but no useful information could be gained from them.

After leaving their dingy caves, the humans were quick to adapt to life in the four regions, finding a niche as intermediary. Being a politically neutral lifeform unaffiliated to any region, they can travel the four regions without worrying about political repercussions.

In turn, many humans found success as travelling traders and skilled labourers one hundred years since their discovery.

If you're a human, in which region do you think your family would've settled? What kind of craft would they have picked up, and are you interested in continuing the family trade?

### **Specialist (Major)**

You get an additional toolkit mastery during character creation.

### **Traveller (minor)**

You can carry 1 additional item slot worth of item.

## **ARMGEIST**

*Average Lifespan: - years*

The existence of armgeists were only revealed after they had lived among the cloudbreakers for decades. They should have known that there was something very fishy going on when some cloudbreakers, who were thought to have died, returned without memory and wielding a strange weapon.

Armgeists do not seem to have access to the memories of the hosts they possess, but they know their hosts' one final wish. A covenant they formed to allow the armgeists to control the hosts's body. Once it's accomplished, the armgeists will proceed to fulfil their own final desires. And after accomplishing that, they will cease to exist. In rare occasions, the armgeist's consciousness belonged to the dead host itself.

The armgeist's origin is a mystery, but it is apparent that they're created by an unknown or multiple unknown creators roaming somewhere beyond the cloud walls. The technique used to create them is similar to spiritcrafting and soulcrafting, other than that, nothing else is known.

*(This lifeform is an advanced option. Players may need to control and create backstories for up to 2 personalities, the host and armgeist. To reduce the roleplay load, you may want to use memory loss as excuse.)*

### **Armgeist Possession (Major)**

You start the game in a weapon form of your choice, such as a longsword, a bow or other mundane weapons on the weapon list in Chapter 9, that are neither machinarm nor spiritarm. Then choose a lifeform or custom lifeform to be your host. You can use their lifeform traits and control them as your own body while they're within 10m (1 zone) of you. You still need the relevant mastery to wield your weapon form.

Your host lifeform can be a corpse or someone who has willingly let you take complete control over their body. Your statistics, masteries and personality overwrites that person's abilities. You have no access to their memory, but you may communicate with the willing host's mind and personality if it's still alive. If your host is reduced to 0 Resolve, you shatter while leaving your host barely alive. The revival process is the same, except that you need to have a host and spend an extra 100 Cred to hire a blacksmith.

As a weapon or a set of weapons, you occupy item slots as normal. You cannot be disarmed unless you allow it. If you are placed 10m (1 zone) away from your host, the host will collapse into a lifeless puppet. And

after 24 hours, you will lose control of the body & shatter. As an disembodied armgeist, you can still see, hear and communicate telepathically with creatures touching you.

You can spend 5 minutes (short break) to meld with a different weapon, turning it into your new weapon form. Your original weapon form disappears into it. You can spend 5 minutes (short break) to separate yourself from your melded weapon and return to your original weapon form.

## Living Weapon (minor)

You can use your Major Action to fold your body and inventory into yourself and let yourself be wielded by another PC or NPC in the same zone as you. They still need the proper mastery to wield you, and obviously they cannot wield you if you're not in weapon form. Alternatively, you can use your Major Action to temporarily assimilate your body to a weapon in your inventory to be wielded by another PC or NPC in the same zone as you. You retain your HP, MP, Resolve, Defense and fortitudes and are considered as a separate target on the same unit.

While being wielded, with your wielder's consent, you can use your own actions to control your wielder on your own turn as if you're controlling that character. You can also use your own actions to activate the wielder's instant features. You cannot use any of your own features or your actions on yourself besides using your Major Action to return to your original form. You also transforms back into your original form when you're downed.

## KORPOCLE

*Average Lifespan: 30 years*

Pocles are tiny watermelon sized sapienoids. When three of them get along really well, they will form a powerful bond and meld into a single Korpocle. The Korpocle is a medium sized sapienoid with the combined personality of the three. After spending an indefinite amount of time in Korpocle form, they may split into four pocles. When a hundred of them meld together, they turn into a colossal Kingpocle.

Biologists and even bio-thaumarcantists have difficulty explaining how this lifeform functions. Legends from the Melus Islands, however, suggests that they're created out of the pearl of a dragon.

Whatever their true origin is, they have proven themselves to be the indefatigable members of Cloudbreaker Alliance.

If you're a korpocle, who are your three pocles? Whose

personality is dominant in your korpocle form?

*(This lifeform is an advanced option. Players may need to control and create backstories for up to 3 personalities, one for each pocle. To reduce the roleplay load, you may want to spend most of your time in the combined Korpocle form.)*

## Kor-Pocles (Major)

Your size category is Medium, using your Major Action, you can split into three separate Very Small sized sapienoids called pocles.

- A pocle has the following traits:
- A pocle is the size of an item slot and can be carried as one.
- Your Brute, Endurance & Intimidation skills are rolled with setback.
- All damage a pocle deal is halved (rounded down).
- All attacks hitting a pocle become critical hits.
- Each pocle acts independently as separate units but shares the same action pool, HP, MP, Resolve, Tokens & Inventory Slots.
- When you die as pocles, the last pocle to receive damage is killed & destroyed. Reviving this character means that you have convinced another pocle to join you.

As pocles, you can use your Major Action to magically teleport two other pocles into the position of a pocle of your choice and reform into a Korpocle. When a pocle is moved 100m (10 zones) away from each other or you are downed, you are forced to automatically reform to a pocle of your choice.

In Critical Situations, you need to use separate minor actions to move each pocles. Any pocle can attack using the smaller duplicate of the weapons you wield. Swapping weapons applies to all pocles.

## Multi Personality (minor)

You get 1 additional Quirk Point during character creation, starting with 3 instead of 2.

# **DRAGONCAST**

*Average Lifespan: 120 years*

The Jade Shrine of Melus Islands hides its inhabitants with magical invisibility, upon the condition that no descendants of the Island of Oni sets foot in it. For nearly two millenia, the dragoncasts have kept their end of the bargain.

According to the legends of Melus Islands, a long time ago, an oni deceived a dragon and stole two priceless treasures from her. Upset by the betrayal, she built a jade shrine to keep her home hidden from all, monsters and outsiders. Her name was Mother Pearl, the progenitor of the dragoncasts. She left the islands not long after laying the eggs containing their ancestors.

Interestingly, thaumarcanic research into their biology reveals information that distresses the dragoncasts. And those who heard it will vehemently deny this information. According to the test results, dragoncasts have ancient oni ancestry.

Dragoncasts have long scaly tails and majestic many branched horns on their head, which glows faintly in the dark. Each dragoncast's horns have unique antler-like shape, resembling one of the many species from the Cervidae (or deer) family.

If you're a dragoncast, what does your horn look like and what's the color of its glow?

## **Command Water (Major)**

Your power over water allows you to walk on water, breathe underwater and you do not suffer any action penalty when moving in water.

Additionally, you have three uses of water command which you regain after a full rest. Using your Major Action and a water command, you can do one of the following:

- Expel up to 1 bucket's worth of water out of your palm. You can choose to expel it gently or with enough force to hit a target up to 10m (1 zone) away. You can roll with mastery to attack a target with this. The target you hit does not take damage but is pushed 1 zone away from you.
- Create a 5m radius air bubble in your zone that lasts for 1 minute. The bubble is centred on you and moves with you. You can use your minor action to dismiss the bubble early.
- Create a localised rain that affects a zone. The rain lasts for 12 seconds (1 round).

## **Majestic Horns (minor)**

While a creature is within 10m (1 zone) of you, and can clearly see your horn, you can roll Appeal against that creature with edge.

# **CUSTOM LIFEFORM**

Since Cloudbreak and the discovery of humans, new lifeforms were discovered in droves. Currently, among all registered lifeforms, around seven percent are still waiting to be classified.

This process could take a long time, especially if the lifeform has long lifespan. The humans themselves had to wait for almost ten years to be categorised as their own species, after being previously misclassified as an orc sub species and a new type of ape faunalian.

If you're a unique lifeform, what traits do you have, and what do you look like?

## **Three Trait Points**

You have 3 trait points to spend on acquiring traits. A major trait (Mjr) cost 2 points & a minor trait (Mnr) cost 1 point. Xtra traits are free to acquire.

## **Xtra Traits**

Currently, there is only one Xtra trait, Small. Any creature can be small sized, since you can play as a younger person, or just a short person.

If your character grows up through your campaign, then you can consider removing the small trait. This would not affect the gameplay much, since there advantages and disadvantages of being small.