

/// The Gods /// of New Braemar

An Original Setting for the
Genesys Roleplaying Game System

First Edition

By Ajey Pandey



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Introduction

Laura Warwick hadn't slept well since The Deep One spoke to her.

Any time she closed her eyes, she saw It--this Being made of the shells of dead mollusks, this Being one named...

Well, Its actual name transcended human phonemes, but Laura knew Its name, could hold it in her hands, could feel it crawl through her veins.

Laura knew none of the words the Old God spoke to her, but she knew It demanded her service.

Such was her Fate. It was daunting --horrifying, even. But who would deny the honor of such service?

Those dreams haunted her for a week before Laura sought out Mother Nickerson.

She needed guidance, comfort...a path forward set in a language she could speak. And Mother Nickerson, of all people, would know.

Themes & Influences

- Gothic and cosmic horror (cf. Bloodborne, H.P. Lovecraft)
- Early industrial technology, augmented by magic (cf. Howl's Moving Castle)
- Noir detective iconography
- Sailing ship sea shanties

Content Warnings

Note that this Genesys Foundry setting document contains information regarding:

- Alcohol and heavy alcohol consumption
- Blood, including people drawing blood from their own bodies
- Religion and religious practice
- Violence, death, and killing
- War, chemical warfare, religious warfare, and war refugees

Please discuss with your gaming group how the group wants to approach these and other potentially disturbing topics.

Utilize safety tools like the X/O-Card, Lines and Veils, Cut and Brake, and Script Change.

Although this setting allows (and in fact welcomes) levity and creative expression, note that it takes violence (especially killing) very seriously.

Game Masters should not discourage violence per se, but they should emphasize the weight of taking a person's life, even if that person is outlined by an abstract stat block.

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Tropes

The Mundanity of the Other

Much of the culture in New Braemar can be seen as a counterpoint to the horror in cosmic horror (particularly the tradition of the notable writer and racist, H.P. Lovecraft).

The ornery fish-people praying to a squid God's idol are your neighbors; they host dinner on Saint's Day.

The blood mage fashioning elixirs and prophecies out of congealed blood is a doctor, and your uncle owes his life to her. And the sailor with dark skin and coiled hair is your friend, who arrived here three years ago and realized this was his true home.

Many tales draw fear out of the Other, but in New Braemar, the Others are people, like any other.

The Weight of Violence

Violence is not inherently evil, but it takes a certain force of will to kill another human being.

This setting recognizes that weight: if your character takes a life, they ought to be shaken by the act, regardless of abstract morals (or else be emotionally vacant enough to take a life without flinching).

No life is expendable, and no killing will be easy.

The Looming Threat of Technology

Technological progress, too, is not inherently evil, but technology in the hands of the powerful becomes a tool to further consolidate power.

Automated machines are used by corporate barons to depress wages. International trade facilitates international exploitation. And great advances in magic and technology are funneled into greater implements of war.

The world is changing quickly, and the Central Sea is a spark away from total war.

Stories to Tell

- Restless spirits are restless for a reason. Calm angry ghosts by solving that which causes them anguish, filling in the pieces lost to time or sea.
- Braemariners like to hold onto bad blood--and sometimes, that blood must be spilled.
- Strange creatures haunt the marshes and shores and isolated islands of New Braemar. Whether you hunt, study, or tame them is up to you.
- The world outside is changing rapidly--and that change is washing ashore. Reckon with it as you see fit.
- The villages and homesteads of New Braemar are quite isolated--and shipping goods and stories is still rather difficult.

Attributes

In practice, quantifying beings as frail as humans is a futile act. However, for the purposes of participating in fantasy with friends, offering such numbers provides a framework for that fantasy.

Play requires defined limits to one's agency, so that players can find an even better means of excelling within those limits, or cheating their way around them.

Attribute 1	below-average capacity in that aspect.
Attribute 2	average capacity, relative to non-adventuring folk.
Attribute 3	above-average capacity.
Attribute 4	incredible ability, such that your character are known for that ability.
Attribute 5	superhuman ability.

On World Design

This document outlines a world in a design one could describe as a “sandbox.”

The world has geography, history, and politics meant to facilitate a myriad of stories without imposing any one kind of story. This situates this setting within a style of role-play known as “Old-School Revival,” or “OSR,” in that—if a group so chooses—an entire fantasy could be acted out by tearing about the world in an organic (or haphazard) fashion.

Alternately, a group could play a “story game” within this setting, a world that sits on several powder kegs: brewing war between imperial powers, the looming threat of technological progress, nations threatening to buckle beneath supernatural plagues.

The setting dwells on themes that (hopefully) are well-described in the following pages, and a group could act out a collaborative story tied around one or more of those themes (or different themes entirely).

Notably, however, there is no one story to the world around New Braemar. There is no defined resolution to looming conflicts in the setting. And there are deliberately few named non-player characters, save for vignettes that serve to illustrate tone, not to introduce important people. Each group gets to make their own interpretation of the world, to serve their own roleplaying desires.

That said, the setting sets boundaries: the social binds of small-town politics, the limitations of magic and technology, the mechanical limitations of attributes and skill ranks and talents.

They all limit players, setting boundaries and consequences. However, many a tale has come from characters circumventing rules, and (in many cases) finding themselves in greater danger for their cleverness.

On Nomenclature

New Braemar, in terms of real-world analogues, draws influence from English and Scottish nomenclature and food, albeit with more sand and a great deal more salt. As a starting point, consider common family names in New Braemar in the section Food: Culture.

However, New Braemar is the sort of place where sailors stay either for a week or for three generations.

Players should not assume a uniform race or ethnicity within New Braemar, for that does not exist. Consider names with Persian, Indian, German, and (potentially) Japanese or Korean roots.

However, pulling influence from non-European cultures gives no license to engage with a depiction of stereotypes, because an underlying goal of this setting is to reveal the mundanity in the Other.

The player-character with a non-European surname should be just another person: a soldier, a preacher, a detective, a union operator.

For guidance on playing non-white characters, consult the article “**May I Play A Character From Another Race?**” by James Mendez Hodes.

Archetypes

“The hell d’ya learn that, Lilah?” Orson’s face was agape as he watched his companion poke at a lock with a spare hairpin. “I thought you were the ‘straight-and-narrow’ type gal.”

“Well,” Delilah said, staring down the lock as she talked, “If you spend your entire childhood untangling knots your dad screwed up--” The lock clicked open, and Delilah looked at Orson “-then you get rather good at fiddling with things.”

No one person has the same story, but many people follow similar story arcs. Archetypes embody this notion as a starting point for imagining characters.

For example, not all laborers are exceptionally strong, but people who do manual work tend to be somewhat stronger than those who don’t.

Thus, we consider such broad archetypes below.

Consider them as a guideline from which to flesh out more interesting stories.



Bookworm

1 Brawn. 2 Agility. 3 Intellect. 2 Cunning.

2 Willpower. 2 Presence.

8 + Brawn Wounds. 12 + Willpower Strain.

100 Exp.

1 Rank in Knowledge (Temporal), Mechanics, or Medicine

A person who has read a lot of books in their time. Perhaps your character was a homemaker reading in between chores. Perhaps they were a sickly child reading about the world beyond their bed.

Or maybe they were rich enough to go to a university. By one means or another, your character got access to lots of learning--perhaps that’ll come in handy once bullets start flying.

Relevant Information: Flip 1 Story Point to make a skill check scale with Intellect.

Farmer

3 Brawn. 2 Agility. 2 Intellect. 2 Cunning.

1 Willpower. 2 Presence.

12 + Brawn Wounds. 8 + Willpower Strain.

100 Exp.

1 Rank in Athletics, Discipline, or Resilience

A person familiar with farm work. Your character is one with the land--or at least a specific piece of land--and that labor has hardened them, to better face what comes of them next.

I’ve Had Worse: Flip 1 Story Point to reduce a Critical Injury down to 01.

Fisher

2 Brawn. 2 Agility. 2 Intellect. 3 Cunning.
2 Willpower. 1 Presence.
10 + Brawn Wounds. 10 + Willpower Strain.
100 Exp.
1 Rank in Sailing, Survival, or Stealth.

You eat when you're hungry, you drink when you're dry. Your character spent their days at sea, often with limited contact with other souls--not that they missed it. The Gods, of course, sense the salt in your character's blood, and They favor your character for it.

Grace of the Ocean: Flip 1 Story Point to re-roll a check of your choice--but add **+KK** to your gamble.

Merchant

2 Brawn. 1 Agility. 2 Intellect. 2 Cunning.
2 Willpower. 3 Presence.
8 + Brawn Wounds. 12 + Willpower Strain.
100 Exp.
1 Rank in Perception, Negotiation, or Vigilance.

Someone familiar with selling (and perhaps producing) saleable goods. Business requires a silver tongue and a winning smile, and your character has taken on those gifts. Just make sure your character have a backup plan, should bargaining get ugly.

Forceful Personality: Flip 1 Story Point, such that upon your next skill check your character doubles the Strain they inflict or heal.

Wanderer

2 Brawn. 2 Agility. 2 Intellect. 2 Cunning.
2 Willpower. 2 Presence.
10 + Brawn Wounds. 10 + Willpower Strain.
110 Exp.
1 Rank in any skill you like.

The winds of war and chaos have brought your character here, to New Braemar. What strange land do they hail from? What did they bring from there? What do they seek here? The story is yours, and yours alone.

Heirloom: Your character begins their journey with a strange and unique item from their homeland. Discuss with your Game Master what that may be.

A Gambit for Daring Players

Many who partake in role-playing fantasies enjoy the practice of "min-maxing," in which one imagines characters who achieve great feats of capacity, balanced with glaring deficiencies.

Some consider this to be cheating--in many settings, a "min-maxed" character can take glory when their strengths allow, and let their companions paper over their weaknesses.

However, this setting document embraces this practice. Not only do great strengths lend to compelling stories, but many stories can also come from forcing characters to face their own grievous deficiencies.

After choosing an archetype, a player can make a Gambit with their Game Master.

The player can reduce up to 3 statistics from 2 to 1, in exchange for 20 Exp. that can be spent to increase any other statistic.

Careers

“Tell me what you’re good at.”

The Herring leaned back.

“As I’m sure you know, I have a background in investigation. I worked in the Barllon Holy Inquisition for a stint, I did some work for a mining company down south, and now, I’m a bit of...I guess you could say a freelancer.”

“That’s not what I asked.” The voice behind the desk suddenly grew harsh.

The Herring pursed his lips.

“...Yes. What I’m good at, in terms that matter to you, is finding people. Like that ichormancer I’m sure you were about to mention.”

Not every sailor can hold their liquor, but they get more of a chance to practice than an average townsman. Such is the impetus for careers.

Picking a career offers your character eight skills for which they receive an Exp. discount in.

Your character also starts with one rank in four skills related with their career. You cannot raise any skill past one rank with starting Exp.

Divinators and Ichormancers only receive five career skills to start with, and start with one rank in only three skills.

Attunement to the sea is demanding, and magical specialization must come later.

Captain

The seas are a strange place, but it’s a realm your character arguably knows better than the land.

Maybe they’re a grizzled captain of a trading galleon, maybe they’re a lieutenant on a warship, maybe they’re piloting a small fishing craft, but your character has the will (and ego) of a leader.

Perhaps someday their subordinates will listen.

Charm, Coercion, Discipline, Knowledge (Temporal), Leadership, Negotiation, Ranged (Light), Sailing

Divinator

A holy priest who speaks to the Beings of the Sea and welcomes Their dark embrace with flame and salt.

Your character is a preacher, a war magician, a bringer of doom and salvation alike. With hymns of sea and marsh and sand, they bring the whim of the Tides to mortal souls.

Charm, Divinity, Knowledge (Holy), Leadership, Resilience

Divinators may pick only three starting skills.

Hunter

It helps to know one’s way around the wilds.

The densest bogs and forests of New Braemar hold great secrets, and a select few can navigate their way in. Whether your character brings townsfolk along is up to them.

Athletics, Brawl, Coordination, Medicine, Perception, Ranged (Heavy), Stealth, Survival

Ichormancer

A blood magician who makes sacrifices to the Deep Lords to beseech Their murky favor.

Your character is a healer, a seer, a quiet conjurer of fortune and decay.

A foreigner may call their work “foul dark magic,” but how foul can the sea’s loving embrace truly be?

Discipline, Ichor, Knowledge (Blood), Perception, Skulduggery

Ichormancers may pick only three starting skills.

Professional

New Braemar is a small place: even Reawick is only beginning to resemble what other lands would call a city.

Your character, however, received professional training elsewhere, through some combination of wealth, intelligence, grit, and luck.

But now you’re back home, applying foreign knowledge to local problems.

Discipline, Knowledge (Temporal), Mechanics, Medicine, Melee, Negotiation, Sailing, Vigilance

Sailor

To sail requires strength, will, and the willingness to snap a corsair’s neck--or a deckhand’s neck, if you are the corsair.

The sea can be a cruel and lawless realm, so your character need to know how to handle themself when fighting off attackers in a squall.

Athletics, Brawl, Cool, Coordination, Perception, Resilience, Sailing, Streetwise

Scoundrel

Every town and city has an underbelly, and that underbelly is your playground.

Swindle, steal, kill if you have to--even Death can be conned if you’re clever enough.

Charm, Cool, Coordination, Deception, Ranged (Light), Skulduggery, Stealth, Streetwise

Soldier

An individual trained in killing, whether for a flag or for a paycheck. A Divinator might say they’re the final arbiter of who lives and who dies, but that’s bull.

Sharpened steel and fiery lead are the true deciders, and your character knows their way around both.

Athletics, Brawl, Coercion, Melee, Ranged (Heavy), Resilience, Survival, Vigilance



Motivation

Motivation in New Braemar takes on two forms: a Ghost Haunting You, and a Reason to Kill. The former provides a link to the past, for New Braemar is forever tied to the past.

The latter provides repercussions for killing, for New Braemar takes spilled blood seriously.

A Ghost Haunting You

“Tell me, what brought you here?”

Choi looked at the captain, her stone face broken for a moment. She composed herself again before saying, “Work. I need work.”

The captain raised an eyebrow. “As what?” they said, knowing full well the answer.

Choi shifted her weight to show her weapon—an imposing greatsword adorned with calligraphy.

“You know the wars are elsewhere, right?” The captain said.

Choi knew. “I...I...” She wanted to say anything, anything but the truth.

“Don’t want to talk about it?” The captain said. Seeing Choi nod, they continued, “I understand. So tell me: what kind of work do you want?”

Choi stared daggers into the captain. “Whatever returns the Seong name to the history books.”

To walk in New Braemar is to literally tread upon the bones of the dead—and in such a land, what surprise is it that everyone is haunted by the past? However, such influence from one’s forebears may not entirely be a curse.

After all, the voices of the past may provide guidance for the future—or the will to keep fighting.

A ghost may be a true ghost, rising from the

grave to torment your character. Or it could be a memory, or a promise, or a debt they must pay (or perhaps can no longer pay). A restless spirit is scarcely the only way for the past to haunt one’s present.

You can roll a d10 to randomly select a Ghost for your character.

- 1. A parent.** A cruel father haunting their dreams. A promise to their mother to return home. A lingering will to find parents they never knew.
- 2. A child.** A daughter lost early to consumption. A son in a faraway war. A baby whose cries still ring in their ears.
- 3. A mentor.** A master who taught them all they know. A captain who (posthumously) took them under her wing. A commander who sacrificed himself to save them.
- 4. A friend.** A drinking buddy they lost in a war. A childhood friend who haunts their pocket watch. A bet they haven’t followed up on.
- 5. A rival.** A foe who vanished before they could face him. A slight they never forgave. A nemesis who hounds them even in death.
- 6. An ancestor.** A namesake they must live up to. A great-great-grandmother who still won’t leave her rocking chair, decades after her death. A family name that they must return to glory.
- 7. A lover.** A spouse whom they buried themselves. A husband waiting for their return. An ex-lover who will never forgive their betrayal.
- 8. An old legend.** A hero they seek to follow. A line of prophets they’re convinced they’re part of. A serial writer whom they follow in papers bought around the world.
- 9. A home.** A village lost to a storm. A homeland they left years ago. A house lost to calamity.
- 10. A stranger you cannot forget.** A shopkeep with eyes that haunt them to this day. A vagrant who warned them of a coming storm. A savior they still aren’t sure was real.

A Reason To Kill

Brother Joshua beheld the hole in his attacker's neck, its cruel crimson cascading down a body slumped against a wall, directly across a revolver still smoking in Joshua's trembling hands.

An adversary. A murderer. A sinner. A man. A person.

A dead body.

Brother Joshua sank to his knees, still clutching the pistol he ripped from the man lying dead in front of him.

The man he killed. A man with friends and family and rivals and a scant few seconds to realize he was dying.

All Joshua could do was stare at his hands, at the gun in his hands, at the half-worn inscription on the grip, at the former name of the corpse in front of him.

As a player of an irreverent fantasy, violence is part of the joy of play. But killing actual people requires a brutal force of will--especially if you have to look your victims in the eye.

The people you play in New Braemar potentially have the horrific strength to tear life from a fellow mortal--and you need to consider why.

Of course, one's reasons for killing can change from any number of circumstances.

You can roll a d10 to randomly select a Reason to Kill for your character, although this is discouraged.

Instead, it is suggested that you build out a personality and story for your character, and then consider what would drive them to kill.

1. Anything. Maybe they don't know it, or maybe they won't admit it, but your character enjoys watching the life bleed out of someone. Every time your character kills a person, they recover 2 Strain, to the horror of everyone else.

2. A paycheck. Killing is serious business, but it's your character's business. It takes a cruel moral detachment to distill the weight of murder to a monetary value.

3. Honor. Whether their honor is written in a code or found in a whiskey bottle, your character will not stand to see it besmirched. If your character's honor (or ego) is challenged for any reason, take 1 Strain--unless they respond with violence.

4. A noble cause. Or at least, noble to your character: heroes and villains alike kill in the name of what they think is right. If your character kills someone for the wrong reasons, take Strain equal to half your total Strain threshold, rounded down.

5. A flag. A lord asked your character to fight, and they did. Maybe they question that lord's reasons, but they wouldn't say so out loud. The weight of warfare is coming for them--but not yet. If your character kills someone that their flag would not consider an enemy, take Strain equal to half their total Strain threshold, rounded down.

Fate

6. Revenge. Vengeance can motivate some of the most heinous crimes known to humanity. But perhaps some crimes can only be cleansed with revenge. One hopes that your character's will to violence dissipates at the end of their reign of blood. If your character kills someone on the path to their revenge, take 2 Strain. If they kill an innocent person, take Strain equal to half their total Strain threshold, rounded down. When your character exacts their revenge, recover all Strain, then reconsider their reasons to kill.

7. Self-Defense. Your character would never raise a blade if they could. But if they were forced into self-defence, it's on. If your character kills someone in self-defense, take 2 Strain. If they were the aggressor, take Strain equal to half their total Strain threshold, rounded down.

8. Friends. Violence shakes your character--as it should. But the more people one would kill for, the more comfortable they truly are with killing. If your character kills someone to protect their friends, take 2 Strain. If they kill for any other reason, take Strain equal to half their total Strain threshold, rounded down.

9. Your family. Killing is serious, but your character truly would do anything for those they love. If your character kills someone to protect their family, take Strain equal to half their total Strain threshold, rounded down. If your character kills for any other reason, take Strain equal to 1+ their total Strain threshold, as they reckon with their actions.

10. Nothing. Your character could never forgive themselves for murder--no matter the consequences. If your character takes someone's life for any reason, take Strain equal to 1+ their total Strain threshold, as they reckon with their actions.

"Mother Emma, the nightmares came back."

The old divinator cocked her head.

"Did they, Hope? And what did you see in those dreams?"

"I dreamed about this old man...he..." Hope struggled to find words. "...he was very very sad. He had this big house but it was empty and it was just him in the house. And the man was looking at a pot of flowers but the flowers were dead and then they turned to dust and then the house turned to dust and the man turned to dust and then I woke up!"

Mother Emma moved to speak, but the girl kept talking.

"And then this morning I walked by a flower store and I thought, I need to buy one! And then I bought one, and I carried it with me through school, and then when I was walking home, I saw the old man from the dream! And he saw me and I saw him and I was scared so I just ran back home and Mother Emma why was he in my dreams?"

Mother Emma paused for a moment.

"...Sometimes, the Gods...they have plans for us."

"Like what?"

"Like...well, like for you. How you saw this man in your dreams. From what you're telling me, you saw that perhaps this man is lonely, and you also saw a way to perhaps make him feel better."

"But I don't like these dreams!" Hope cried.

Mother Emma looked distant for a moment.

"...I know. Sometimes the will of the Gods feels...well, miserable, really. But... They're looking out for you. And...and I've learned that embracing your Fate makes you happier than not."

Mortals in New Braemar live close enough to the sea that the Gods of the Deep have inscrutable influence on their lives.

Thus, all in New Braemar have a holy Fate dissolved into the sea, a Fate with a vision of Glory and a vision of Doom. Some embrace their Fate, reveling in the will of the Great Ones, and others reject it, choosing to chart their own future.

However, no mortal can take in their Glory without also reckoning with their Doom.

Manifesting Fate

Before each session, roll a d100. If the value of your d100 roll is below your character's Fate value, then the Gods show Their influence, both in Glory and in Doom.

Fate Values

Fate is a value between 0 and 100.

All characters start with a Fate of 35.

Any time you spend Exp., you can increase or decrease your character's Fate by up to the value of the Exp. spent, divided by three and rounded down.

If you spend 15 Exp., you can increase or decrease your character's Fate by up to 5. If you spend 20 Exp., you can increase or decrease your character's Fate by up to 6.

If an ichormancer has a Fate greater than 80, they receive +1 Wounds. If an ichormancer has a Fate greater than 90, they receive +2 Wounds.

If a divinator has a Fate greater than 80, they receive +2 Strain. If a divinator has a Fate greater

than 90, they receive +4 Strain.

To cast magic, your character must have a Fate greater than 30.

To speak to the Old Ones, your character must listen first.

Giving Into Fate

During character creation, your character can **"Embrace their Fate" which will raise their Fate to 65 in exchange for 10 starting Exp.**

Picking Your Fate

You, unlike your character, have a choice about what your character's Fate truly is. Pick whatever you like (as long as your Game Master accepts it). Suggestions are provided below, but this is by no means an exhaustive list. You are encouraged to find a pithy name for your character's Fate.

Visions of Glory

- **Armistice:** Your character is the last one targeted in a fight--unless they strike first.
- **Congeniality:** People inexplicably think fondly of your character.
- **Connection:** Your character may have never been here, but they know where they're going.
- **Endurance:** Add **+B** to Resilience checks and Medicine checks for healing your character.
- **Faith:** People are more likely to live up to your character's expectations.
- **Insight:** Your character know swhen danger approaches.
- **Invulnerability:** Once per session, if being dealt Wounds, flip 1 Story Point to take equivalent damage to Strain instead.

- **Mercy:** People your character strikes down survive, by incredible circumstance.
- **Perfection:** Once per session, flip 1 Story Point to replace a roll with a Triumph.
- **Prophecy:** Once per session, your character catches a glimpse of the future.
- **Serenity:** Your character receives **+B** to Cool checks and checks for recovering Strain.
- **Streak:** Upon achieving a Triumph, add **+BB** until the encounter ends or your character receives a Despair.
- **Temerity:** Once per session, flip 1 Story Point to do something impulsive without facing consequences.
- **Understanding:** Once per session, flip 1 Story Point to know something about a non-player character that your character has no reason to know otherwise.
- **Wealth:** Your character miraculously receives more money (or resources) than expected.
- **Brutality:** Your character inexplicably sees the worst way someone could die.
- **Cassandra:** People are not inclined to trust your character's word.
- **Clumsy:** Once per session, GM can spend a Story Point to have your character break an important piece of equipment in a particularly embarrassing manner.
- **Consumption:** A lingering sickness rises, reducing your character's Brawn. Take **+KK** to all checks tied to Brawn and reduce your character's Wound threshold by 2.
- **Elsewhere:** Your character's mind drifts elsewhere, reducing their Cunning. Take **+KK** to all checks tied to Cunning.
- **Negligence:** Once per session, GM can flip 1 Story Point to have something vital go missing.
- **Nerves:** Upon receiving a Despair, take **+K** on all ongoing rolls. Receiving additional Despair adds additional **+K** on all ongoing rolls. Make a Daunting (**PPPP**) Cool or Discipline check or recover all Strain to calm down.

Visions of Doom

- **Agitation:** Your character receives **+KK** to Cool checks and checks for recovering Strain.
- **Antipathy:** People inexplicably don't like your character very much.
- **Babel:** Your character's writing and speech are incomprehensible to all others.
- **Bloodlust:** If your character enters combat for any reason, then fail to kill something, take Strain equal to half your character's Strain threshold. If stricken with bloodlust, take no Strain penalty for killing.
- **Blunder:** Once per session, the Game Master can spend a Story Point to have your character's attempts at goodwill backfire catastrophically.
- **Oblivion:** People struggle to remember who your character is.
- **Poverty:** Your character can never hold onto their money, no matter how hard they try.
- **Scapegoat:** If something goes badly, your character is first to be blamed.
- **Temperance:** Imbided concoctions do not affect your character, whether it be healing blood, consumed toxins, or--most importantly--alcohol.
- **Treachery:** Once per session, the Game Master can spend a Story Point to have a non-player character betray you.
- **Torment:** Your character is plagued by horrific dreams. They may only recover up to half their Strain (rounded down) with rest.

Associations

New Braemar is a small place, where everyone knows everything about everyone else, and where word gets around shockingly quick for a place without telegraph lines.

Everyone knows about your parents. And about your siblings. And about that time you ran Josephine Winter's prized sloop aground when you were fifteen.

Braemariners are nice folks as long as you, too, stay nice. But if you're ever caught messing with cadavers, you'll doom even your kids and grandkids to a forever-tarnished reputation.

Smaller slights can eventually be forgiven, but many Mar'ner nicknames grew from foolish gaffes that never stopped being fun to mock.

This document provides no specific rules for how to approach associations and reputations, nor should such hard-and-fast rules be given.

Remember that Mar'ners in New Braemar are typically known of before they arrive.

If someone doesn't know a given character, they may know their mother or uncle.

And if someone commits a grave crime or heresy, that shadow pulls in everyone close to them, as well.

Skills

- **Athletics** (Brawn)
- **Brawl** (Brawn)
- **Charm** (Presence)
- **Coercion** (Willpower)
- **Cool** (Presence)
- **Coordination** (Agility)
- **Deception** (Cunning)
- **Discipline** (Willpower)
- **Divinity** (Presence)
- **Ichor** (Willpower)
- **Knowledge** (Blood) (Intellect)
- **Knowledge** (Holy) (Intellect)
- **Knowledge** (Temporal) (Intellect)
- **Leadership** (Presence)
- **Mechanics** (Intellect)
- **Medicine** (Intellect)
- **Melee** (Brawn)
- **Negotiation** (Presence)
- **Ranged** (Light) (Agility)
- **Ranged** (Heavy) (Intellect)
- **Resilience** (Brawn)
- **Sailing** (Intellect)
- **Skulduggery** (Cunning)
- **Stealth** (Agility)
- **Streetwise** (Cunning)
- **Survival** (Cunning)
- **Vigilance** (Willpower)

Novel Skills

Knowledge (Blood)

Knowledge relevant to the practice of ichormancy.

This includes understanding of holy runes, yes, but given the nature of ichormancy itself, it also includes understanding of medicine, alchemical studies of blood and microscopic creatures, and mastery of probabilistic analysis.

Use this skill to:

- Apply select effects to ichormancy spells.
- Interpret the artifacts and remains of ichormantic runes or spells.

Do not use this skill to:

- Cast ichormantic spells. Use the Ichor skill for that.

Knowledge (Holy)

Knowledge relevant to the practice of divination.

This includes knowing books of divine hymns, yes, but given the nature of divination itself, it also includes understanding of music theory, training in naval combat, and practice in treating a mind's ailments and wounds.

Use this skill to:

- Apply select effects to divination spells.
- Recall and learn sacred hymns.

Do not use this skill to:

- Cast divination spells. Use the Divinity skill for that.

Knowledge (Temporal)

Knowledge relevant to the temporal realm.

You can think of this as a general knowledge skill. Whether that knowledge came from formal education, from extensive reading, or from simply paying attention is up to you.

Use this skill to:

- Recall information about politics or history in an area.
- Recall information about creatures or scientific breakthroughs.
- Conduct research in a library.

Do not use this skill to:

- Recall information about magic. Use Knowledge (Blood) or Knowledge (Holy) for that.
- Recall information about medicine or mechanical devices. Use Medicine or Mechanics, respectively.
- Recall information about criminal underworlds. Use Streetwise for that.

Sailing (Intellect)

Sailing is a rather complicated practice, requiring whomever is in charge to trim sails, manage rudder positions, watch wind directions, and read nautical charts. Almost anyone in New Braemar can sail, but not everyone can do so deftly while under pressure.

Use this skill to:

- Navigate a sailing ship through difficult weather or rocky shores.
- Read a nautical chart in detail.
- Perform sailing checks during naval combat.

Do not use this skill to:

- Sail under reasonable conditions outside of combat.
- Repair a ship. Use Mechanics for that.
- Lead a crew. Use Leadership for that.

Approved Talents

For the sake of clarity, talents suitable for New Braemar are specified here.

Talents outlined in the Genesys Core Rulebook are given page numbers for further details. These talents include those suitable for fantasy, weird war, and steampunk settings.

Tier 1

Bought Info: Genesys Core Rulebook pg. 72

Clever Retort: Genesys Core Rulebook pg. 73

Desperate Recovery: Genesys Core Rulebook pg. 73

Duelist: Passive. When using weapons with the Nimble property, add **+B** to combat checks when engaged with one opponent, and **+K** to combat checks when engaged with more than three opponents.

Durable: Genesys Core Rulebook pg. 73

Forager: Genesys Core Rulebook pg. 73

Grit: Genesys Core Rulebook pg. 73

Hamstring Shot: Genesys Core Rulebook pg. 73

Jump Up: Genesys Core Rulebook pg. 73

Knack for It: Genesys Core Rulebook pg. 73

Know Somebody: Genesys Core Rulebook pg. 74

Level-Headed: Passive. Ranked. Whether through strength of will or stillness of soul, the shocks of the world matter less to you. If your character involuntarily takes Strain, they can reduce that Strain by a value equal to their ranks in Level-Headed (minimum of 1 Strain).

One with the Seas: Active. Incidental. Nothing soothes the nerves like open waters. When at sea, your character may make a Simple (-) Survival check to recover Strain, instead of Discipline or Cool.

Parry: Genesys Core Rulebook pg. 74

Proper Upbringing: Genesys Core Rulebook pg. 74

Quick Draw: Genesys Core Rulebook pg. 74

Quick Strike: Genesys Core Rulebook pg. 74

Rapid Reaction: Genesys Core Rulebook pg. 74

Second Wind: Genesys Core Rulebook pg. 74

Surgeon: Genesys Core Rulebook pg. 74

Swift: Genesys Core Rulebook pg. 75

Toughened: Genesys Core Rulebook pg. 75

Unimpressed: Passive. Ranked. Upgrade difficulty of incoming Charm, Coercion, and Deception checks by ranks in Unimpressed.

Unremarkable: Genesys Core Rulebook pg. 75

Tier 2

Agile Movement: Active. Maneuver. Your character can get anywhere, as long as there's some kind of foothold. Once per round, your character can spend 1 Strain to move to any location in Short range, even if that location is vertically distant or has no easy path. However, there must be some route to the final location, and your Game Master has final say over whether a location is accessible.

Basic Military Training: Genesys Core Rulebook pg. 75

Berserk: Genesys Core Rulebook pg. 75

Blessing of the Sea: Passive. The Gods have given you entrance to Their domain. Your character can now breathe underwater and ingest salt water as drinking water. This, of course, affects your character's taste in food and drink.

Chromatic Skin: Active. Maneuver. Ranked. Your character's skin takes up a chromatic property akin to an octopus or cuttlefish. When your character spends 2 Strain to change their skin accordingly, you can upgrade a Stealth or Coercion check by your character's ranks in Chromatic Skin. Alternatively, you can upgrade incoming checks to recognize your character by your character's ranks in Chromatic Skin.

Coordinated Assault: Genesys Core Rulebook pg. 75

Counteroffer: Genesys Core Rulebook pg. 75

Defensive Stance: Genesys Core Rulebook pg. 75

Divinator (Navigator): Passive. Restricted to characters with Divinity as a career skill. Your character interprets the Words of the Deep as curiosity, taking to the seas to learn and to behold. Your character gains Mechanics, Sailing, and Survival as career skills.

Divinator (Preacher): Passive. Restricted to characters with Divinity as a career skill. Your character interprets the Words of the Deep as compassion, providing insight and solace to conflict and suffering. Your character gains Cool, Knowledge (Temporal), and Negotiation as career skills.

Divinator (Warmonger): Passive. Restricted to characters with Divinity as a career skill. Your character interprets the Words of the Deep as strength, taking up arms and intimidation for what one hopes is a noble cause. Your character gains Coercion, Melee, and Vigilance as career skills.

Dual Wielder: Genesys Core Rulebook pg. 76

Heavy Weapons Specialist: Passive. Your character's encumbrance threshold is now 10+ Brawn. Reduce the Cumbersome rating of any weapon you carry by I, to a minimum of III.

Heightened Awareness: Genesys Core Rulebook pg. 76

Ichormancer (Fixer): Passive. Restricted to characters with Ichor as a career skill. Your character manipulates blood and runes for clandestine work, scheming behind the scenes as an investigator or criminal. Your character gains Charm, Deception, and Stealth as career skills.

Ichormancer (Practitioner): Passive. Restricted to characters with Ichor as a career skill. Your character manipulates blood and runes for practical purposes, aiding artisans and doctors as a skilled professional. Your character gains Mechanics, Medicine, and Negotiation as career skills.

Ichormancer (Strategist): Passive. Restricted to characters with Ichor as a career skill. Your character manipulates blood and runes for battlefield control, leading from behind as a well-prepared commander. Your character gains Knowledge (Temporal), Leadership, and Vigilance as career skills.

Introductory Hymns: Passive. Gain Divinity as a career skill, allowing your character to cast divination. If your character can cast ichormancy, they cannot cast divination.

Introductory Runes: Passive. Gain Ichor as a career skill, allowing your character to cast ichormancy. If your character can cast divination, they cannot cast ichormancy.

Inspiring Rhetoric: Genesys Core Rulebook pg. 76

Inventor: Genesys Core Rulebook pg. 76

Lucky Strike: Genesys Core Rulebook pg. 76

Proper Education: Passive. Knowledge (Temporal), Mechanics, and Medicine are now career skills for your character.

Reckless: Active. Incidental. Ranked. Pick one skill. Before making a check with that skill, you can use this talent to add 1 Success and 1 Threat to the check. Further ranks allow you to pick additional skills (two per additional rank).

Scathing Tirade: Genesys Core Rulebook pg. 77

Side Step: Genesys Core Rulebook pg. 77

Tier 3

Animal Companion: Genesys Core Rulebook pg. 77

Any Questions: Active. Incidental. Upon dealing a Critical Injury to an opponent, you can use this talent to force every opponent within Short range of your character to make a Discipline or Cool check against your character's Coercion. All who fail take **+KK** on combat checks toward your character or their allies, for a number of rounds equal to your character's ranks in Coercion.

Blessed Blood: Passive. Ranked. Your character's blood has been blessed with a miraculous capacity for healing. They heal 1 additional Wound per rank of Blessed Blood from natural rest. Your character can also regrow lost limbs after approximately one month of recovery.

Dodge: Genesys Core Rulebook pg. 78

Eagle Eyes: Genesys Core Rulebook pg. 78

Field Commander: Genesys Core Rulebook pg. 78

Forgot to Count: Genesys Core Rulebook pg. 78

Grenadier: Genesys Core Rulebook pg. 78

Heroic Will: Genesys Core Rulebook pg. 79

Inspiring Rhetoric (Improved): Genesys Core Rulebook pg. 78

Jack of All Trades: Passive. Pick any three skills to turn into career skills.

Natural: Genesys Core Rulebook pg. 79

Parry (Improved): Genesys Core Rulebook pg. 79

Reckless (Improved): Active. Incidental. Requires Reckless. Pick a career skill that your character has the Reckless talent applied to. Before making a check with that career skill, you can use this talent to add 1 Success and 1 Threat or 2 Successes and 2 Threats to the check.

Scathing Tirade (Improved): Genesys Core Rulebook pg. 79

Squeeze: Active. Maneuver. Your character's body has been blessed with the grace of an octopus. They can, through alien contortions, fit through any space that a Silhouette 0 object can fit through. During structured encounters, your character needs one maneuver to contort into shape, and one maneuver to return to a human shape.

Tier 4

Can't We Talk About This: Genesys Core Rulebook pg. 79

Deadeye: Genesys Core Rulebook pg. 79

Defensive: Genesys Core Rulebook pg. 80

Enduring: Genesys Core Rulebook pg. 80

Field Commander (Improved): Genesys Core Rulebook pg. 80

How Convenient: Genesys Core Rulebook pg. 80

Inspiring Rhetoric (Supreme): Genesys Core Rulebook pg. 80

Mad Inventor: Genesys Core Rulebook pg. 80

Reckless (Supreme): Active. Incidental. Requires Reckless. At this point, it only looks reckless. For skills that your character has the Reckless talent applied to, you can use the Reckless talent after making a check with that skill.

Scathing Tirade (Supreme): Genesys Core Rulebook pg. 81

Tier 5

Dedication: Genesys Core Rulebook pg. 81

Indomitable: Genesys Core Rulebook pg. 81

Master: Genesys Core Rulebook pg. 81

Ruinous Repartee: Genesys Core Rulebook pg. 81

Undying: Your character's blood is so blessed that even Death can be postponed. Once per session, if your character's Wounds are brought to exceed their Wound threshold, they receive a Critical Injury and are incapacitated for one round. After that round, you may flip 1 Story Point to resurrect your character on a Maneuver, with half their Wound Threshold, rounded down. Your character does not heal any Critical Injuries by doing this.

Weaponry & Equipment

"Before I let you speak to the Boss, I'll need you to hand me your weapons."

Choi glared at the guard, trying to sniff out weakness. When the guard looked unfazed, she relented. "Fine." She unholstered her blunderbuss, a well-maintained machine bearing the signs of use, and handed it to the guard.

The guard looked unimpressed. "I'm gonna need your sword, too, ma'am."

"It's an heirloom." Choi shot back.

"Still a weapon. Hand it over."

With a huff, Choi handed over her greatsword. "Drop it, and you die."

The guard scowled. "Watch who you threaten." He nodded toward the door. "Talk to the Boss, then get the hell out."

Choi stormed past the guard, smirking after she passed him. He hadn't caught the dagger stashed under her chestpiece.

It's not like folks expect someone to carry a third weapon, would they?

Ah, yes! Now we get to the interesting part: killing people!

Pick your methods from a fine medley of steel, lead, firepowder, and blood magic.

Novel Properties

Nimble: Relevant for talents related to dueling.

Silent: Weapon does not make a great sound when firing.

Unreliable: Weapon jams or fails with 3 Threats or 1 Despair.

Melee Weaponry

Unarmed Strike

Brawl. Brawn + 0 Base Damage.
5 Adv. for Critical. Engaged Range. Knockdown.

If you got nothing else, you at least have your fists.

Axe

Melee. Brawn + 3 Base Damage.
3 Adv. for Critical. Engaged Range.
2 Encumbrance. 150 Crowns. 2 Rarity.
Vicious II.

A simple hand-axe, with applications for combat. The main difference between cutting down trees and cutting down people is that trees don't usually scream in agony.

Brass Knuckles

Brawl. Brawn + 1 Base Damage.
4 Adv. for Critical. Engaged Range.
1 Encumbrance. 40 Crowns. 2 Rarity.
Disorient III. Knockdown.

Make your fisticuffs count, with heavier strikes and less give between fist and tooth.

Broken Bottle

Melee. Brawn + 1 Base Damage.
4 Adv. for Critical. Engaged Range.
1 Encumbrance. 0 Crowns. 1 Rarity.
Nimble. Vicious I.

It doesn't matter who started this bar fight--you're ending it.

Buckler

Brawl. Brawn + 0 Base Damage.
5 Adv. for Critical. Engaged Range.
1 Encumbrance. 100 Crowns. 3 Rarity.
Defensive I. Inaccurate II. Nimble.

A small shield used for dueling. You won't stop any great blows with this artifact.

The point instead is to distract your foe, parry light strikes, and--if you're good--catch your enemy's blade.

Spend 2 Strain on a maneuver to add **+KK** incoming melee attacks once.

If an incoming attack yields 3 Threats or 1 Despair, you catch the incoming weapon.

Dagger

Melee. Brawn + 2 Base Damage.
3 Adv. for Critical. Engaged Range.
1 Encumbrance. 25 Crowns. 1 Rarity. Nimble.

A weapon of last resorts, last stands, and--in the right hands--last mistakes.

Greatsword

Melee. Brawn + 6 Base Damage.
3 Adv. for Critical. Engaged Range.
4 Encumbrance. 600 Crowns. 5 Rarity.
Cumbersome III. Defensive I. Pierce I. Unwieldy III.

A two-handed sword that represents a warrior's heroic strength. If one can use it, they can grant harm of grim proportions. But for it to be even usable, one must be a horrible being of both strength and grace.

Harpoon

Melee. Brawn + 2 Base Damage.
4 Adv. for Critical. Engaged Range.
2 Encumbrance. 100 Crowns. 2 Rarity.
Accurate I. Defensive I. Vicious I.

A simple fishing tool, with applications for combat. The spear tip is serrated, which makes escape harder for fish and survival harder for people.

Old Knight's Shield

Melee. Brawn + 1 Base Damage.
6 Adv. for Critical. Engaged Range.
3 Encumbrance. Priceless. 8 Rarity.
Defensive I. Deflection I. Inaccurate II. Knock-down.

A metal shield from a long-dead age, useful for deflecting arrows and blades. Although this vintage piece is outdated in the coming age of trench warfare, it makes for a hell of a fight on the streets.

Polearm

Melee. Brawn + 3 Base Damage.
2 Adv. for Critical. Engaged Range.
3 Encumbrance. 100 Crowns. 3 Rarity.
Accurate I. Defensive I. Pierce I.

A military-grade spear. Forget those dime-store fairy-tale novels: medieval soldiers of all lands were more likely to use spears than swords. One can advance a charge better with a spear. One can stand further away from enemies with a spear. One can drive a blade through armor better with a spear. It's not even a contest.

Stun Gloves

Brawl. Brawn + 1 Base Damage.
4 Adv. for Critical. Engaged Range.
1 Encumbrance. 120 Crowns. 6 Rarity.
Limited Ammo II. Stun V.

A set of gloves that reach up to one's elbows, each lined with a set of electric capacitors. With a good strike, the wielder can release a brutal electric shock fit to stop a heart.

Each glove has the storage for a single charged strike, and the user needs to recharge the capacitors with a hand-crank after the dust clears.

Spear

Melee. Brawn + 2 Base Damage.
4 Adv. for Critical. Engaged Range.
2 Encumbrance. 100 Crowns. 2 Rarity.
Accurate I. Defensive I. Nimble.

A simple spear. Quite light in weight, offering use in dueling applications.

Sword

Melee. Brawn + 3 Base Damage.
2 Adv. for Critical. Engaged Range.
2 Encumbrance. 200 Crowns. 4 Rarity.
Defensive I. Nimble.

A trusty blade for untrustworthy folks. Good for keeping miscreants at arm's reach--or for dueling.

Ranged Weaponry

Ball Musket

Ranged (Heavy). 8 Base Damage.

3 Adv. for Critical. Extreme Range.

4 Encumbrance. 200 Crowns. 4 Rarity.

Accurate I. Prepare II.

A simple musket firing lead ball bullets. These weapons are terrifying when wielded by a platoon, dispensing a long-range wall of hellfire aimed at foot soldiers. But for an army of one, an attached bayonet would be helpful.

Ballista

Ranged (Heavy). 10 Base Damage.

3 Adv. for Critical. Long Range.

5 Encumbrance. 500 Crowns. 5 Rarity.

Cumbersome IV. Pierce II. Prepare I.

An impractically large crossbow, for impractically powerful foes. Normally it's meant to be mounted on a wall or vehicle, but it can be wielded from the hip if you're that much of a bravo.

Break-Action Blunderbuss

Ranged (Heavy). 7 Base Damage.

3 Adv. for Critical. Short Range.

3 Encumbrance. 200 Crowns. 4 Rarity.

Limited Ammo II. Blast II. Knockdown. Vicious III.

A double-barrel weapon firing lead pellets at something directly in front of you. These weapons are known for ripping game--and people--to shreds. Reloading requires opening the entire weapon, which looks quite intimidating.

Capacitive Blunderbuss

Ranged (Heavy). 10 Base Damage.

3 Adv for Critical. Short Range.

3 Encumbrance. 1000 Crowns. 8 Rarity.

Inaccurate I. Prepare II. Stun V. Unreliable. Vicious III.

A horrifying contraption that stores electric charge in vibrating canisters. Loosing that charge can deal horrid violence on victims--provided it doesn't explode in one's hands first. After discharging, the wielder must wind a crank to charge this weapon's capacitors.

Crossbow

Ranged (Light). 6 Base Damage.

2 Adv. for Critical. Medium Range.

2 Encumbrance. 300 Crowns. 4 Rarity.

Nimble. Accurate I. Prepare I.

Less recoil than pistols, although it still requires reloading the bolt after each shot. This weapon assumes that your foe never gets the chance to fight back.

Flamesprayer

Ranged (Heavy). 4 Base Damage.

4 Adv. for Critical. Short Range.

5 Encumbrance. 500 Crowns. 6 Rarity.

Burn III. Cumbersome IV. Inaccurate I. Low Ammo III. Unreliable.

A terrible instrument for painting walls and bodies with flame. The weapon ejects refined whale oil across a small pilot-light, lighting the fuel as it is sprayed. The results are truly horrendous.

Grenadier Crossbow

Ranged (Heavy). - Base Damage. - for Critical. Medium Range.

4 Encumbrance. 100 Crowns. 4 Rarity.

Accurate I. Low Ammo I. Silent.

Somewhere between a crossbow and a portable catapult. Meant for launching grenades further away--such that the grenadier is not within the blast radius. Damage and properties depend on the grenades carried. Encumbrance includes 4 grenades.

Lever-Action Rifle

Ranged (Heavy). 8 Base Damage.

3 Adv. for Critical. Long Range.

4 Encumbrance. 400 Crowns. 5 Rarity.

Unreliable.

Lever-action weaponry is a relatively new and unproven invention. A magazine primes a packet of spare ammunition next to the barrel, and a lever-actuated system allows the user to feed in ammunition after each shot.

The exact mechanics have not been ironed out completely, threatening reliability. However, the promise of shooting multiple bullets at range is worth the additional risk of the weapon jamming.

Longbow

Ranged (Heavy). 8 Base Damage.

2 Adv. for Critical. Long Range.

3 Encumbrance. 450 Crowns. 5 Rarity.

Pierce I. Silent. Unwieldy 3.

In the day, this weapon was used by skilled archers and hunters. Then crossbows and rifles came along, allowing barely-trained cannon fodder to reliably cut down trained warriors.

Bows are period pieces now, albeit ones that can still kill silently in the right hands.

Revolving Pistol

Ranged (Light). 6 Base Damage.

4 Adv. for Critical. Medium Range.

2 Encumbrance. 210 Crowns. 3 Rarity.

Nimble.

A small firearm relying on a revolving barrel of bullets. These weapons take a full minute to reload, but the hope is that your enemy dies before that happens.

Short-Barrel Blunderbuss

Ranged (Light). 7 Base Damage.

3 Adv. for Critical. Short Range.

2 Encumbrance. 250 Crowns. 4 Rarity.

Blast I. Knockdown. Limited Ammo I. Nimble. Vicious II.

A blunderbuss with a short barrel. Called a dragonbreath by the dramatic. Unlike a revolving pistol, you can only fire this once before reloading, but as consolation, this weapon is quite brutal. The smart strategy is to carry two of these.

Throwing Knife

Ranged (Light). 3 Base Damage.

4 Adv. for Critical. Medium Range.

2 Encumbrance. 210 Crowns. 3 Rarity.

Disorient I. Limited Ammo I. Nimble. Silent.

A small knife for throwing at foes. Doesn't do much damage, but it throws an opponent off-balance enough to provide an opening.

Explosives

Grenades by default are triggered by pulling a pin tied to a short timer. Grenades can also be made as mines that explode on a trip-wire trigger, or launched by a Grenadier Crossbow.

Grenades can be fabricated with a Mechanics check, with the difficulty determined by the Rarity divided by two and rounded up (not down).

Concussion Grenade

Ranged (Light). 5 Damage.

5 Adv. for Critical. Short Range.

1 Encumbrance. 100 Crowns. 2 Rarity.

Blast III. Concussive III. Disorient V. Limited Ammo I. Stun Damage

A throwable explosive that overloads one's senses. Often called a "flash-bang" grenade, because it flashes and bangs.

Electromagnetic Pulse

Ranged (Light).

8 Damage. - Adv. for Critical. Short Range.

1 Encumbrance. 300 Crowns. 6 Rarity.

Blast V. Disorient III. Limited Ammo I.

Stun Damage.

A throwable device that looses a cruel field of electrical energy, overloading electrical circuits and human nerves alike.



Firebomb

Ranged (Light). 4 Damage.

3 Adv. for Critical. Short Range.

1 Encumbrance. 20 Crowns. 2 Rarity.

Blast V. Burn V. Limited Ammo I.

A bottle of flammable fluid (generally liquor, sadly) stopped with a soaked rag to light. It blankets an area with fire, that beautiful force of destruction.

Fragmentation Grenade

Ranged (Light). 8 Damage.

4 Adv. for Critical. Short Range.

1 Encumbrance. 150 Crowns. 5 Rarity.

Blast VI. Limited Ammo I.

A throwable explosive that launches shrapnel in all directions. Pull the pin, throw it, and pray to the Deep Ones you aren't caught in the blast.

Smoke Grenade

Ranged (Light). 1 Damage. 6 Adv. for Critical. Short Range.

1 Encumbrance. 100 Crowns. 5 Rarity.

Blast 2. Concussive II. Disorient V. Limited Ammo I.

A throwable explosive that floods an area with smoke. It doesn't do much damage, but it blinds everyone within range.

Everyone within Short Range is Blinded: all checks are upgraded twice, and Perception and Vigilance checks are upgraded three times.

Anyone who leaves Short range of the grenade is unaffected.

The smoke clears after 5 rounds.

Vestments

Billowing Robes

A grand cloak commonly associated with holy folk. The robes scarcely stop attacks themselves, but they obscure your silhouette, making attack much more difficult.

1 Encumbrance. 20 Crowns. 2 Rarity. +1 Defense.

Fine Clothing

Unnecessarily extravagant clothing--unless you want the air of high society.

1 Encumbrance. 250 Crowns. 4 Rarity.
Remove +K to Charm, Leadership, and Negotiation checks.

Heavy Clothing

A proper set of vestments for staving off cold and seawater (and bullets, in a pinch).

2 Encumbrance. 30 Crowns. 1 Rarity. +1 Soak.

Blood-Soaked Clothing

A heavy set of clothing, imbued with holy blood congealed by an ichormancer. Provides greater defense for greater violence.

3 Encumbrance. 300 Crowns. 6 Rarity. +2 Soak.

Heavy Military Armor

Too expensive to give to rank-and-file soldiers. Leaders, however, are too valuable to cheap out on armor.

Those who wear this metal-reinforced armor carries not only the weight of their equipment but also the weight of leading countless people to their dooms.

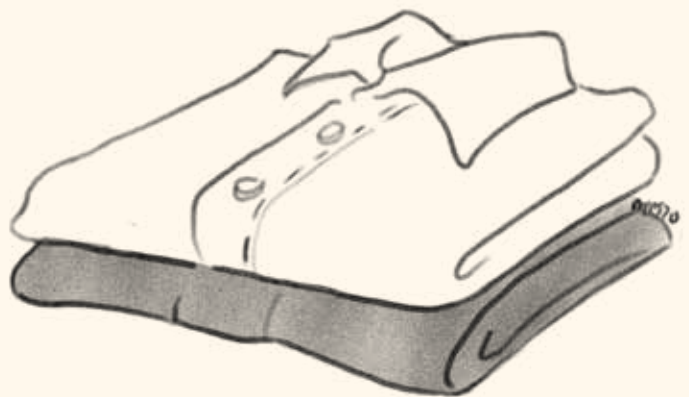
4 Encumbrance. 200 Crowns. 5 Rarity. +2 Soak.
Add +KK to stealth checks while wearing this.

Old Knight's Armor

A set of heavy armor from a long-dead age. This armor was designed for highly-trained soldiers to shrug off greatswords and arrows on a field of mud.

Now, such a set is too expensive for outfitting foot soldiers butchering each other with walls of bullets. This armor ought to be in a museum, but in a dirty alley between two angry blades, it is nigh-unstoppable.

4 Encumbrance. Priceless. 8 Rarity.
+2 Defense. +2 Soak.
Add +KK to stealth checks while wearing this.



Miscellaneous Items

Alcohol

The beauty of humanity is that we'll turn damn near anything into alcohol.

Commonly, Mar'ner booze comes from gritty rye or bitter not-quite-poisonous berries, but alcohols made from sugar, corn, and friendlier fruits are imported by sailing ships and steamcars (with the requisite uptick in price).

2-1000 Crowns. 1-8 Rarity.

Drooz

A plant-based drug that provides a feeling of light euphoria.

It dulls the senses, but it makes the hardship of the world much more bearable in the process.

Add **+K** to all checks for the rest of the encounter. Gain Level-Headed Rank III talent for the rest of the encounter.

10 Crowns. 3 Rarity.

Healing Blood

Human blood given Holy Vigor through ichormancy.

Drinking it on a maneuver provides a miraculous cure for even grievous wounds: open gashes seal, shattered bones reconstitute themselves, and even some infections can be banished.

To an outsider, the practice of imbibing blood for healing may seem barbaric, but the process of donating that blood is quite banal.

Because one blood donation from a living, healthy adult yields perhaps four or five vials, the resulting ichor is quite expensive, a last-ditch effort for stabilizing those at the brink.

Healing Blood acts like a standard painkiller.

The first administration heals 5 Wounds, the second heals 4 Wounds, and so on until the sixth administration heals nothing.

Making an ichormancer or doctor part with a vial costs 200 Crowns and a damn good reason you need it more than their patients. 5 Rarity.

Ichormantic Ward

A magical ward made of coagulated blood that fits in one's palm.

When the ward is crushed by a maneuver, the difficulty all spells cast within medium range is upgraded for 3 rounds.

Alternatively, the ward can be dissolved in a glass of water to add 2 Threats to all spell checks cast in Medium range for 1 hour.

The ward requires five minutes to dissolve and become effective, and the solution becomes black and bitter to drink (although not poisonous).

The ward can be used by anyone, can be crushed by throwing it against a hard surface, and can also be crushed by a mechanism.

150 Crowns. 4 Rarity.

Sigilbone Arm

An artificial arm suitable for replacing an arm lost to some horrible injury.

The underlying mechanisms are an unsettling contraption of salvaged bone, blood-infused lubricant, and ichormantic runework, but that's all generally covered by a decorated sleeve of wood or fine ceramic.

The arm draws from the user's own life-force, weakening them slightly, and it's somewhat finicky to maintain. But it's an arm--one that can fit a small weapon, if you're so inclined.

Having one or two sigilbone limbs reduces your character's Wound threshold by 2 and their Strain threshold by 1.

Having three or four sigilbone limbs reduces your character's Wound threshold by 4 and their Strain threshold by 2.

Each sigilbone arm allows your character to conceal any piece of equipment of Encumbrance 2 or lower without any encumbrance cost.

Any equipment concealed in a sigilbone arm requires a Hard (**PPP**) Perception check to detect, and any weapon mounted in a sigilbone arm gains the Inaccurate I property.

If your character rolls a Despair or three Threats on a check involving a sigilbone arm, that limb may fail, making the arm unusable.

Restoring a sigilbone arm to function requires a Hard (**PPP**) Mechanics or Knowledge (Blood) check (although the repaired limb won't look pretty), or extensive work by a ichormantic artisan.

Sigilbone Leg

An artificial leg suitable for replacing a leg lost to some horrible injury.

The underlying mechanisms are an unsettling contraption of salvaged bone, blood-infused lubricant, and ichormantic runework, but that's all generally covered by a decorated sleeve of wood or fine ceramic.

The leg draws from the user's own life-force, weakening them slightly, and it's somewhat finicky to maintain.

However, their design aids strength and balance, and absent fingers, sigilbone legs are more reliable than comparable arms.

Having one or two sigilbone limbs reduces your character's Wound threshold by 2 and their Strain threshold by 1.

Having three or four sigilbone limbs reduces your character's Wound threshold by 4 and their Strain threshold by 2.

Having one or two sigilbone leg allows your character to add **+BB** to Athletics and Coordination. If your character rolls a Despair on a check involving a sigilbone leg, that limb may fail, forcing the user to be prone or seated.

Restoring a sigilbone leg to function requires an Average (**PP**) Mechanics or Knowledge (Blood) check (although the repaired limb won't look pretty), or extensive work by a ichormantic artisan.

Vitalizing Blood

Human blood given Holy vigor through ichormancy.

Drinking it on a maneuver provides a terrifying level of strength and mental focus.

The drinker increase their Wound threshold and Strain threshold by 5 each, but must succeed on an Average (**PP**) Resilience check, or else suffer 5 Strain immediately. The effects of the Vitalizing Blood cannot be augmented by additional doses.

The effects last until the end of the current encounter.

If the user's Wounds or Strain exceed their threshold afterward, they fall incapacitated and suffer all necessary consequences of cheating their own mortal limits.

200 Crowns. 5 Rarity.



Drinking

Whiskey-o, Johnny-o

Rise her up from down below

Whiskey, whiskey, whiskey-o

Up aloft this yard must go

John rise her up from down below

What, you think you would set sail without some liquor in you?

Outside of structured encounters, drinking a small amount of alcohol should not affect gameplay. But you want to get stumbling, blubbering, dangerously drunk, don't you?

Your character can take a shot of liquor and/or smash a glass or bottle with a maneuver. They can down up to a pint of ale or a glass of wine with two maneuvers (including smashing the glass or bottle).

Upon taking a drink, your character must make an Easy (P) Resilience check to resolve the effects of the alcohol.

Each subsequent drink adds **+P** to the difficulty, so that the second drink requires an Average (**PP**) check, the third drink requires a Hard (**PPP**) check, and so on.

All drinks beyond your character's fifth remain a Formidable (**PPPPP**) Resilience Check.

Your character sobers up the next day, with a riotous headache.

NOTE: This document provides no rules on role-playing addiction or alcoholism.

Please consult with the rest of your gaming group if you want to make addiction or alcoholism part of your game.

Upon 1 Success

Add 2 to your character's Wound Threshold, **+B** to all Brawn-based checks, or **+B** to all Presence-based checks.

Upon 2 Successes

Add 1 to your character's Soak, **+BB** to all Brawn-based checks, or **+BB** to all Presence-based checks.

Upon 3 Successes

Increase your character's Brawn or Presence by 1 ongoing.

Upon Triumph

Do not increase the difficulty of the next drink.

Upon 1 Failure

Remove 1 from your character's Strain Threshold, **+K** to all Agility-based checks, or **+K** to all Willpower-based checks.

Upon 2 Failures

Remove 2 from your character's Strain Threshold, **+KK** to all Agility-based checks, or **+KK** to all Willpower-based checks.

Upon 3 Failures

Decrease your character's Agility or Willpower by 1 ongoing.

Upon Despair

Down they go! Your character vomits, passes out, or otherwise make a fool of themselves.

You can use Advantages and Threats to add **+B** or **+K** to future drinking checks, until you stop drinking.

Magic

There are two ways to beseech a god: song or blood.

Divination, or ichormancy.

These means of magic may appear at odds, but they fundamentally are two approaches to the same Beings. However, the means by which one calls upon Deep Ones limits what they can ask, and scant few have the mortal strength to sacrifice both soul and body.

Divination

Divination requires calling upon an otherworldly being, and in the process sacrificing some of one's soul.

The divinator's soul regenerates over time, of course, but the magic still causes great strain. With divination, your character can ask a God for:

Augment - Attack - Barrier - Dispel - Utility

Divination requires one to speak, but it does not require one to move their hands. Casting a spell through divination costs 2 Strain.

Ichormancy

Ichormancy requires etching runes upon one's skin, offering blood as sacrifice for Deep magics. The runes themselves can be quite simple--once the offer is made, the ichormancer can ask for specificity, hoping that the whim of Old Ones sways in their favor. With ichormancy, your character can ask a God for:

Conjure - Curse - Foretell - Heal - Utility

Ichormancy requires no words, but it requires faculty of at least one hand--so that one can cut their own flesh. Casting a spell through ichormancy costs 1 Wound.

Ritual

Given time or compatriots, one can increase the power of their magic--or mitigate the costs of such magic. Divination rituals can be undertaken by a whole choir, and ichormancy rituals can be completed using live animal sacrifices or bottled blood. Further preparation is required, but such details are left for players to consider.

Divination

- Given a choir of two, one can upgrade their Divination check once.
- Given a choir of three, one can upgrade their Divination check twice.
- Given a choir of five, one can upgrade their Divination check three times.
- Given a choir of ten, one can upgrade their Divination check four times.
- Alternatively, one can substitute an upgrade in their check for the capacity to cast magic on a naval scale, allowing attacks on other ships.

Ichormancy

- Given ten minutes, one can upgrade their Ichormancy check once.
- Given one hour, one can upgrade their Ichormancy check twice.
- Given four hours, one can upgrade their Ichormancy check three times.
- Given eight hours, one can upgrade their Ichormancy check four times.
- Alternatively, one can substitute an upgrade in their check for use of bottled blood.

Counterspells

Divinators, when not casting a spell, can sing a hymn of rebuttal as a maneuver.

This costs no additional strain, and it upgrades the difficulty of all spells--allied or adversarial--cast within medium range.

Ichormancers, however, must create a ward made of coagulated blood.

- The ward takes twenty minutes to make.
- It can be made with a drop of warm blood, which can be collected from a live creature (at a 1-Wound cost) or from a still-warm corpse (if you're desperate: taking blood from corpses is considered vile).
- The magic is simple enough not to require a check. When the ward is crushed by a maneuver, all spells cast within medium range are upgraded for 3 rounds.
- Alternatively, the ward can be dissolved in a glass of water to add 2 Threats to all spells cast in Medium range for 1 hour.
- The ward requires five minutes to dissolve and become effective, and the solution becomes black and bitter to drink.
- The ward can be used by anyone, can be crushed by throwing it against a hard surface, and can also be crushed by a mechanism.

Foretelling

The young ichormancer tried to make small talk as he drew blood from his client.

"So, Mrs. Onishi, tell me a bit about your business--out of pure curiosity, of course."

"I'm in the textile trade," Mrs. Onishi said, "Mostly shipping Shinsui silks."

"Ah, yes, quite interesting!" The ichormancer said, taking out the syringe in Mrs. Onishi's arm. He stood up and mixed the collected blood into a vial containing the ashes of an incinerated finance ledger. "I take it Reawick is your midway point to Barllony?"

The baron smiled. "Correct."

The ichormancer returned to his desk, placing drops of his concoction into a board etched in runes, then watching the blood and ash separate and congeal against the edchings. He frowned, cleared the board, and tried again. "Hm. That's odd."

"Well, what is it?" his client said.

"I...I'm no accountant or anything," the ichormancer said, flustered, "But...but if I'm reading this properly, something's off about the ledgers. It...it almost seems like someone's hiding contraband in your shipments, which can't be--"

Mrs. Onishi immediately stood and collected her coat, muttering, "I knew it," under her breath. She turned to the ichormancer. "You know where to send the invoice," she said, and then stormed out of the office door.

This magic action is unique to New Braemar.

To catch a glimpse through time and space, make an Ichor check to exchange blood for knowledge.

The base Foretell action is an Easy (**P**) Ichor check.

Upon a Success

the caster will see a glimpse of their own future, up to day in the future. Alternatively, they can elect to learn scattered information about a Silhouette 0 object they spill blood upon.

- Add **+P** to read up to a few days in the future.
- Add **+PP** to read up to a week in the future.
- Add **+PPP** to read up to a month in the future.
- Add **+P** to read the future of someone your character can touch.
- Add **+P** per Silhouette above 0 to learn information about a larger object.
- Add **+PP** to ask a specific question about an observed object. The Game Master must answer truthfully on a success.

A caster can also make a Hard (**PPP**) Ichormancy check to prophesize future conflict.

For each uncanceled success, the caster receives **+B** on initiative checks for the next 24 hours.

Upon a Triumph

The caster gets to act first in all encounters, before initiative is rolled.

Adversaries

Most role-playing games involve a degree of violence, and the world of New Braemar is no exception.

However, whereas many games allow players to slay hundreds of minions in the course of play, the setting of New Braemar places more weight on the practice of killing.

In New Braemar, human adversaries should be Rival or Nemesis-class adversaries.

Nobody is expendable.

Every death means something.

The people that player-characters fight in New Braemar should have names and skills, and in every encounter--in most every encounter, anyway--there should be a way to address the altercation without death.

The setting of New Braemar takes death seriously, and most of the player-characters should, too.

All player-characters are required to have a Reason To Kill, and most of the entries given have at least some Strain penalty to killing.

Most people are severely shaken by taking a life, and encounters in New Braemar should take that into account.

Minion-Level Adversaries

Bloodbeast Otter

2 Brawn. 3 Agility. 1 Intellect. 2 Cunning.

1 Willpower. 2 Presence.

3 Wounds. 2 Soak. Defense 0.

Brawl. Coordination. Survival. Vigilance.

Gone: Can completely disappear after two rounds unless definitively restrained. Can be tracked with an Average (PP) Survival check.

Bite/Scratch: Brawl. 4 Base Damage.
3 Adv. for Critical. Engaged Range. Vicious II.

An otter transformed by polluted blood. A bloodbeast is taken over by a hunger for live blood, attacking living beings with abandon. When the bloodbeast inevitably dies, its blood seeps into the water and soil, corrupting further life.

Bloodcrab

2 Brawn. 2 Agility. 1 Intellect. 1 Cunning.

2 Willpower. 1 Presence.

3 Wounds. 4 Soak. Defense 0.

Brawl. Survival.

Claws: Brawl. 3 Base Damage. 3 Adv. for Critical.
Engaged Range. Ensnare.

Scalding Blood: If a creature kills a bloodcrab while in Engaged range, they must make an Average (PP) Resilience check or else reduce their Soak by 1 for the rest of the encounter. If the creature's Soak is already 0, they take 2 Wounds instead.

Unlike most crabs, this one has grown to the size of a small chair. Perhaps they ingested ritual blood spilled into the sea, perhaps the Gods saw fit to make them unearthly massive, perhaps New Braemar is just...like that.

Deer

3 Brawn. 3 Agility. 1 Intellect. 2 Cunning.

2 Willpower. 1 Presence.

6 Wounds. 3 Soak. Defense 0.

Athletics. Vigilance.

Antlers: Brawl. 7 Base Damage.
5 Adv. for Critical. Engaged Range. Disorient I.

Hooves: Brawl. 5 Base Damage.
5 Adv. for Critical. Engaged Range.

Gone: Can completely disappear after two rounds unless definitively restrained. Can be tracked with an Average (PP) Survival check.

A deer makes for good eating, but they run fast enough that one either needs to track them or trap them to bring them down. The males have antlers, which are sometimes used for protection against predators.

Dog

3 Brawn. 2 Agility. 1 Intellect. 1 Cunning.

2 Willpower. 2 Presence.

6 Wounds. 4 Soak. Defense 0.

Athletics. Brawl. Perception. Vigilance.

Bite/Scratch: Brawl. 5 Base Damage. 3 Adv. for Critical. Engaged Range. Vicious I.

Pack Tactics: Upgrade Brawl checks once when in Engaged range with an ally.

A dog is a faithful ally and companion, and--in a small pack--quite dangerous. Good for petting, provided one's sinuses cooperate.

Cat

1 Brawn. 3 Agility. 1 Intellect. 2 Cunning.

2 Willpower. 2 Presence.

4 Wounds. 2 Soak. Defense 0.

Coordination. Brawl. Stealth. Vigilance.

Bite/Scratch: Brawl. 3 Base Damage.

4 Adv. for Critical. Engaged Range.

I'm In Charge: GM can flip 1 Story Point for this cat to be in the way for no reason.

A cat is a loyal companion, and is often smarter than it will let on. Good for petting, provided one is deemed worthy.

Giant Hagfish

1 Brawn. 4 Agility. 1 Intellect. 1 Cunning.

1 Willpower. 1 Presence.

2 Wounds. 1 Soak. Defense 0.

Coordination. Survival.

Prodigious Slime: Wading or swimming in water near a giant hagfish will coat your character and all their possessions in soft slime. Upgrade all skill checks that require your character to hold onto something by 1. The slime can be cleaned off after an encounter, but it permanently spoils fine clothes.

A hagfish--even a shockingly large one--poses you no threat. Yes, the slime looks revolting, but there are much more dangerous things to permanently soak into your fine suit. Considered a delicacy.

Otter

2 Brawn. 3 Agility. 1 Intellect. 2 Cunning. 1 Willpower. 2 Presence.

2 Wounds. 2 Soak. Defense 0.

Coordination. Survival. Vigilance.

Gone: Can completely disappear after two rounds unless definitively restrained. Can be tracked with an Average (**PP**) Survival check.

A cheerful little creature, chasing after insects, snails, and detritus. Making a halfway-decent home in the rapid industrialization of Reawick.

Salt Bat

1 Brawn. 3 Agility. 1 Intellect. 3 Cunning.

2 Willpower. 1 Presence.

1 Wounds. 1 Soak. Defense 2.

Brawl. Perception. Survival.

Airborne: Can fly in any direction.

Bite: Brawl. 4 Base Damage. 2 Adv. for Critical. Engaged Range. Disorient II.

These bats generally live in the rocky caves of Inverness Isle and Douby Isle. Something of the salt and calcium in the Fionncrag waters has made these bats especially dangerous, willing to attack fish, mammals, and humans. Difficult to strike in a swarm.

Seal

3 Brawn. 1 Agility. 1 Intellect. 2 Cunning.

2 Willpower. 2 Presence.

6 Wounds. 5 Soak. Defense 0.

Athletics. Brawl. Vigilance.

Bite: Brawl. 4 Base Damage. 3 Adv. for Critical. Engaged Range.

Amphibious: Can swim and attack from the water. Agility in the water is raised to 3.

Seals are actually quite clever creatures. Despite acting quite endearing to the peaceful, they can fight back.

Rival-Level Adversaries

Artisan

2 Brawn. 2 Agility. 3 Intellect. 2 Cunning.

3 Willpower. 3 Presence.

15 Wounds. 2 Soak. Defense 0.

Athletics I. Mechanics II. Negotiation II.

Vigilance I.

Specialty: If an artisan is working in a domain they're familiar with, they can reduce the difficulty of a check by 1.

Whether they're a potter, a shipwright, or a weaponsmith, artisans are the people to ask when you need something built or fixed. Every artisan has a different domain, so don't insult a firearms expert by bringing her a beat-up sword.

Divinator Apprentice

2 Brawn. 2 Agility. 2 Intellect. 1 Cunning.

2 Willpower. 3 Presence.

13 Wounds. 2 Soak. Defense 0.

Charm I. Divinity I. Leadership I.

Adversary Casting I: Spells are not cast from Wounds. Instead, this adversary can cast up to one spell per encounter.

A youth learning the basics of divination, usually under the guidance of a more established minister. Through their shaky songs, one can see the beginning chords of Great Ones.

Divinator Preacher

3 Brawn. 2 Agility. 3 Intellect. 2 Cunning.

2 Willpower. 3 Presence.

17 Wounds. 3 Soak. Defense 0.

Charm II. Cool I. Divinity II. Knowledge (Divine) II. Knowledge (Temporal) I. Leadership III.

Resilience I.

Adversary Casting IV: Spells are not cast from Wounds. Instead, this adversary can cast up to four spells per encounter.

A preaching divinator. Contrary to popular belief, one does not need to be a masterful singer to become a divinator.

In fact, there is no intrinsic aspect that makes someone more in tune with The Greater Powers.

People's Fates are to some extent fixed, but everyone has a chance to accept or deny that Fate.

To become a divinator is to accept Fate, in its highs and its lows, and to embrace that which cannot be controlled.

In that embrace comes peace.

In that peace comes attunement.

And in that attunement comes knowledge that Fate does not mean predestination.

Elder

1 Brawn. 1 Agility. 2 Intellect. 2 Cunning.

2 Willpower. 2 Presence.

10 Wounds. 1 Soak. Defense 0.

Charm I. Knowledge (Temporal) I. Resilience I. Survival I.

Still Kicking: Game Master may increase any 3 statistics by 1.

An elder resident in town. Quite often, stories end with a “happily ever after,” but life goes on.

Time goes by, children grow up, and eventually one will wake up each day with a lingering pain in your lower back.

However, people often aren’t done living when they’re fifty, or sixty, or even seventy.

So don’t be afraid to include characters who already have spent a few decades in the business of adulthood--not every protagonist is leaving Candlekeep for the first time.

Farmer

3 Brawn. 2 Agility. 2 Intellect. 2 Cunning.

2 Willpower. 2 Presence.

16 Wounds. 3 Soak. Defense 0.

Athletics I. Mechanics I. Resilience I. Survival I.

Pitchfork: Melee. 5 Base Damage. 4 Adv. for Critical. Engaged Range. Accurate I. Defensive I. Vicious I.

Not a weapon, obviously.

A friendly local farmer. Pleasure to meet you.

Fisher

2 Brawn. 2 Agility. 2 Intellect. 3 Cunning.

2 Willpower. 2 Presence.

16 Wounds. 3 Soak. Defense 0.

Mechanics I. Resilience I. Sailing I. Survival I.

Harpoon: Melee. 5 Base Damage. 4 Adv. for Critical. Engaged Range. Accurate I. Defensive I. Vicious I.

A tool of the trade.

A friendly local fisher. How do you do?

Huckster

1 Brawn. 2 Agility. 2 Intellect. 3 Cunning.

2 Willpower. 3 Presence.

12 Wounds. 1 Soak. Defense 0.

Charm I. Cool I. Deception II. Skulduggery I. Streetwise II.

Fixer: Pay this person to reduce the difficulty of Streetwise rolls. 50 Crowns will reduce the difficulty by 1. 100 Crowns will reduce the difficulty by 2.

Crossbow: Ranged (Light). 6 Base Damage. 2 Adv. for Critical. Medium Range. Accurate I. Prepare I. A huckster would rather things not come to blows, but a bolt to the neck offers just enough time to run.

A run-of-the mill con artist. Whether they’re plying snake-oil, get-rich-quick schemes, or black-market goods, they are not someone you ought to trust. But if you need to dip into the underworld, this person can get you into the first level.

Ichormancer Apprentice

2 Brawn. 2 Agility. 2 Intellect. 2 Cunning.

3 Willpower. 1 Presence.

12 Wounds. 2 Soak. Defense 0.

Discipline I. Ichor I. Perception I.

Adversary Casting I: Spells are not cast from Wounds. Instead, this adversary can cast up to one spell per encounter.

A youth learning the basics of ichormancy, usually under the tutelage of a more experienced practitioner. Through their wide-eyed innocence, one can see the beginning whispers of Great Ones.

Ichormancer Practitioner

2 Brawn. 2 Agility. 3 Intellect. 3 Cunning.

3 Willpower. 2 Presence.

15 Wounds. 2 Soak. Defense 0.

Discipline II. Ichor II. Knowledge (Blood) II.

Mechanics I. Medicine I. Perception I.

Negotiation I.

Adversary Casting IV: Spells are not cast from Wounds. Instead, this adversary can cast up to four spells per encounter.

A practicing ichormancer. Disregard the accusations of consorting with foul sea demons; ichormancers are professionals first and foremost: orderly, intelligent, well-comported professionals. Given time, even practices considered apocalyptic will eventually become mundane. Advances in technology, changes in language, and re-evaluations of cultural norms all seem barbaric at first, but given a few generations, those changes often fade into the background as an aspect of “how things are.” Novelty and foreignness are poor criteria for moral panic: capacity to help or hurt people matters far more.

Sailor

3 Brawn. 2 Agility. 2 Intellect. 2 Cunning.

2 Willpower. 3 Presence.

16 Wounds. 4 Soak. Defense 0.

Athletics I. Brawl II. Cool I. Resilience II.

Adversary I: Upgrade difficulty of incoming combat checks by one.

Brass Knuckles: Brawl. 4 Base Damage.

4 Adv. for Critical. Engaged Range. Disorient III.

Bar fights are meant to be won, my friend!

Leather jacket: +1 Soak

What do we do with a drunken sailor?

What do we do with a drunken sailor?

What do we do with a drunken sailor

Early in the morning?

A ruffian employed on a ship, whether they're on a fishing ship, a whaling ship, or a merchant ship.

These folks aren't soldiers by any means, but they're no strangers to a fight.

Getting into a drinking contest with a sailor is not recommended.

Bouncers and street toughs can also use this statistic block.

Soldier

3 Brawn. 3 Agility. 2 Intellect. 2 Cunning.

3 Willpower. 2 Presence.

18 Wounds. 4 Soak. Defense 0.

Athletics I. Brawl II. Melee II. Ranged (Heavy) II. Vigilance I.

Adversary I: Upgrade difficulty of incoming combat checks by one.

Either:

Polearm: Melee. 6 Base Damage.

2 Adv. for Critical. Engaged Range. Accurate I. Defensive I. Pierce I.

Or:

Ball Musket: Ranged (Heavy). 8 Base Damage.

3 Adv. for Critical. Extreme Range. Accurate I. Prepare II.

A soldier doesn't bother with toy weapons. Swords and shields may look glamorous in stories, but polearms and rifles are more efficient for killing.

Soldier's Cuirass: +1 Soak.

A veteran from some far-off war, washed onto New Braemar for reasons you don't want to ask about. Maybe they're done with fighting. Maybe they're itching for another battle. All you know is that these are professional killers, so pray, pray, that they don't draw weapons on you.

Shark

2 Brawn. 3 Agility. 1 Intellect. 2 Cunning.

2 Willpower. 1 Presence.

6 Wounds. 3 Soak. Defense 2/0 (Melee/Ranged).

Athletics I. Brawl II. Perception I.

Waterborne. Gains 2 Melee Defense. You try to stab something in the water!

Bite: Brawl. 6 Base Damage. 3 Adv. for Critical.

Engaged Range. Vicious III. A means for food--or at least self-defense. Can you blame the poor fish?

Sharks are considered quite fearsome creatures, but in practice, you're far more dangerous to them than they are to you.

Shopkeep

2 Brawn. 2 Agility. 2 Intellect. 2 Cunning.

3 Willpower. 3 Presence.

15 Wounds. 2 Soak. Defense 0.

Brawl I. Charm I. Negotiation II. Vigilance I.

In My Inventory: If they don't have an item of Rarity 4 or below, they know where your character can get it.

A humble (or not-so-humble) shopkeeper. They'll tell your character what's in town, and they'll happily do business (provided it's not too late at night). That said, trying to talk smack might not go too well for you.

Undead

4 Brawn. 1 Agility. 1 Intellect. 1 Cunning.

1 Willpower. 1 Presence.

5 Wounds. 4 Soak. Defense 0.

Brawl II.

Undying: If the undead is downed, it will revive after 2 Rounds. It will return with 5 Wounds, although it will still receive a Critical Injury. The undead will continue to revive until it is burned completely or if it receives a Critical Injury of 141 or greater.

A body brought to motion by a cruel ichormancer. The most terrifying aspect of these undead is that they are still recognizable as the people they used to be.

Nemesis-Level Adversaries

Captain

3 Brawn. 3 Agility. 3 Intellect. 2 Cunning.

3 Willpower. 3 Presence.

16 Wounds. 14 Strain. 4 Soak. Defense 0.

Brawl I. Charm I. Coercion II. Discipline I. Leadership II. Ranged (Light) I. Sailing II.

Adversary I: Upgrade difficulty of incoming combat checks by one.

Any Questions: Upon dealing a Critical Injury to an opponent, all within Short range must make a Discipline or Cool check against this person's Coercion (**RRP**) or else take **+KK** on combat checks toward this person.

Improved Scathing Tirade: This person makes an Average (**PP**) Coercion check. For each Success, one opponent within Short range receives 1 Strain. For each Advantage, one opponent affected receives 1 additional Strain. All affected opponents receive **+K** to all skill checks for 3 rounds.

Short-Barrel Blunderbuss: Ranged (Light). 6 Base Damage. 3 Adv. for Critical. Medium Range. Blast I. Inaccurate I. Knockdown. Limited Ammo I. Vicious II.

A cruel weapon for cruel people. Pray that you're not the one in its sights.

Captain's Jacket: Your character doesn't have a coat this nice. +1 Soak.

Oh, blow the man down, bullies, blow the man down!

To me way-hey, blow the man down.

Oh, blow the man down from Liverpool town!

Give me some time to blow the man down!

You don't tussle with a captain. It takes a special kind of sailor to become a captain, and a special kind of captain to stay a captain. Whether they're tolerated or hated by their crew, they're always respected--and feared, too.

Divinator Warmonger

3 Brawn. 2 Agility. 3 Intellect. 2 Cunning.

3 Willpower. 4 Presence.

15 Wounds. 15 Strain. 5 Soak. Defense 0.

Charm II. Coercion II. Divinity III. Knowledge (Divine) III. Leadership III. Melee II. Resilience I. Vigilance III.

Adversary Augment: If augmenting an ally, can augment additional targets with only a **+P** on the resulting check.

Adversary Barrier: If providing a barrier for an ally, can provide additional identical barriers for allies without adding to the difficulty of the check.

Wrath of the Deep: Can make a Hard (**PPP**) Divinity check to call a maelstrom upon enemies.

Upon success, a terrible storm manifests, regardless of current weather. A lightning bolt strikes an enemy with a base damage of 4, Blast III, at up to Medium range.

If the target is indoors, the lightning bolt will crash through everything between the target and the sky.

For each round for which concentration is held, another lightning bolt will strike. If concentration is broken, the storm abates as suddenly as it formed.

Polearm: Melee. 6 Base Damage. 2 Adv. for Critical. Engaged Range. Accurate I. Defensive I. Pierce I.

A warmonger does not need hands to sing cruel hymns--so they can lead an infantry charge while calling Hell to rain upon enemies at the same time.

Heavy Military Armor: A normal soldier might balk at the weight of this armor, or at the loud clanking it brings to each step. But a warmonger cares not for weight nor for subtlety. +2 Soak.

Add **+KK** to stealth checks while wearing this.

Vitalizing Blood x1. Mortal limits are for the weak. Warmongers transcend such petty requirements.

A warmonger is both berserker and general. Whereas mere commanders stand back and let their troops die for them, a warmonger stands at front, charges headlong into battle, and brings Hell upon their enemies.

It is said that the most powerful diviners can be heard from miles away, and their hymns are horrible enough to make enemy troops give up on the spot. Pray that you never learn whether that is true.

Double-Pay Soldier

3 Brawn. 3 Agility. 2 Intellect. 3 Cunning.

3 Willpower. 2 Presence.

18 Wounds. 15 Strain. 5 Soak. Defense 0.

Athletics II. Brawl III. Coercion II. Melee IV. Ranged (Heavy) IV. Vigilance II.

Adversary II: Upgrade difficulty of incoming combat checks by one.

Either:

Greatsword: Melee. 9 Base Damage. 3 Adv. for Critical. Engaged Range. Defensive I. Pierce I.

Or:

Lever-Action Rifle: Ranged (Heavy). 8 Base Damage. 3 Adv. for Critical. Long Range. Unreliable.

A high-rank soldier receives high-rank weapons. Bigger blades. Better guns. More training.

Heavy Military Cuirass: +2 Soak. Add **+KK** to stealth checks while wearing this.

At some point, a soldier stops being fodder and starts becoming an investment.

No longer are they paid scrip and fed gruel.

They're given the tools to win on the battlefield, not just survive longer than the other side.

And that means such a soldier had to do something truly terrible to wash up in a bar in a land that hasn't seen war for a century.

Ichormancer Strategist

2 Brawn. 3 Agility. 3 Intellect. 3 Cunning.

4 Willpower. 2 Presence.

16 Wounds. 18 Strain. 4 Soak. Defense 0.

Discipline III. Ichor III. Knowledge (Blood) III. Knowledge (Temporal) II. Leadership II. Perception II. Skulduggery I. Vigilance II.

Adversary Conjure: If conjuring an item or creature, can conjure additional identical items or creatures without adding to the difficulty of the check.

Adversary Curse: If cursing an opponent, can curse additional targets with only a **+P** on the resulting check.

Troop Efficiency: Can make a Hard (**PPP**) Ichor check to revive fallen allies rise to fight again. Number of allies revived is equal to number of uncanceled Successes.

Allies are revived with 3 Wounds + number of uncanceled Advantages. If concentration is lost, allies will drop again and face another Critical Injury.

Revolving Pistol: Ranged (Light). 6 Base Damage. 4 Adv. for Critical. Medium Range.

For making sure downed bodies stay down.

Blood-Soaked War Garments: You think an ichormancer would not use their craft to protect themselves first? +2 Soak.

Healing Blood x1. Blood for strength. Strength in blood.

Ask a Vieren soldier, and they'll attest to the

depths of cruelty an ichormancer can reach when they become prominent agents of war. A strategist is smarter than you.

More powerful than you. And--crucially--better prepared than you.

By the time you fight your way to their war room, you'll be beaten, bloody, and shaken. And then you'll realize that the scrap of victory you won was just another trap--you were doomed from the beginning.

Investigator

2 Brawn. 3 Agility. 3 Intellect. 4 Cunning.

2 Willpower. 3 Presence.

14 Wounds. 15 Strain. 3 Soak.

Cool II. Deception II. Knowledge (Temporal) I. Ranged (Light) II. Skulduggery III. Stealth II. Streetwise II.

Adversary I: Upgrade difficulty of incoming combat checks by one.

One Step Ahead: Once per session, the Game Master can spend a Story Point to have this character appear on the scene, as long as that appearance is even remotely possible.

Sabotage: Once per encounter, this character can roll a Hard (PPP) Skulduggery check to have an opponent's weapon to spontaneously fail or for a vital item the opponent is carrying to show up in this character's back pocket.

Crossbow: Ranged (Light). 6 Base Damage. 2 Adv. for Critical. Medium Range. Accurate I. Nimble. Prepare I.

Shoot from the shadows, and bolt before anyone notices. Some crime novels give their investigators pistols, but crossbows make for cleaner kills.

Smoke Grenade x3: Ranged (Light). 2 Damage. 6 Adv. for Critical. Short Range. Blast 2. Concussive II. Disorient V. Limited Ammo I.

A chance to run if caught in the open. Everyone within Short Range is Blinded: all checks are upgraded twice, and Perception and Vigilance checks are upgraded three times.

Anyone who leaves Short range of the grenade is unaffected. The smoke clears after 5 rounds.

Drab Coat: +1 Soak. Upgrade all checks to identify wearer. Whether they're a detective, a private eye, or a muckraking journalist, investigators use stealth and subterfuge to know, whether for truth or justice or pay.

An investigator will never fight fair: they'll infiltrate your office, find your dirtiest secrets, dismantle your gun, and ruin you before you even notice.



Watercraft

To live in New Braemar is to know how to sail. Boats are vital for traveling, for transporting goods, and for fishing. However, whether one can navigate their way around more treacherous waters is another story. In New Braemar, it is assumed your character can make Sailing checks, even if they have no ranks in Sailing.

The sandy soil of this land means that there are few trees worth building ships with. As a result, most ships are first built with wood imported from foreign lands, then repaired with whalebone, driftwood, and blood clotted into form by ichor-mancers.

Upwind Speed refers to speed at close-haul.

Downwind Speed refers to speed at beam reach, broad reach, or running.

In practice, determining sailing speed is more complicated, but for the purposes of fantasy with friends, up- and down-wind is sufficient.

Handling refers to the maneuverability of your ship and its resistance to capsizing.

Defense represents your ship's capacity to repel attacks, either through magical barriers or through hull plating that deflects cannon fire.

Armor represents your ship's capacity to resist damage, often through internal structural redundancy or automatic magical repair. It works akin to Soak for mortals.

Hull Trauma represents your hull's threshold for damage. If your Hull Trauma threshold is exceeded, your ship will receive a Critical Hit and be completely compromised.

Structure Strain represents the state of your ships components, including sails and rigging. If your Structure Strain threshold is exceeded, key pieces of your ship will fail.

Single-Mast Ships

Gaff-Rig Catboat

A simple sailboat with a rectangular fore-and-aft sail and a mast near the bow.

A somewhat outdated design, but simple construction and reliable operation makes it a natural choice.

2 Silhouette. 2 Upwind Speed.

4 Downwind Speed. +0 Handling.

0 Defense. 2 Armor. 12 Hull Trauma.

12 Structure Strain.

Requires 1 operator.

Carries up to 3 people and 2 days' worth of provisions. 30 Encumbrance.

2,000-10,000 Crowns. 3 Rarity. 3 Hard Points.

No weapons.

Sloop

A single-mast boat with two triangular sails: a larger mainsail and a smaller foresail.

This design performs better upwind than a catboat, but it requires taller sails that are slightly more difficult to manage.

2 Silhouette. 3 Upwind Speed.

4 Downwind Speed. -1 Handling.

0 Defense. 2 Armor. 12 Hull Trauma.

10 Structure Strain.

Requires 1 operator.

Carries up to 3 people and 2 days' worth of provisions. 30 Encumbrance.

3,000-12,000 Crowns. 3 Rarity. 3 Hard Points.

No weapons.

Cutter

A single-mast boat with three triangular sails: a larger mainsail and two smaller foresails.

Cutters provide good speed and handling, although it comes at the cost of complexity. The more ropes and pulleys one must manage, the more potential exists for something to go wrong.

2 Silhouette. 2 Upwind Speed.

5 Downwind Speed. +0 Handling.

0 Defense. 2 Armor. 12 Hull Trauma.

8 Structure Strain.

Requires 1 operator.

Carries up to 3 people and 2 days' worth of provisions. 30 Encumbrance.

4,000-15,000 Crowns. 3 Rarity. 3 Hard Points.

No weapons.

Catamaran

A dual-hull ship with a central mast. The narrow twin hulls lets the craft cut through the waves with greater speed, and its wider stance allows sailors to make more daring maneuvers without capsizing.

However, cargo space is severely limited, and the design is quite expensive.

2 Silhouette. 4 Upwind Speed.

6 Downwind Speed. +1 Handling.

0 Defense. 1 Armor. 9 Hull Trauma.

10 Structure Strain.

Requires 1 operator.

Carries up to 2 people and 2 days' worth of provisions. 15 Encumbrance.

5,000-20,000 Crowns. 4 Rarity. 2 Hard Points.

No weapons.

Opportunities for Modifications

Structural Reinforcement

Additional internal reinforcement, keeping your ship afloat just a bit longer.

Base Modifier: Increase Armor by 1

Base Cost: 1 Hard Point, 500 Crowns

Additional Reinforcement: Increase Armor by 2 (Hard Point +1, 500 Crowns)

Metal Plating

Metal plating on the outside of the hull, to keep teeth and lead from even penetrating. The extra weight does handling no favors.

Base Modifier: Increase Defense by 1

Base Cost: 1 Hard Point, 800 Crowns

Fireproof Hull: Fire cannot be started from external threats (800 Crowns)

Metal-Laced Hull: Increase Defense by 2, reduce Handling by 1 (800 Crowns)

Improved Rigging

High-quality ropes and pulleys, facilitating improved handling. However, if the rigging system becomes too elaborate with advanced geometry, the design becomes much more susceptible to failure.

Base Modifier: Increase Handling by 1

Base Cost: 1 Hard Point, 800 Crowns

Advanced Geometry: Increase Handling by 2, Reduce Strain threshold by 2 (500 Crowns)

Fitted Cabinets

Additional storage crammed into unconventional places. Lets a ship carry more--perhaps in a discrete fashion, for less savory types.

Base Modifier: Increase Encumbrance by 10

Base Cost: 1 Hard Point, 300 Crowns

Hidden Compartments: Extra Encumbrance storage is hidden. Add **+K** to checks to search for compartments. (Hard Point +1, 500 Crowns)

Armament

Weaponry is frankly excessive for a single-mast ship. But larger ships with combat to face will need some way of fighting back--either a Divinator choir or a big gun (or both).

Base Modifier: Add one extra weapon to your ship. Weapon adds to Encumbrance of your ship.

Base Cost: 1 Hard Point, Cost of Weapon +100 Crowns

Additional Armament: Add yet another weapon to your ship, which also adds to Encumbrance of your ship. (Hard Point +1, Cost of Weapon +100 Crowns)

Key Components (And Ramifications for Failure)

Defenses: If compromised, reduce Defense to 0

Hull: If compromised, reduce Armor to 0.

Rigging: If compromised, captain can no longer make maneuvers, and all Sailing checks are upgraded twice, as the ship careens out of control.

Rudder: If compromised, reduce Handling to 3, unless already lower. Rowing will be required to steer the ship.

Sails: If compromised, upwind speed is reduced to 1, and downwind speed is reduced to 2. Rowing will be required to move the ship.

Weapons: If compromised, they are unusable.

Critical Damage

Jostled: 01-18: Easy (**P**). The ship suffers 3 Strain, and all on board suffer 3 Strain.

Shrapnel Spray: 1936. Easy (**P**). Wood is hurled at occupants at lethal momentum. All on board must make a Hard (**PPP**) Resilience or Vigilance check, or else take 1 Wound (and 1 additional Wound per Failure on check). Spend 3 Threats or 1 Despair to inflict Critical Injuries on occupants.

Armor Damage: 3754. Easy (**P**). The armor is compromised.

Sail Damage: 55-63. Average (**PP**). The sails are compromised.

Rudder Damage: 64-72. Average (**PP**). The rudder is compromised.

Writing Adventures

Slow Leak: 73-81. Average (**PP**). The hull begins to leak. The crew has three rounds before the ship sinks. However, any crew member can spend a maneuver to dump water, staving the leak off for a round.

Weapons Damage: 82-108. Hard (**PPP**). One weapon of the attacker's choice is compromised.

Rigging Damage: 109-126. Hard (**PPP**). The rigging is compromised.

Mayday! 127-138: Daunting (**PPPP**). All components are compromised.

Fire! 127-138: Daunting (**PPPP**). The ship catches fire. Each occupant faces fire damage until fire is put out. Extinguish flame with Hard (**PPP**) Cool or Athletics check.

Breaking Up: 145-153. Daunting (**PPPP**). The ship begins to come apart, and will sink at the end of the following round, leaving little but driftwood. All aboard must jump ship.

Doomed: 154+. The ship is completely destroyed. Nothing can save the vessel--or its crew and passengers. Pray the Old Ones have mercy on your fragile soul.

Of course, all the guns, ships, and toys of the world mean nothing without a sense of what one is doing. This section is written primarily for Game Masters who want guidance on stories to tell.

The vignettes provided in this document provide a suggested tone for the setting, drawing from noir, steampunk, fantasy, and pulp horror. But tone does not an adventure make--not entirely, anyway.

Exploration

The high seas call to your character. Explore the world, working on a whaling ship or merchant ship and then spending all the coin your characters earn, by making impulsive decisions at every port they wash up on.

Safety Tools and Cultural Sensitivity

Exploring the world requires your characters to interact with myriad cultures on both sides of colonial actions. Do not tolerate racism or orientalism in your game, and as a general rule, advise players against emulating foreign accents or languages. Speak with your players and reinforce the use of safety tools.

Make Money at Sea, Burn it All at Shore

Sailing across oceans can sometimes be rather dull, and sailors only get a chance to spend their money when they reach shore. Encourage players to spend that money all at once, make ill-advised decisions, and take on misadventures to dig themselves out of those poor decisions.

Around the World, People Stay the Same

Obviously, different cultures have different practices, but almost all cultures share prevailing themes: harvest festivals, fried food, cheap alcohol, spurned love, petty greed, and so on. When in doubt, let stories play off archetypes common to the human experience, where the names just so happen to come from all sorts of cultures. Even in “foreign” cultures, you can still Write What You Know.

Do the Research

Most stories, however, do have details rooted in their home cultures. Do research on cultures not like your own, and do not play lightly with religion, prejudice, and other topics made fraught by racism, colonialism, and orientalism. Seek out literature by people describing their own cultures, and challenge your gut notions about what Other People are like.

Diplomacy, Espionage, Heists, & Assassinations

Stealing an important thing and killing an important person have a great deal in common. Such tasks require advanced planning, a great deal of subterfuge, and (whether planned or otherwise) a dramatic exit. A party would do well with members who can find alternate routes of entry, or talk their way past guards, or make deaths look accidental, or hold off goons while everyone else runs with the loot.

Similar tools are required of diplomats and spies. In a time portending international turmoil, information and negotiation are key. Whether you’re doing it above-ground as diplomats and bodyguards or below-ground as spies and mercenaries, you’re sent to know, and sometimes to change the facts on the ground yourself.

Safety Tools

Covert operations often involve violence, sometimes against people who deserve what’s coming, sometimes against people who don’t. Speak with your players and reinforce the use of safety tools.

Story Points as Planning

The underlying mechanics of the Genesys system care little for inventory management, and players can manifest a conveniently-remembered rope with a Story Point.

Game Masters should lean into this, and encourage using Story Points as flashbacks to planning the current operation in a smoky billiards hall or a captain’s study.

This way, players can use Story Points to invoke something going to plan--and Game Masters can use Story Points to invoke unforeseen consequences in those plans.

Contrived Defenses

In practice, a document of incriminating evidence is in a lockbox in an office. But that’s boring storytelling. Game Masters should invoke saferooms inside saferooms, ichormantic wards, armed guards, and other contrivances that are both excessive and possible to undermine.

Further Sources

Read or watch heist media. You can also examine the level design of the Dishonoured games, which demonstrate a potential means of depicting methodical and stealth-based approaches to political violence.

Investigation

Several character careers cater more toward investigation and interrogation as opposed to combat. Therefore, certain groups of characters could do well with episodic mysteries, from paranormal dealings to murders most foul.

Safety Tools

Investigatory adventures, especially those with a noir bent, gaze upon the lurid, the gruesome, the depths of human evil. Such topics should be approached with care, so speak with your players and reinforce the use of safety tools.

It's Never the First One

The woman carrying the stolen watch bought it legitimately from a jeweller. The blood on the suspect's shirt is from gutting fish. The heirloom sword found in victim's stomach is a counterfeit. If the case were that simple, you wouldn't need investigators.

The Perpetrator is not That Smart

Footprints of unusually large boots. A murder weapon stashed barely fifty feet away. An alibi that collapses because their coat is wet--so how were they inside all night? Most crimes are crimes of impulse, done without great planning and hastily covered up with scant attention to detail. If the perpetrators were so good, they couldn't be caught by your investigators.

Nobody is Honest Tonight

Witnesses will lie about how late they were drinking. Spouses will downplay the intensity of their arguments.

Even innocent people will bolt if they think you'll find the contraband in their handbags.

In the real world, people might be a bit more willing to help investigators, but in your adventures, everyone has something to hide.

Follow No Rules

Sometimes, the trail leads back to that first suspect. Sometimes, your killer is a calm and adroit assassin. Sometimes, even an honest person is framed for murder.

Formulas are helpful for writing your first three mysteries, but pulling the rug from under your players makes sure that whatever story you're telling, they can't see it coming.

Further Sources

Read detective novels or watch noir films. If the Game Master wants to engage in some verisimilitude, they can role-play the perpetrator alone, prior to the session, potentially as a Rival- or Nemesis-class Adversary.

Every Disadvantage that perpetrator makes turns into a clue that players can find, every Failure an amateur mistake that could doom the perpetrator in a court of law.

The Tides of New Braemar

The Gods of New Braemar defy the comprehension of mortal minds. Their Names are spoken in chromatic scents and crawling pinpricks down one's spine. Their movement rattles teeth and sears bones. To see one is to hear color or to hold a word in one's hand like a wriggling crab.

When these Great Beings speak, the world itself responds. Storms manifest from nowhere. Seas rise and shift. Nations flood and seabeds rise from the depths. Forests become marshes and marshes become fields.

Once, the Deep Ones spoke so profoundly that Their Words flooded the whole world and made land where there was once only sea. What was once Braemar was crushed into oblivion.

To this day, no one knows why the Great Ones spake such. Some say some holy folk asked for a salvation they indeed received. Some say the Old Gods shifted within their undersea homes.

Yet others say the Lords of the Sea needed blood to sate some cosmic urge. But eventually, the storms subsided such that mortals were allowed to rebuild atop the buried remains of the Braemar silt.

Of course, the inlanders will say something about a God watching within the sun, and a Rapture of some sort. But no Being has spoken from the sun--so what do the inlanders know, anyway?

New Braemar is now a collection of homesteads and villages, full of people too ornery to bow to the lord technically in charge of them.

When people dig a hole for a basement or cellar, they often find bones and scrap from whatever ancestors lived here before. (It is tradition that any relics unearthed from constructing a building must be displayed inside the building once it's finished.)

It is said that no one in New Braemar truly dies, that one's soul instead is dispersed into sea grasses and marshland mollusks and the like. But such perspectives on death should be expected from a people who perpetually walk atop the bones of the dead.

New Braemar is a land of fishers, as was Old Braemar before it. One can find all manner of shellfish, trout, cod, and even whale in the oceans around this land. However, many Braemariners (or Mariners, or Mar'ners) are farmers, too, commonly growing rye and barley, potatoes, cabbages and beets, and the rare imported vegetable that can survive in this climate. (Even cereals from other lands struggle to grow in New Braemar.)

In addition, many Mar'ners raise sheep and goats, although the rare breeds that survive here have tough meat that requires a great deal of boiling to be edible.

As a result, New Braemar is a place known for hard bread, heavy stews, and a tendency of salting or pickling just about anything. (It's said that Mar'ners understand one flavor: salt.)

The people of New Braemar speak Barllon, the tongue of the land of Barllony, a warfaring land to the west. However, the dialect in New Braemar is different enough that a Barllon traveller would struggle to understand a Mar'ner yelling at full tilt.

Being a land built on fishing, New Braemar has become home to a contingent of immigrants from a place called the Shinsui Islands. The Shinsui community have become a part of Mariner culture--their legends, their gods, and their ship designs have found safe harbor in the cruel winds of New Braemar. A much smaller population of immigrants comes from the Alder Marches, refugees from a cruel War that has ravaged that land for decades.

Time

In this land, the year takes three hundred and seventy days, with thirteen months named after dead gods worshipped over two thousand years ago.

For six of the seven months, however, full moon lasts an extra day, on which the moon glows an unearthly violet--the Godsmoon.

It is said that those who are born on the day of the Godsmoon are destined to die at sea, as one would hope.

The thirteen months are:

1. Haratayu
2. Erevain
3. *Montenu
4. Veresque
5. *Sharann
6. Asaraa
7. *Venndu
8. Kara Shoen
9. *Akri Venn
10. Soro Baen
11. *Urobor
12. Shiriana
13. *Woluonti

Months marked with a * have a Godsmoon day: The fifteenth of the month.

- Erevain, Montenu, and Veresque correspond to spring.
- Sharann, Asaraa, and Venndu correspond to summer.
- Kara Shoen, Akri Ven, and Soro Baen correspond to autumn.
- Urobor represents the shift from autumn to winter.

- Shiriana, Woluonti, and Haratayu corresponds to winter. The Godsmoon of Woluonti marks the new year.

Calendars in New Braemar are within an epoch that starts with a battle during which the sun usurped the moon for the power to bring light to the earth. The current year is 2132, give or take.

Each month has four weeks, each week has seven days, and Godsmoon days are listed independently of any day of the week--it is simply the day of the Godsmoon.

The days of the week are:

1. Moonsday (holiday)
2. Tithesday (holiday)
3. Wyvernday
4. Torrriday
5. Faransday
6. Salzday
7. Sunday

The month starts on Moonsday, with a new moon.

The Gods & Those Who Worship Them

New Braemar has a remarkably optimistic view of the Gods of the Deep. Yes, the sea has Beings of unimaginable form, intelligence, and power, but those Beings have something akin to compassion, and They tend to listen favorably to Mar'ners who embrace their Fates.

Many people have enough of a connection to The Ones Below that they can cast a hymn or two (or a rune or two). However, greater attunement requires the kind of practice reserved for holy people--hence churches.

Most of the churches are helmed by Divinators, since their communication with the Great Ones is the kind that meshes well with sermons. Many hymns calling to the Gods are simply good hymns to sing in church, so quite often, churchgoers leave services literally stronger (or literally protected from illness) for the rest of the day.

Ichormancers, meanwhile, are more likely to run individual practices. One is likely to go to an ichormancer for fixing a broken tool, or healing an illness, or foretelling the fate of a wedding. Etching runes in one's arm (or pricking a finger to fill a rune etched in bone) is obviously rather painful, so quite often ichormancy is done with bottled blood (whether collected from animals or donated from humans). It's less effective (the point of ichormancy is sacrifice), but it's enough for patching up a leak in a ship.

Note that the Great Beings of the Sea are not human, and thus Their names are also not bound by human capacities for expression. This is why no God worshipped by Mar'ners is mentioned by name--there would be no way of speaking or transcribing that name, when it is conveyed by senses beyond sight or sound alone.

Divinators' Songs

If you are engaging in the idle fantasy of this world, imagine divinators' hymns as sacred harp music. These songs are written for large groups of amateur singers--for example, a congregation in a church.

Notes are written in a shape note format: music is written in a standard staff, but different notes are marked in with different shapes: diamonds, triangles, squares, and so on. There are both four-note and seven-note notation standards, depending on whose hymn book you have. Sacred harp pieces are meant to be sung as loud as possible, tone be damned.

The result can sound abrasive, but there's a reason such songs are sung in religious contexts. As musician Willi Carlisle puts it: "I'd drive across the country to sing it, but I wouldn't cross the street to listen to it."

These hymns are taught to all young children in New Braemar, and versions of these hymns have been passed around the world (although children inland do not realize the literal magic in these songs).

When these hymns are sung in a church setting, the magic inherent in the voices of divinator pastors grants strength and protection to the entire congregation. But sometimes, even some children find that the air resonates with their voice.

Those children are encouraged to take tutelage with a nearby pastor, learn to embrace their Fates (whatever they may be), and perhaps become diviners themselves.

Ichormantic Education

Ichormancy is just as much a profession as it is an act of devotion. Thus, young ichormancers have traditionally learned this art through schooling, in rigorous programs that are equal parts medical school, engineering college, and seminary.

However, no such school exists in New Braemar (the land is too small) or in Barllony (such arts are considered heretical). The ichormancers of the prior generation instead went abroad, studying in Saravensur universities and Shinsui monasteries.

But between the atrocities of a Great War in the Alder Marches and the crisis of a Mass Undying in the Shinsui Islands, neither land is taking students from elsewhere. Now, young ichormancers must take apprenticeships, learning from old books and devotional texts.

After generations of professionalization, the Mar'ner practice of ichormancy is returning to a more esoteric form reminiscent of ancient haruspices.

Braemariner ichormancy has always looked a bit odd to outsiders, and the winds of change beyond the seas will only widen the gap between ichormancers here and ichormancers elsewhere.

Death and its Manipulations

To a Mar'ner, one never truly dies. If a Mar'ner dies in their home, their body and soul and memories dissolve into the sand and the sea and the fish.

If they die at sea, their essence will wash ashore where it belongs.

If they die inland...well, there's a reason Mar'ners don't typically go inland.

This belief may have a grain of truth. More so than other places, New Braemar has a history of hauntings--of buildings, of machinery, of forest clearings that once saw a gruesome murder forty-odd years ago.

Spirits with unfinished business tend to inhabit places close to them, and perhaps that phenomenon is more powerful in a place where the dead never truly go away.

This, of course, means that those who work with the dead are greeted at arm's length, and those

who defile the dead are reviled. Coroners, morgue workers, and exorcists are respected and feared simultaneously.

Their work is important, but it takes a certain type of person to willingly work with death. Grave robbers and necromancers, meanwhile, are the worst kind of criminal, especially outside of Reawick.

Digging up bodies, dredging up peaceful spirits, and even doing ichormancy with blood from corpses or dead fauna are all considered vile cruelties upon one's ancestors.

These concerns about working with death weigh particularly heavily on ichormancers, whose skillset is required to, say, speak to a ghost or raise a corpse to some mockery of life.

However, many divinators also are tasked with aspects of death, both as priests and as casters of wards that calm restless spirits.

Going Inland

The song of the Gods is the song of the oceans, specifically. Thus, if one travels far enough inland, that song will go fainter, and fainter, until one hears nothing at all. One's Fate becomes meaningless, and one's connection to the most sacred Beings of existence is severed.

To do such a thing is considered one of the gravest sins a Braemariner could do. Those who venture into the misty woods or deserts inland are almost never heard from again, and those who (for whatever reason) return struggle to find acceptance in their former home.

How does a Mar'ner speak to someone who turned their back on their own Fate, who heard the ebb and flow of the sea and chose not to listen? This practice is slowly changing, as new railroads provide overland travel as fast (or faster) than ships.

This is often a dark fate for divinators. To sing the music of the waters, one must listen first. As a

result, diviners end up (to a small degree) taking in the watery emotions of those around them, both love and hatred, rage and terror, triumph and despair.

A pastor will know what a congregation member is feeling, almost on instinct. A navigator will rally their fellow crew with the light of everyone's hope.

A warmonger will smell the fear of their enemies, and feed upon that very terror. But for a few, that supernatural empathy wears upon their soul, until they cannot bear to hear the music anymore.

Alternate Religious Practices

Some individuals take the songs of the Deep Ones to...let's say unorthodox ends.

One could call such practices "cult-like," among certain company.

This is unsurprising among a culture such as New Braemar's, and most Mar'ners know a few folks who take things a bit further than usual, faith-wise.

Many Mar'ners--especially those living further out to sea--consider sea life so holy that they strive to become such life themselves. They take up rites that grant themselves gills, or the capacity to squeeze through small spaces like octopi.

Such practices make one appear even more alien to inlanders, but they're quite useful for sailors, beyond being spiritually beautiful.

Many other Mar'ners believe that the Deep Ones are bound to stir again, this time flooding all land and blanketing the world in one Grand Ocean.

After all, what is a religion without a few doomsday cults branching off?

These people spend their days preparing for this Second Wake, stockpiling food, building boats suitable for an extended family, and otherwise preparing for a life forevermore at sea.

(However, some are more committed to preparations than others.)

These doomsday-prophets overlap significantly with the Mar'ners trying to become one with the sea, for clear reasons.

Everyone in New Braemar knows a doomsday prepper. (By some accounts, everyone in New Braemar is ready for doomsday, given that most houses by the shore are more or less expected to fall into the sea.)

But rarer and more looked down upon are those who wish to bring about the Second Wake itself.

Such individuals make grand prayers to Those of the Sea, begging them to bring down the world and submerge all in water.

Most people find doomsday callers poor company, because most think doomsday (when it comes) will be rather unpleasant, actually.

Also, it takes a great degree of hubris for someone to think they of all people are fated to end and remake the world.

Such hubris motivates people to tell their grand prophecies when everyone else would like to drink their beer in peace.

Culture

The culture of New Braemar is dominated by sailors and fishers. Those who live here may live on inhospitable rocks with soil barely suitable for farming, but many Mar'ners travel the world, returning home with stories from faraway places and cultures.

Homes often display maps of the world, generally projections that preserve bearing (a useful feature for navigation).

As a result, children from New Braemar know a great deal of geography, even if they don't go to school, because the retired sailor a few hours' walk away has years of tales about Isshandan demons, Alder battles, and Shinsui silks.

Food

New Braemar is a very farm-to-table kind of place. Most Mar'ner food involves rye, barley, oats, cabbages, all manner of fish; and occasionally venison, goat, sheep, or seal meat. The plants and animals that live here have to be quite hardy, so the resulting food is similarly tough.

As a result, New Braemar is a place known for hard bread, heavy stews, and a tendency of salting or pickling just about anything. What, the place is surrounded by salt water, you think that wouldn't affect the food?

For example, a traditional Mar'ner dinner might be breaded trout (caught that morning), mashed grains with salt and fermented fish sauce, and boiled turnips mixed with salted goat cheese.

On the side, many families will eat dried and roasted seaweed, a Shinsui tradition that fit perfectly on Braemariner plates.

Drinking water generally from small lakes and aquifers, which are in turn filled by rainwater. Dubious drinking water is only really a problem

in urban areas, and only Reawick comes remotely close to urban.

That said, even the "fresh" water in New Braemar is a bit salty (the soil is half-sand, after all), so many households distill some of their water (or melt snow). Other households (often fishing families) opt instead to do rites that let them simply drink seawater instead. As a result, many pubs in New Braemar provide salt with their alcohol, serving people who are so used to salt that fresh water tastes cloyingly sweet.

Incidentally, the signature alcohol of New Braemar is ale brewed with local barley, rye, and sour apples. Hops and sweeter fruits and grains simply do not grow in New Braemar, so the ale turns out incredibly bitter, even after dilution. For those looking for stronger liquor, many brewers make whiskey from mixes of barley and rye. The only real sweetener common in New Braemar is honey, and even that is used sparingly in most homes.

Thanks to larger merchant ships and more advanced food processing (artificial ice-makers!), foods from other cultures are coming more to New Braemar. Mar'ner sailors were always aware of tropical fruits and foreign spices and the like (and probably tried such food before), but it is still quite uncanny to find products like olive preserves, coffee, sugar, chocolate, and clove in Reawick stores (and occasionally Bostbury markets).

Chocolate in particular has taken a particular hold of New Braemar's palate. In the hands of Braemariner cooks, fudges and chocolate cakes end up far less sweet than anything a Barllon would make. This is partially because of the tougher grains of New Braemar, and partially because Mar'ners prefer bitter foods anyway.

That said, chocolate remains dizzyingly expensive, and outside of Reawick, a Braemariner child will rarely taste chocolate outside of Saint's Day, if that.

Family

New Braemar is a very, very, small place. As of 2132, there are ten thousand permanent residents, maybe, and three or four thousand of them live in or around Reawick. (However, Reawick appears much larger because of the ever-cycling population of sailors on shore leave with money to burn.)

As a result, there are fifteen or so families whom everyone is at least somewhat related to. Put a Mar'ner in a graveyard in the isle they call home, and they'll have some kind of family tie to a plurality of the gravestones. (Incidentally, a great deal of those gravestones will say "Died at Sea.")

Notable families include:

- Atwood
(or Attwood)
- Callum
- Covill (or Covil)
- Freeman
- Gill (or Gillum)
- Herring
- Howes (or Hawes)
- Kirkwater
- Lombard
- Nicker
(or Nickerson)
- Perkins
- Perry
- Proffit (or Proffitt)
- Snow
- Swift
- Tobey
- Watters
(or Watterson)

People who have roots in New Braemar at least a generation or two deep will have ties to at least two or three of these families, but your character need not have these exact surnames.

Many other family names tie their roots to New Braemar, and yet more names hail from immigrants of a few generations prior.

And of course, your character can be from elsewhere as well...

Storytelling

A significant portion of Braemariners are literate (at least literate enough to read a map), but most stories are passed around orally--in particular through songs.

Consider: would you rather read a boring old book about a legend, or sing about it around a fire?

This tradition means a significant portion of Braemariners are also literate enough to read music, in a musical staff where different notes are written with different shapes (it's easier to read that way).

Many Mar'ners can play an instrument or two as well: fiddles, harmonicas, autoharps, accordions, hurdy-gurdies, trumpets...even the occasional cello or bansuri or shamisen.

However, every Mar'ner sings. Often, outside of this idle fantasy, people believe they cannot sing, citing a lack of training or a lack of some vocal quality considered "professional."

But this sentiment is misguided, for a great many people can sing but do not, believing that singing is something "talented" people do.

This practice is foreign to New Braemar, because singing a community activity. One is assumed to sing with the rest of the community, all at once.

Major Holidays

The major holidays in New Braemar track the Godsmoon days scattered about the year (although every full moon is sacred).

However, fishers and farmers have staggered holidays, largely because water warms and cools much more slowly than land and air. Those who are not fishers or farmers follow the holidays more emphasized in their community, and in mixed communities, fishers participate in farming holidays and vice versa. Everyone celebrates **Saint's Day** and **New Year's Day**, however.

Life Day corresponds to the Godsmoon day of Montenu, the second month of spring. The month of Erevain is mostly spent preparing the land and planting crops, and Life Day commemorates the first budding of spring crops and the first blooms of wild flowers. Farmers often celebrate by preparing powdered dyes and throwing them at each other.

The Day of Embarking (or simply The Embarking) corresponds to the Godsmoon day of Sharann, the first month of summer. Around this time of the year, the water around New Braemar becomes warm enough for migrating fish and whales to return, signaling the beginning of large-scale fishing. This is also the day that many fishers first test out improved equipment and modifications to their ships, which they worked on throughout the winter. Many fishers take on competitions, especially sailing races and competitions to catch the largest fish of a certain species. Sometimes these contests turn lethal, especially if fishers are bold (or stupid) enough to hunt for tuna in a drunken show of bravado.

Saint's Day corresponds to the Godsmoon day of Venndu, the warmest month of the year. During this month, New Braemar's weather turns pleasant and the sky clear. Communities often organize carnivals or town fairs on this day, and people bring out their finest catches or harvests of the year on this day. The name is likely a holdout from the days when Venndu and the like were

actual gods of consequence, because no saints are actually worshipped on this day.

Harvest Day corresponds to the Goodsmoon day of Akri Ven, the middle month of autumn. Although some crops continue to grow after Harvest Day, this holiday marks a transition from growing crops to preserving food for the winter, usually with salting, drying, and fermentation. Of course, fermentation includes making alcohol, and Harvest Day is the day for getting as drunk one can. There are stories of week-long hangovers coming from particularly rowdy festivities on this holiday.

The Day of Return (or simply, The Return) corresponds to the Godsmoon day of Urobor, the month of transition from autumn to winter. By this day, the water becomes too cold for many migratory fish, who then travel south to warmer waters. This is when fishers dry-dock their vessels and start making larger repairs and modifications to their equipment. Since many longer expeditions return home at this time of year (winters around New Braemar are quite dangerous at sea), this becomes the day when sailors share stories of their adventures over the year and mourn those lost at sea.

New Year's Day corresponds to the Godsmoon day of Woluonti, in the depths of winter. New Braemar doesn't consistently get cold enough for snow, but its winters are instead defined by terrible storms. Many fishers' cottages are built by the sea with the full expectation that they will eventually collapse during a storm, and that most often happens during the winter, when (thankfully) no one is inside. However, in the midst of death and destruction comes rebirth. As trees fall, new life grows on the dead wood. As fields wither, farmers repair their tools. As people are taken by rip-currents, their souls return to the land. As the old year ends, a new year begins in its place.

Land of New Braemar

The Mainland

The western bank of Cearrfirth is part of the mainland. The banks have perhaps the most arable land in New Braemar, and thus the area is known for small farms, which grow a mix of local crops and occasional imports from other lands.

New Braemar's culture is vaguely related to that of Barllony, a warfaring land to the west. (That said, a Barllon resident would blanch at the thought of being associated with New Braemar.) New Braemar has thus been quite isolated from the wars and turmoil of the rest of the world. Only now are steam-cars and telegraphs coming to New Braemar, and even so, such machinery are at best accepted begrudgingly.

New Braemar is technically a vassal territory of a vassal nation of the Pyranic Holdings of Barllony, but few Barllon officials come to New Braemar, and those who do tend to leave as soon as they can.

However, the further inland one goes, the less they hear the Glorious Song of the Great Sea Gods. Typically, if one ventures through the Morrigan forest to the west, they are considered to have left the Domain of the Sea, and thus the land of New Braemar.

Bostbury

The mainland is home to the Village of Bostbury (boz-burry), the southern coast of which has the remnants of a military harbor.

In a long-ago war, Bostbury was founded as a shelter for warfaring corvettes and frigates, for enemy ships sailing towards this port would make easy targets for Barllon catapults to the south and west.

Residents of Bostbury dock their watercraft in this ancient harbor.

Most refugees from the Alder Marches move to Bostbury. For the sun-worshipping Vieren, Bostbury is about as removed from strange oceanic happenings one can get in New Braemar (to move to Barllony proper would be to surrender to the empire that conquered the ashes of their old home.)

And for the sea-worshipping Saravensur, they found they preferred sharing a war-weary community with their former enemies to staking out a yet-smaller enclave of already-scarred people.

The Marchers of New Braemar scarcely talk of the War, except in vague, non-committal language, but that's a small price for the gift of speaking in the tongue of their ravaged homeland.

Reay Isle

One must surmise that once, before the Gods made a Holy Decree, Reay (ray) Isle was truly an island. But in the riotous squall of Their great awakening, such a great amount of earth was shifted that this island became a peninsula.

Reay Isle is dominated by marshes and forests, but many farmers make their living off the land here.

Reawick

The Town of Reawick (reh-vick) is at the base of Reay Isle, and it is the closest a New Braemar community gets to a city. The Braemar County Hall is in Reawick, as well as the latest industrial developments from the outside world. Residents of Reawick dock their watercraft in Cearrfirth and Brennfirth.

Boats docked in Brennfirth are protected from the elements by a sandbar to the north.

There now exists a steam-car station terminating at Reawick center. This station represents the first persistent connection that New Braemar has with the rest of the world--and few Mar'ners take

kindly to its presence. New Braemar will generally take a fisher or sailor or farmer, no matter where they're from, but the industrial operations of fop-pish capital-hoarders strike rank-and-file Mar'ners poorly. Thus, such industrialization in Reawick has given rise to significant political unrest.

Much of the Shinsui diaspora lives in or around Reawick, owing to the degree to which the fishing industry is based out of this town.

By this point, Shinsui cultural influence has settled in enough that many notable people (and ghosts) in Reawick have at least partially Shinsui names.

Ardenn Isle

Ardenn Isle is a small island tucked into Brenn-firth. There is no space for a full town, but there are a few farms and fisheries and homestead communities holding out against the wind and rock.

Dounby Isle

Dounby Isle is the middle island in New Braemar. The eastern shore is high in calcium deposits, preventing significant crop growth. The western shore has greater potential for farming, but not by much.

The water around Dounby Isle is very rocky and rough, preventing easy passage to the island. As a result, few travel here.

The relative lack of human influence means that some of the strangest creatures of New Braemar make their homes here.

Inverness Isle

Inverness Isle is a rocky outcropping masquerading as habitable land.

The western shore is naught but rock painted white with calcium, and the eastern shore is unprotected from the brutal winds of the Central Sea.

For those fortunate enough to ride an airship, they can see that Inverness Isle vaguely resembles the skeleton of a herring.

Inverness

At the southernmost point is the Village of Inverness. The residents of Inverness are either fishers or artisans building tools for fishers.

The soil is too barren for farming, and the weather too brutal for inlanders. But for those hardy enough to survive, the island offers a reverent, alien landscape to call home. Residents of Inverness dock their watercraft at the southern point of the island, or at a small inlet to the northeast of the village.

At both locations, their watercraft is protected by a sandbar near the shore. Larger ships need to dock near the northern point of the island, but few do.

The people of Inverness are not truly bound by any one ancestry--if one is meant for Inverness, they tend to find their way home, no matter where their ancestors came from.

In fact, after a couple of generations, Invernessers start to look a bit more...fish-like. Their skin appears to take on a scale-like pattern, their eyes change in form, their teeth become more jagged, and some are even born with an extra joint or two in their fingers.

It is said that were an Invernesser to move inland enough, they would begin to look more like other humans. But in practice, few Invernessers feel any reason to leave the sea behind.

Waters of New Braemar

Cearrfirth

Cearrfirth (car-firth) is a “false firth” in the same way that Reay Isle is a false isle. Presumably, the same holy calamity that turned Reay Isle into a peninsula turned Cearrfirth into a bay.

This is perhaps the quietest body of water of New Braemar, as it is sheltered by Reay Isle. However, the most superstitious Mar'ners distrust the waters, saying it holds ill omens. They have not been proven right..yet.

Brennfirth

Brennfirth separates Reay Isle from Ardenn Isle and Dounby Isle. It offers relatively easy passage between Inverness and Reawick for most small ships that come this way.

A warfaring frigate might have some trouble, which is why--when warships ever docked here--they docked in Bostbury.

Loch Fionncrag

Loch Fionncrag (fin-crag) is named so for the calcium deposits that paint the rocks of this strait a divine white. The sharp rocks of this water make trespass treacherous if not impossible, and the calcium in the earth prevents most life from thriving on its shores.

But it is said that few things are as holy as the white rocks of this loch.

The Winds of Change

For at least a century or two, New Braemar was a place of its own. A stormy pile of sand vaguely in the path of trade routes, isolated from the rest of the world, living on its own economy of fishing, farming, and temporary respite for sailing ships.

The lands around the Central Sea may have had wars over land or faith or money, but New Braemar had but faint memories of such horrors. The ghosts of this land traced to the Words of the Old Gods, or to smaller squabbles within communities.

Admittedly, people and goods came from all over to New Braemar, but those people were sailors: fishers, whalers, the occasional merchant ship.

Most outsiders stayed for a fortnight or for generations, and most goods from Elsewhere were rarities, luxuries, tucked away for holidays on a good year.

But now, the winds of change have swept to the shores of Reawick, as steamcars and processed goods and factories and bags of Barllon Crowns. Thirty years ago, chocolate and sugar barely existed, and tropical fruits were only known through illustrations and sailor's tales.

Now, Reawick has bakeries that sell “chocolate cakes” (at eye-popping prices), and pineapple extract is now sold in cans, although many a whaler will swear it tastes nothing like the real thing.

All this change has come on the back of kamagars, machines that turn burned fuel into work. (The word kamagar--or kamerger, or kamma, no one agrees on its pronunciation--comes from a foreign word for “laborer” or “serf.”)

The fuel source differs from design to design, but it's often treated wood or whale oil. In some cases, the fuel is used to create electricity: lightning bottled in wires, which can power its own set of

kamagars, far away from the burning fuel itself.

This all, of course, is deeply disturbing to a people that's very used to doing things by hand. But now, one can buy machines to sew clothes en-masse, or to fish for whales at five times the rate, or to store foods in easy-to-ship metal cans.

And of course, the only people who can buy kamagars at scale are the fantastically wealthy, who use them to become even wealthier. One can already see the effects in Reawick, both of giant factories and refineries coating the streets with soot, and of posh houses blessed by diviners to repel that very same soot.

No wonder then, that even the ghosts of New Braemar take poorly to these artifacts of industry.

It is said that kamagars in New Braemar are strangely unreliable: pipes freeze, screws go missing, and gears rust into nothing. The wealthy blame the unions, and the unions provide no comment.

Then again, who would stop a ghost kept awake with righteous anger?

The Port of Reawick

Thirty years ago, the ports beside Reawick simply were not deep enough for much more than one- or two-mast fishing vessels.

But now, the sand beneath that port has been dredged and shaped, to allow for grand merchant vessels to dock, resupply, and trade goods at a port with Barllon blessings.

As a result, Reawick has become very developed very quickly, overwhelming the small council that ran the Town of Reawick before it suddenly became...a city?

Not compared to cities in faraway lands, but certainly more than anything New Braemar has seen in extant history.

Goods traded through the Port of Reawick include:

Fish: Fishing has always been a key part of the Breamariner life, but now fishing is an industry, necessitating greater scale, greater investment, and greater concentration of wealth.

Recently, fish-packing refineries have been built around Reawick, turning fresh catches into preserved items in cans.

Foodstuffs: Alcohols, sweets, and crops from faraway lands. Normally, sailors would only taste goods like wine and bananas in faraway ports.

But now, they have come to New Braemar--at a great cost, of course.

Technology: New generators, electrical equipment, motors, and lighting are imported from industrialized nations.

Even kamagars, building-sized automatons with complex decision-making capacity, are coming on ships for installation in new factories.

Weaponry: These weapons are mostly not for New Braemar. No, these implements are meant for wars to the west, to the east, and--up until recently--to the south.

Repeating-action rifles, steam-powered cannons, body armor for soldiers, and stockpiles of ammunition pass through Reawick. Some, of course, manages to sneak into the general populace, too.

Wood: New Braemar's soil is mostly sand, so there's little in the way of trees--at least trees that can be used to make boats.

As a result, most wood for shipbuilding is imported, whether it be Shunsui pine, Barllon oak, or Isshandan cedar.

Boats were always expensive affairs in New Braemar, but with bigger ships coming to port, the price is dropping precipitously.

Whale Oil: Whale oil is a wonder of combustion. Once used primarily for simple lamps, technology now exists to refine the oil further, turning it into a powerful fuel for heat, electricity, and kamagars.

Contraband: New Braemar is technically part of Barllony, meaning that if someone wanted to ship goods into that empire, they could deal with overseas customs in Reawick.

But the arm of Barllon law scarcely stretches here, because the customs officials in Reawick were probably sent there as punishment for incompetence or corruption. (They were made to work somewhere with terrible weather and worse food.) This means that if someone wanted to ship something of dubious legality in or out of Barllony, Reawick is prime territory.

The Power Players of New Braemar

The Town Council of Reawick was not prepared for the world to barge into its port, dredge up an artificial harbor, set up shell corporations to circumvent taxes, and dump waste into the sea.

At this point, the Council is scrambling to address the new-money power in Reawick, but there's only so much it can do.

The power players of Reawick have already established themselves, and it isn't the Council.

The Corporations

A fair number of corporations have established themselves on New Braemar, mostly as satellite branches of Barllon operations, though some of them were started by ship captains who saw a good racket coming.

They combined their geopolitical knowledge (and cruel management practices) with technological advancement, and now the corporate barons are starting to groom their children into a second generation of corporate barons.

The Unions

Of course, any big corporation requires workers, and neither robber barons nor ex-captains are known for being kind to them. However, put enough workers in the same shoddy working conditions, and you'll start to hear the word "union" get thrown around.

Those unions are, of course, in great contention with the major holding companies of Reawick. The owners of these massive enterprises have put a great deal of money, effort, and violence into quashing workers' attempts at organizing--but that hasn't really stopped the tide.

Different unions (and proto-unions) have different approaches to making change. Some are trying to negotiate, to work through the Town Council, to use rhetoric and politics to make change.

But others are more willing to tap into the underground, and use subterfuge and a bit of violence to take back power.

The Underground

Bigger players in Barllony tend to overlook New Braemar. The ports are small, the weather is uniquely unpleasant, and the much-larger port city of Maernmouth is so close.

Thus, government presence (particularly with regards to customs enforcement) is rather lax here. This has allowed an Underground to somewhat freely smuggle contraband: foreign liquors, military weapons, confidential documents that could potentially end a dynasty, and so on.

There is no one organization, just a network of Legitimate Business Professionals who will help with certain favors if offered the right price.

In other contexts, one would call such an entity a "black market," but darker colors (especially in people) should not be associated with evil or lawlessness.

The Cold War of the Ring Sea

Nominally, New Braemar is a vassal land of the Pyranic Holdings of Barllony, a sun-worshipping culture that spreads from coasts to the west and south of New Braemar to misty forests stretching far inland.

In practice, the Pyranic Monarchy sees New Braemar as a backwater territory with strange heretics, a middling port, and a halfway decent fishing industry.

So for much of modern history, Barllony let the “fish people” of New Braemar live at arm’s length. The higher lords usually send five to ten administrators to do...something...and lets this land use Barllon Crowns to sell goods back to the mainland. This is still the case, but now the air is tense with conflict.

The Alder Marches to the southwest have been razed by civil war, and the Shinsui Federation to the northeast has been wracked by a plague of undeath.

The Barllons smelled blood, and they took the opportunity to seize trade routes and wrest naval control from the Isshandan Empire.

Under the rule of the latest Pyranic Emmissary, Barllony stormed and annexed the battle-torn remnants of the Alder Marches, and it is now waging a Cold War against the once-complacent Isshandans, flooding the seas with spies and brigands and preparing for true war to spark in an instant.

If you’ve spent the past two decades in Inverness, none of this matters to you. But the sailors taking refuge in Reawick and Bostbury taverns are whispering to each other.

There is war on the horizon, war like the world has never seen before.

Weapons means-tested on what remains of the Alder Marches may soon be fired between the eminent power of the Ring Sea and an upstart empire with a thirst for blood.

The world around New Braemar is a geopolitical powder keg.

Whether your characters try to de-escalate great conflicts, light the whole world on fire, or try to live their lives under the coming storm, is up to them.

But from here, the story is yours.

The world is yours.

Make of it what you will.