

THINGS

/ 'θɪŋ /

Objects or entities not precisely designated. Object. Quality. Fact. Idea. Entity. Individual. A matter of concern. Possessions. Effects. Deed. Act. Accomplishment. Forte. Specialty. A mild obsession or phobia. Detail. Point. Idea. Notion.

The proper or fashionable way of behaving, talking, or dressing.

Source: "Thing." Merriam-Webster.com Dictionary, Merriam-Webster, <https://www.merriam-webster.com/dictionary/zoo> Accessed 18.04.2020.

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WHAT IS THIS BOOK?

This box of bits and pieces for games of imagination.

■ Glossaries. Spell albums. Corruptions. Magics. Pets. Gear. Abilities. Skills.

This book is one third of the Seacat toy-box for friends [role]playing games of heroes wandering the edges of realities. Each of the books is for every player. This one covers the stuff heroes can use to interact with their imaginary world.

This whole book is a reference for all the players, but they need not read through it. Rather, it is to serve as a random generator, a font of inspiration that lets dice, serendipity, and idiosyncrasy settle how a table's world works.

DESIGN GOALS

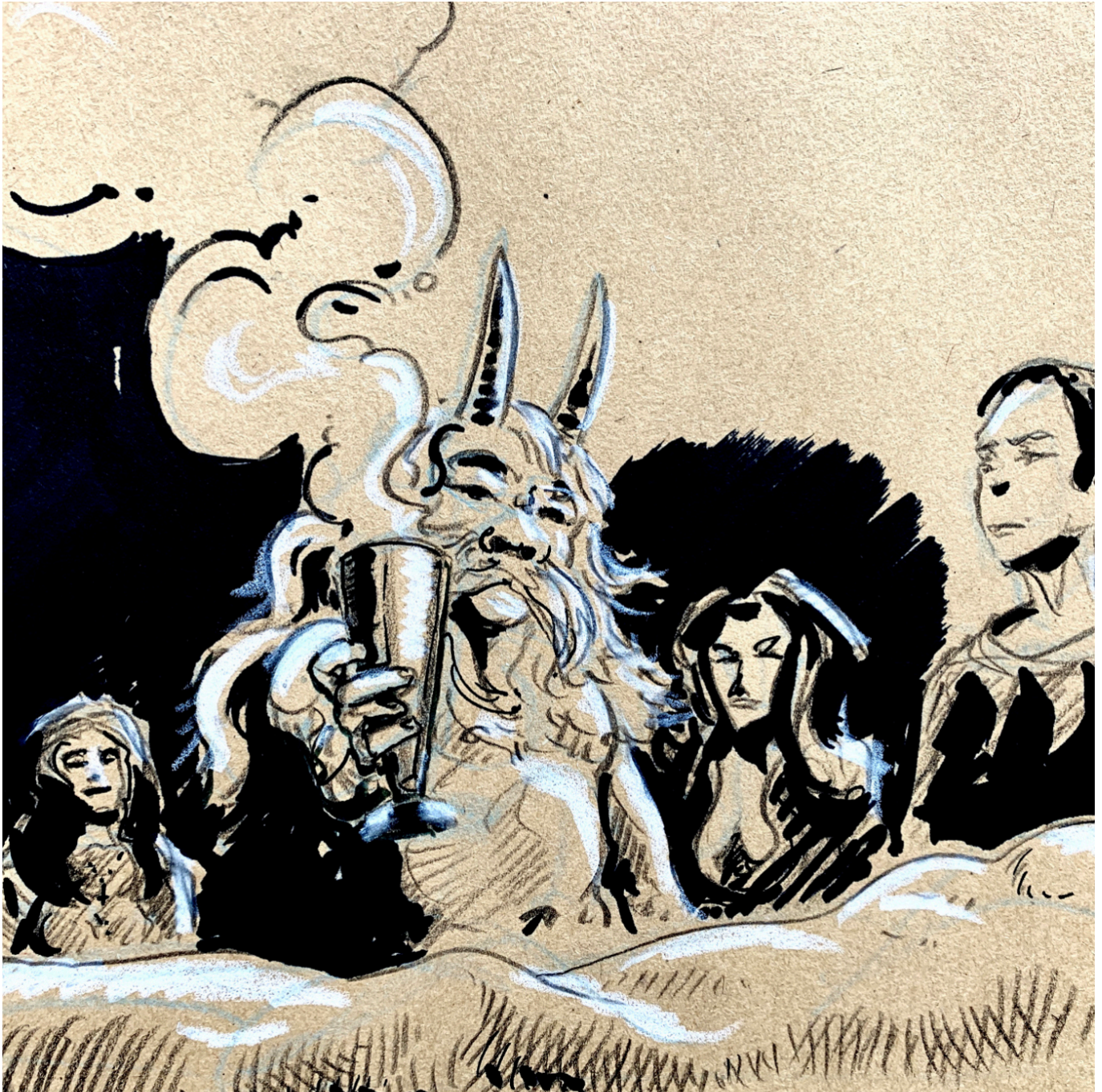
1. Easy to reference.
2. Simple enough to use with other systems besides Seacat.
3. Fantascientific.

Seacat tosses players into a psychedelic metal RPG world of extravagant heroes and reckless science fantasies. With histories layered upon one another like mouldering stacks of books and pancakes and VHS tapes and gelatinous membranes, how does it all fit together? With worlds older and newer than expected, how to bring back actual stories? As heroes explore forgotten times, become vagabonds of alien dimensions, and befriend cultists of half-imagined sentences, how does the center hold?

Simple. There is no center. It's wheels and turtles all the way down.

The implied worlds of the *Ultraviolet Grasslands* and *Witchburner* and other modules written for Seacat are purposefully incomplete and incompleteable. They are anti-canonic. Both the in-fiction knowledge of "how it all fits together" and player knowledge of "what it's really about," are flawed. Individual facts disagree. It is in play, through dice and player decisions, that truth-at-the-table is found.

There is no encyclopedia or gazetteer to memorize. There is a profusion of parts and toys to assemble into the world of the players' devise. Sure, there are some construction guides available, but like with branded plastic bricks, those guides do not describe one true way to play and build.



SKILLS

...

“Wealth was an inferior object, but what glory would attend the discovery if I could banish disease from the human frame and render man invulnerable to any but a violent death!”

— Dr. Frankenstein describes his search for the philosopher’s stone and the elixir of life. Mary Shelley’s *Frankenstein* (1818)

Skills are descriptive bundle of learning, practice, and experience that represents what a hero is good at. A hero can always try to do something, but if they are skilled, they are good enough to make a living with their know-how (they’re a pro), while as an expert is good enough to teach that profession.

There is no mechanical difference between what other games might call professions, proficiencies, tools, and saves. This is a little fuzzy on purpose! There is overlap in the daily tasks of an accountant and a plumber, and there is difference. The same holds for a warrior and a whaler, a tinker and a tailor.

HOW SKILLS WORK

A hero can have one or more ranks in a skill. Some skills provide special modifiers at higher ranks. All skills change the way a hero interacts with the game world mechanically and narratively. A hero will usually find themselves in one of three possible situations when testing their skill.

1. An amateur or beginner with **no relevant skill**.
If the hero has no relevant skill, they do not add their proficiency to the test and make the d20 roll with disadvantage [-].
2. A skilled **professional** with one rank in a skill.
If the hero is skilled in a relevant skill, they add their proficiency to the d20 roll when they make a test.
3. An **expert** with two or more ranks in a skill.
If the hero is an expert in a relevant skill, they add double their proficiency to the d20 roll when they make a test.

The reason heroes test with disadvantage when they have no relevant skill is because the skills are designed to be broad and encourage creative interpretation. When even that fails, the hero must truly be in quite a pickle.

Imagine a hero who is a skilled *office worker*. They certainly know how to drive, commuting for hours every day on the red roads. Under normal circumstances they manage perfectly well. But ask them to execute even a simple wasteland ramming maneuver and they’ll be in trouble.

Unless, of course, they have an exceptionally good vehicle which compensates for their ineptitude. This is the second reason for the default disadvantage: it allows both professionals and rank amateurs to benefit from high quality gear.

ANATOMY OF A SKILL

Street Magician (title)

#thief #trickster #performer (tags)

The sound of strange pipes wafting. (fluff)

Bring joy to children. Perform magic tricks and sleight of hand. Use cold reading and cunning to dupe marks. (three sentences)

The **title** gives a first impression, a cliché to start roleplaying from.

The **tags** are useful for searching and categorization.

The **fluff** sets a bit of mood and setting. It’s optional, to be honest.

The **three sentences** give a practical outline for using the skill in play.

GIFTED AMATEUR (OPTIONAL)

The players may agree that a hero has dabbled enough in a certain field related to their normal pursuits that while they don’t add their proficiency to their test, they also do not roll with disadvantage. It is simplest to adjudicate this situation ad hoc.

PERFECT MATCH (OPTIONAL)

When a hero’s skill **perfectly** matches the specific circumstances, the runner may allow the player to roll with advantage. For example, a plumber trying unblock a trash compactor’s outlet before it crushes the party, or a soldier trying to figure out if their personal weapon has been tampered with.

This is a subjective matter and players should communicate clearly and be ready to compromise on whether a skill set is a perfect match or not.

SKILL TAGS

The grand list of skills is organized alphabetically, but each skill is also accompanied by a series of tags. The majority of tags have no particular function, aside from making it easier to search the document for other related skills, abilities, spells, and items.

There are, however, a few tags of particular relevance to many players because they correlate directly to three dominant hero tropes. All these skills are presented in more detail on the subsequent pages, but they are listed here to help players browse through them more easily.

#COMBAT SKILLS [D12]

The #combat tag marks out skills designed to be useful in combat-heavy games or to ensure a hero is a warrior. All #Combat skills provide additional mechanical benefits at higher ranks.

1. Archer (bows)
2. Chain Flailer (chains and chainsaws)
3. Energy Warrior (lasers)
4. Gunner (artillery)
5. Hammeraxe Hero (axes and hammers)
6. Knife Skiver (daggers)
7. Pole Disciple (polearms and staves)
8. Sword Ace (swords)
9. Riflehuman (long guns)
10. Rod Whirler (maces and clubs)
11. Unarmed Battle Artist (kung fu)
12. Wanderful Pistolier (handguns)

#MAGIC SKILLS [D6]

Many skills unlock access to individual spell albums and spells, but the strange jumbles of half-forgotten ritual and science decayed to lore that are the #magic skills are focused almost exclusively on parting the veil and unlocking secrets humans were not made to know. Besides unlocking a spell album, a hero pursuing a #magic skill also automatically gains a new spell with each new rank unlocked.

1. Acolyte of M. Electricity (electro-magic)
2. Automata Developer or Golemmafex (golem making)
3. Biomancer (bio-wizardry)
4. Crystal Healer
5. Daimonologist (oracles and summoning)
6. Musician or Heavy Metal Magus
7. Necromancer Lawyer (necromancy)
8. Oldtech Scientist (technomancy)
9. Phytomancer (plant wizard)
10. Soul Juicer or Ka-Subversive (soul wizard)

#TRICKERY SKILLS

The skills marked with the #trickster tag are traditionally the purview of mythical characters like Anansi the Spider or Loki. Heroes with these skills help social reality adapt, flex, and twist like a flapping flag. Good or ill, it is for the player to decide.

1. Bounty Hunter
2. Burglar
3. Coffee Maker or Barroom Barrister
4. Contortionist or Acrobat
5. Gangster or Corpocrat
6. Hallucinator or Dream Traveler
7. Investigator
8. Negotiator
9. Profit Extractor or Profiteer
10. Rhetor
11. Street Magician
12. Thespian

GRAND LIST OF SKILLS

This is an alphabetical list of skills. Players can choose skills for their heroes here or use these as inspiration for skills of their own invention. When creating or advancing their heroes, players may randomly generate skills here or with the book of archetypes. Players can decide to use only a subset of possible skills to create a certain style or tone of play.

1. Acolyte of Mother Electricity

#engineer #magic #priest #wizard

All creation hums the song Electric.

Practice the old rites of electric equipment maintenance and repair. Use heavy energy weapons and ka batteries. Cast electric spells with blueprint scrolls.

2. Apothecary

#engineer #medicine #wizard

Prayers to the many-winged serpent.

Mix poisons, potions, and medicines.

Entreaty the tiny machines that swim in all living things. Harvest herbs that heal and herbs that ill. Wield knives, pestles, and mortars when needs must.

3. Apparatchik or Project Manager

#aristocrat #bureaucrat #trickster

The highly trained bureaucrat reproduces the bureaucracy.

Navigate arcane institutions and access secret locations. Pass the buck and avoid blame. Organize time sheets and set key performance indicators. Use office supplies as improvised weapons.

4. Archaeologist

#adventurer #explorer #thief

Behold, the golden idol!

Discover lost artifacts, climbing and jumping, dodging boulders. Detect traps and hidden doors. Crack a neural whip and handle small weapons.

5. Archer

#combat #skirmisher

Shoot an arrow, split a tree.

Loose storms and sharpshoot with bows and crossbows. Make and break bows and arrows, keep them fighting trim.

Rank 1: Also increase critical multiplier by one step.

Rank 2: [+] to close attacks.

Rank 3: Attack twice per action.

6. Artist

#aesthete #social #thief

The idea not manifested is worthless.

Create new treasures out of aether, dreams, and labor. Paint and sculpt and draw and dance and sing. Wield a brush and chisel, sell broken trinkets as avant-garde art to hungry social climbers.

7. Athlete

#adventurer #sports

Run, rabbit, run.

Run the extra mile, stretch reserves further, go faster. Climbing walls, jumping ditches, doing a triathlon. All of that.

8. Automata Developer or Golemafex

#magic #mechanic #thief

Robotist to the initiated.

Heal and maintain the ancient autonomous machines. Follow the preserved manuals of ritual assembly to build copies of the platonic golems. Communicate with machines using the ancient art of coding. Use integrated energy weapons and void screwdrivers.

9. Auxiliary Captain

#fighter #soldier

They led the cannon fodder.

Lead the forces of civilization to victories over monsters of the wild. Understand soldiers' bellies and boots, morale and logistics. Handle reconnaissance and field fortifications. Wield standard issue weapons and navigate the military bureaucracy.

10. Big Game Hunter or Safari Tourist

#aristocrat #tourist #wilderness

It's a fair chase, honest.

Shoot big guns and ride a large burden beast or armored golem. Blithely order servants around and overlook the lower classes. Chomp cigars, swill overpriced firewater and talk turkey.

11. Biomechanic

#bio #green #magic #wizard

Skin-deep poems carved in flesh.

Play the living spirit of flesh and bough. Dam injuries and diseases, modify biological processes, sculpt angels and monsters. Wield knives and saws, needles and probes. Unofficially dabble in mad science body horror. Cast biomantic spells.

12. Bounty Hunter

#detective #thief #trickery

It's just like hunting hogs.

Track down humans and figure out what they're thinking. Use concealed weapons and non-lethal weapons. Navigate the grey areas between the law and the underworld.

13. Burglar

#thief #trickery

Door, window, wall. Same thing.

Breaking into and out of places. Disarm locks and traps. Move very, very quietly. Appraise treasures.

14. [Butcher] Banker

#aristocrat #thief #wealth

Blood and money. Both must flow.

Lending money and charging interests and extracting profits. Nobbing with fine folk and intimidating with wealth. Crunching numbers and analysing trends.

15. Chain Flailer

#combat #engineer #fighter

Against the army of the dead.

Wield flails, chains, saws and chainsaws in the savior style from the Last Zombie Necroicide. Also put on a great show of being a lumberjill or lumberjack.

Rank 1: Also gain #reach.

Rank 2: Increase critical range one step.

Rank 3: Increase critical range one more step and decapitate undead on critical.

16. Chemist

#engineer #wizard

It's supposed to explode.

Understand chemical processes and equipment. Make explosives, cook drugs. Transmute worthless garbage (like urine) into valuable goods (like gunpowder).

17. Coffee Maker or Barroom Barrister

#servant #social #trickery

The development of mind-altering coffee varieties changed advocacy and litigation.

Run a plantation or a bar, roast and brew flavorful beans. Put minds at ease or aflame with mildly intoxicating brews. Settle disputes and help grievances be forgot. Wield a gavel or an axe when need presses.

18. Comedian

#artist #social

For my next joke.

Speak truth to power and potted plants. Play audiences and sway masses. Make others laugh and cry, both at once. Shift opinions, fast talk, and dodge blame.

19. Contortionist or Acrobat

#social #thief #trickery

Make no bones about it.

Squeeze into small places. Put on circus shows. Get out of ropes and restraints. Get into and out of armor very quickly. Show an amazing knowledge of pressure points. Evade enemies with surprising grace.

20. Crystal Healer

#charlatan #magic #wizard

It would work if you just believed.

Use placebo and nocebo effects to great effect. Store and retrieve information using living crystals. Focus and refract magics through oldtech crystals. Create plays of light and shadow. Wield crystal wands.

21. Daimonologist or Summoner

#daimon #magic #wizard

It wants to serve us. Trust me.

Find the multitudes inhabiting the realms beyond the ether veils and in this dark material reality bind them. Bend them, break them, force them to serve. Make them give up their secrets. Pretend to their trust and loyalty.

22. Doctor Surgeon

#bio #medic #wizard

Doctor what?

Fix damaged humans, diagnose injuries and diseases. Use medical equipment, scalpels and knives. Recognize poisons and potions, even curses and charms.

23. Driver esp. Safe Driver

#adventurer #mechanic

Speed in the sign of yellow.

Handle land vehicles, manoeuvring at speed and over obstacles. Repair and keep them running. Pack them surprisingly well. Carefully master little details like rally racing, drifting, stunts, and crashing safely.

24. Energy Warrior

#fighter #electric #energy #combat

An elite order of laser monks?

Use and maintain ancient energy weapons in the field. Master wands, lasers, and death orbs. Peruse the holy manuals and recite the operation mantras.

Rank 1: Also use on minimum setting to use as tools for cutting or setting objects on fire, while dealing minimum damage.

Rank 2: Also adjust settings to gain [+] against force and energy defences.

Rank 3: Also full power modulation: choose damage dice results instead of rolling.

25. Engineer Electrical

#engineer #wizard

Not magic, technology! Abrakazzam!

Use an actual oldtech education to build, maintain, and fix complex electrical artifacts. Apply technology, construction and physics without relying on dusty rituals. Improvise weapons from electrical and electrician tools.

26. Epic Knight

#aristocrat #fighter #socialite

A beacon of chivalry.

Makes suitors swoon and social adversaries grind their teeth with masterful etiquette. Wields lance and sword and noble pin blaster from horse and hover-back. Rules subhuman peons with the iron fist of justice and extracts taxes without fault or fail.

27. Fisher

#explorer #water

Gentle and atmospheric.

Understand rivers and lakes and shores.

Know fish, boats and hooks, lines and poles, nets and yarns. Handle a harpoon and some basic navigation.

28. Forager

#explorer #folk #wilderness

Food wriggles everywhere!

Find berries and nuts and mushrooms and grubs. Trap a rabbit, tickle a trout, start a fire. Keep dry and warm in the wilds.

29. Gangster or Corporocrat

#adventurer #social #thief #trickery

The business.

Help run the corporations, banks, and self-help associations that lubricate the world. Sign forms and documents. Toady up to superiors. Shake up recalcitrants, sidestep legislations and red tape, change facts on the ground, break knees. Wield concealed weapons, broken bottles, and pistols.

30. Gladiator

#fighter #performer

Let blood soothe the decadent fools.

Thrive in arenas, put on shows. Impress crowds and intimidate opponents. Master showy weapons and gladiatorial mainstays. And dirty tricks, those too.

31. Golem Pilot

#fighter #mecha #oldtech

This might be an unbalanced fight.

Become one with their mobile golem armor. Understand them and their void-energy needs. Speak their language of flashing lights and keep them loyal.

32. Groom of Superior Species

#bio #servant #social

All for the love of master.

Comprehend the superiority of the masters and understand their empathic emanations. Make the masters happy and receive their love and affections. Groom, brush, style, curl, trim, cut, perm, and pamper. Follow and sometimes make fashion. Master may be a:

1. Telepathic Cat
2. Sapientized Dog
3. Cosmic Gerbil
4. Higher-dimensional White Mouse
5. Noösphere-linked Snake
6. Quantum Ant Colony

7. Three-eyed Grey Parrot
8. Chronoclastic Potted Plant
9. Awakened Galliform Dinosaur
10. Hypnotic Toad
11. Pharaoh Fish
12. Talking Horse

Note: the groom's player may decide to immediately create a secondary pet character that the groom treats as their master. The player may also decide to reverse roles, and treat the animal as the primary hero.

33. Gunner

#fighter #soldier #combat

Take care of the general's big toys.

Use and maintain really big ranged weapons, like cannons, catapults, and null walkers. Pretty good at ballistics too.

Rank 1: Also reload faster.

Rank 2: Also [+] on long-range fire.

Rank 3: Also all damage dice explode.

34. Gun Runner or Merchant of Death

#adventurer #mercenary #thief

Somebody would have sold them the Hand of God, might as well have been me!

Buy cheap and sell dear. Assess, refurbish, and trade weapons. Make useful contacts in places low and high. Hire guards and fire guns. Sell illegal goods in moderate safety.

35. Hallucinator or Dream Traveler

#adventurer #tourist #trickster

If the vizier dies while I dream, am I at fault?

Travel in dreams. Talk to spirits and chairs. Converse with other dreamers. Visit the moon and other far places. Trade in secrets, fears, and desires. Handle psychedelics like a virtuoso.

36. Hammeraxe Hero or Dwarven

Disciplinarian

#combat #fighter #wilderness

Has buttered scones for tea.

Chop down trees. Hammer down nails. Uphold the local 606 dictats of the dwarven worker-aristocracy. Slay with axes, hammers, axe-hammers, dagger-axes, mattocks, ice axes, and more. Play traditional percussion instruments.

Rank 1: Also increase critical multiplier one step.

Rank 2: Increase damage dice one step.

Rank 3: Increase critical multiplier one more step.

37. Heavy Infantry

#fighter #soldier

Break on through to the other side.

Master heavy weapons, armors, and shields. Fight in formation, resist charges, and endure long periods in armor. Storm enemy lines and fortifications, and more.

38. Housekeeper

#folk #wealth

Keeping the core socioeconomic unit running.

Run household. Manage accounts. Maintain schedules. Ensure supplies and logistics suffice. Pack and prepare. Settle disputes. Collect rents. Pay allowances. Provide first aid and preventative medical care. Wield a rolling pin or pan if worst comes to worst.

39. Hunter

#adventurer #explorer #folk #wilderness

It doesn't know it, but it's already food.

Think like animals and hunt them. Track them, set traps, and hide in ambush. Skin them, prepare furs, and the rest. Use hunting weapons.

40. Investigator

#detective #thief #trickery

Elementary, my dear sidekick.

Gather clues and piece together answers. Discreetly interrogate people. Fold origami unicorns or other monsters. Use a couple of small, easily concealed weapons.

41. Knife Skiver

#street #fighter #combat

The shark has such teeth, dear.

Chop open coconuts and cut paths through jungle. Hide and throw and twirl knives. And kill with them, too.

Rank 1: Also knife damage dice explode.

Rank 2: Also ignore armor on attacks.

Rank 3: Also double damage with knives.

42. Legume Farmer

#folk #peasant

Thought we were an autonomous collective.

Grow beans. Wake up early. Till greenhouses. Work long hours. Pay onerous taxes. Sell legumes. Join the levies. Avoid attention very, very well. Wield farmerly

implements and light long arms. May also farm other valuable food stuffs:

1. Squashes
2. Breadfruit
3. Tart Mangoes
4. Saucy Tangerines
5. Giant Peaches
6. Turnips
7. Hybrid Oats
8. Uplifted MonoculturalRice
9. Mushrooms of Power
10. Industrial Grade Pumpkins
11. Land Coral
12. Kelp

43. Marketing Wizard

#servant #trickster #wizard

They're magic beans.

Research who wants what and how much they're willing to pay. Make rough guesses and drive data. Write adventuring campaigns. Handle public relations. Wield confusion and obfuscation.

44. Mason

#builder #engineer #folk #magic

We don't have a secret club.

Build buildings. Shape stones. Understand dungeons. Form mystery cults. Tread the boundary between life and death. Play with magic gates. Wield hammers and chisels.

45. Mechanic or Adept of the Cogs

#adventurer #engineer #machine

Did you try plugging it in?

Understand machines and listen to their woes. Care for them, lubricate them, and fix them. Given time, even bring them back from the grave. Wield a mean blow torch and throw a sharp spanner.

46. Modern Soldier

#fighter #soldier

Once there were many like them.

Polish the rituals and skills and badges of the warriors from before those wasted years when the Vustlands swallowed the Free Imperial Republics. Wield pistols and rifles, grenades and knives. Drive half-brainless machines. Endure mind-numbing ceaseless physical activity and drill.

47. Monastic War Historian

#fighter #sage #wizard

The war. The war never changes.

Safeguard the history of the ancient dead places and radiation wastelands. Use ancient war machines. Learn the old rituals of technology. Assassinate dangerous sages and politicians. Preserve humanity from itself. Build remote fortified abbeys full of traps. Treasure books. Wield oldtech weapons, knives, spears, and pistols. Possibly even practice the lost martial art of gun-boxing.

48. Mule Whisperer

#folk #herder #servant

It's not talking to animals per se.

Literally talk to animals. Get pack animals to get along. Have animal friends and keep them happy. Find water and food, treat injured animals, encourage recalcitrant steeds, calm panicked beasts. Besides mules, animals might include:

1. Biomanced burdenbeasts
2. Hairy Unicorns
3. Horses
4. Meta-Elephants
5. Quadrodonts
6. Biocycles
7. Runbirds
8. Gore Yaks
9. Secondary Donkeys
10. Struthiform Dinosaurs
11. Lope Possums
12. Fastfoots

49. Musician or Heavy Metal Magus

#artist #magic #music #social

The spheres of the given world are listening.

Use music to unite and divide, to share and preserve. Make a band and tour the vast lands. Ignore ingested poisons and shatter objects with instrumentals alone. Wreck inns and taverns, leave heartbreak behind. Cast the spells of the vibrating spheres.

50. Narco-herbalist

#bio #magic #thief #wizard

This is the good stuff.

Know and find, smoke and preserve, the finest, least appropriate herbs. Create medicinal and toxic inhalations and tinctures and teas and jams. Unblock mental channels and commune with the minds coursing through the base matter of creation. Put enemies to sleep with magic

powders.

51. Navigator

#explorer #professional

When the seven signs align.

Master maps and telescopes and cartography. Avoid getting lost and track down lost treasures and new discoveries. Find way by stars and winds and waypoints. Fold the gateways and bend space.

52. Negotiator

#explorer #thief #trickery

They think they got the better deal.

Read people and listen to them. Figure out what they want, and how to get it for them. Generate win-win outcomes along the jargon-strewn way to the key outcome. Do a bit of discrete espionage. Handle organizations and bureaucracies.

53. Necromancer Lawyer

#magic #social #wizard

Life and death are legal matters.

Talk to the dead and interpret their wishes. Mediate between the living and the dead. Consult the wisdom of long-dead ages. Sometimes bring things back from the long sleep of ages, making them walk and talk once more.

54. Nomad Raider or Skirmisher

#nomad #fighter #thief #wilderness

Go, go, guerrilla.

Irregular tactics and guerrilla combat. Sniping, ambushes, and shooting on the run. Riding like lightning. Wearing large hats. Stealing cattle. Hiding and deception. And running away for long periods.

55. Packing

#explorer #servant #wizard

You don't need a magic bag, you just need a system.

Pack gear and cargo and supplies very, very effectively. Pack fragile equipment safely. Avoid bruising fruit. Not breaking eggs. Finding space for the caravan pet.

Rank 1: Gain one bonus inventory slot.

Rank 2: Gain one more bonus slot.

Rank 3: Two more bonus slots. Continue with the fibonacci sequence for higher ranks.

56. Phytomancer or Botanist

#bio #magic #wizard

Just because the trees talk, doesn't mean they're crazy.

Talking to plants and hearing what they have to say. Encouraging verdant growth and opulent fruition. Promoting mobility and advancement for the plant kingdom. Wielding sickles and axes, clubs and blunts.

57. Pilot [in the Void]

#explorer #navy

Listen, the ship knows where to go.

Pilot really big vehicles and machines. Understand them and their maintenance needs. Keep their synthetic personality constructs happy.

58. Pole Disciple

#combat #fighter #wizard

Poke with the pointy end, please.

Wield polearms in formation or alone. Unleash fire and brimstone with the staves of elder power. Fight with spear and shield like a hero of the old days.

Rank 1: Also increase defense by 2 when using a polearm.

Rank 2: Increase critical multiplier one step.

Rank 3: [+] to tricks, trips, pushes, and other maneuvers.

59. Priest

#daimon #thief #wizard

The will of the world is written in the wind and the seed.

Read the omens of wind and sky and water and grass. Divine the desires of the gods and their immutable laws. Adjust those laws to help others (and themselves). Deities and belief systems might include:

1. Hedonic Flesh-firstism
2. Opiate Stasis
3. Mystery Objectivism
4. Pan-noöspherical Gratitude
5. Builder Beatification
6. Sociotheism
7. Cogflower Growth Gospel
8. Ur-rationalism
9. Ancestral Apotheosis
10. Pre-singularity Nostalgism
11. Rainbow Panoply Polytheism
12. Machine Idolatry

60. Reserve Army Laborer

#folk #servant #urban

Got nothing left to lose but their chains.
Survive in latter-day urban environments.
Forage for food and work. Build shelters, maintain infrastructure, clean palaces. Forge bonds and unions away from the gaze of the corpocrats and aristocrats. Wield hammers, sickles, fists, and sometimes improvised guns. Treasure paper titles such as:

1. Food Delivery Professional
2. Community Sanitation Tech
3. Streetbuilder Corps Member
4. Rubble Picker Battalion
5. Urbancore Gardener
6. Houselaborer
7. Machine Polisher
8. Senior Janitor
9. Biological Watch Unit
10. Conspicuous Servitor
11. Day-and-Night Laborer
12. Power Delivery Specialist

61. Rhetor

#charlatan #priest #thief #trickery
A voice to soothe the savage beasts.
Teach and use the art of oratory. Divine the hidden structures of languages and use them to nuanced effect. Use glittering wit and honed logic to skewer opponents.

62. Rider

#explorer #fighter
I name this steed Fleetfoot the Ninth.
Ride animals and riding machines. Wield light ranged weapons and lances. Take care keeping steeds happy and working nicely.

63. Riflehuman

#combat #fighter
The longest arm.
Repair, maintain, and use long wands and guns, rifles and shotguns. Snipe from a distance and clear rooms with a prayer and a sprayer. Full-auto hunting.
Rank 1: Also [+] to hit when sniping.
Rank 2: Reload as a free action.
Rank 3: Increase critical range by one step.

64. Rod Whirler

#combat #fighter #wizard
Spare the rod, spoil the fight.
Whirl rods, maces, clubs, and sticks in combat. Use the spell-rods of the battle wizards of old and crush bones with nuclearlithic uranium-head maces.

Rank 1: Also increase critical damage multiplier one step.

Rank 2: Also increase damage dice by one step.

Rank 3: Also ignore armor.

65. Oldtech Scientist

#magic #researcher #sage #wizard
It's how they did things Long Ago.
Understand the fantascience of Oldtech. Activate or deactivate nearly anything. Reverse-engineer how to use ancient technomagical artifacts. Jury rig a feeble emulation of the glories of the Long Ago.

66. Professional Revolutionary

#adventurer #fighter #thief
Change is always coming.
Organize the disaffected and downtrodden. Write tracts and give impassioned speeches. Steal from the rich and powerful. Rob banks and blow up treasure caravans. Accumulate wealth and power. Wield explosives, pistols, pens, and knives.

67. Professor of Panhumanities

#academic #sage #wizard
Practical applications coming soon.
Expound theories and histories. Navigate cloisters and libraries. Fight academic battles, and browbeat foolish opponents. Memorize one narrow field of lore. Popular fields include:

1. Art Rehistorian
2. Constructivist Linguist
3. Evolved Theologist
4. Historian of the Long Long Ago
5. Lamarckian Bioethicist
6. Metascientific Philosopher
7. Neogeographer
8. Parapolitical Economist
9. Postconceptual Metatherapist
10. Psychosocial Engineer
11. Ruinland Semiotician
12. Theoretical Anthropologist

68. Profit Extractor or Profiteer

#aristocrat #thief #trickery
The shareholders must be pleased, the economy must be appeased.
Administer guilds and corporations. Manipulate numbers and massage returns. Extract wealth and promote endless viral growth. Multiply investments. Wield

checkbooks and mercenaries.

69. Protocollier

#servant #thief #trickery
Once we mined coal, now we make protocol.
Hold coffee ceremonies and build sacrificial wicker humans. Determine modes of address and titles, paint heraldries and write genealogies. Adjudicate seating, including the shotgun seat. Wield a pick and shovel.

70. Singer of Lost Songs or Storyteller

#fighter #mystic #poet
The Old-World will never die.
Memorize the heroic songs of the desperate land and perform them to please a crowd. Navigate the mythic wilderness of forgotten times by the landmarks of ancient days. Soothe wild beasts and rouse the blood rage in the breasts of humans. Tell good stories with satisfying endings.

71. Soul Juicer or Ka-Subversive

#magic #thief #wizard
Did I dream I was a human, or was I a human dreaming I was a spark of infinity?
Read people's intentions and desires. Intuit strength of character and weakness of desire. Twist plans and dreams. Subvert the mind and steal the body with the terrifying spells of the ultras.

72. Spelunker or Cave Explorer

#adventurer #explorer #wilderness
Deeper! Heaven is down. Always down.
Venture into deep places. Climb, rappel, dive. Camp. Forage. Mark and map. Crawl and squeeze. Survive in the dark, ageless places, where the eyes of the builders see not.

73. Steppe Survivor

#nomad #fighter #wilderness
Slept in the belly of a dead bear.
Survive and thrive in the endless steppe. Fish and hunt, track and hide, move quiet as the long-stripe cat. Shoot from horse and autowagon like a true child of the riding lands.

74. Street Magician

#performer #thief #trickery
Joy of the many, coin of the few.
Bring joy to children. Perform magic tricks and sleight of hand. Use cold reading and

cunning to dupe marks. Wield hidden daggers and pistol-wands. Variants:

1. Illusionist
2. Puppeteer
3. Jongleur
4. Vome Charmer
5. Fortune Teller
6. Ventriloquist

75. Sword Ace

#fighter #soldier #combat

Double stake or split, the ace of spades.

Twirl and polish a sword, poke and chop and pommel bash. Parade march and dead man's hand card games.

Rank 1: Also increase critical range one step.

Rank 2: Increase damage dice one step.

Rank 3: Increase critical range one more step.

76. Tactician

#aesthete #warrior #wizard

There is an art to war.

Find and use strategic advantages for war or business. Paint grand canvases with the blood of lesser mortals. Narrate new chapters in the endless cycles of history. Repeat past mistakes and avoid censure. Spin defeats into victories.

77. Thespian

#aesthete #social #trickery

The gods were merely actors.

Put on plays and swap out faces. Change personalities and wardrobes. Move hearts and souls with word and gesture. Get invited to the belle soirees. Survive on fame alone, no food required, honest. Variants:

1. Politician
2. Clown
3. Mummer
4. Tragedian
5. Farceur
6. Leading Person

78. Toymaker or Dice Carver

#aesthete #engineer

Toys are people too.

Carve and sculpt fine toys, balanced dice, and detailed mechanical automata. Use delicate tools. Repair and beautify golems and machine humans. Cheat at dice with languid elegance.

79. Transcendence Ecologist

#bio #green #priest #wizard

Listen, the grass is talking. It is hungry.

Study and adapt natural systems. Read leaves and listen to churning microbes. Use biological equipment and handle hunting weapons.

80. Unarmed Battle Artist or Ur-War Programming

#fighter #supersoldier #created #combat

They made champions to win the eternal war.

Understand battle and struggle at an almost instinctual, cellular level. Utilize body and environment as weapons (a vase might deal d4, a table d8, a decorative stone pillar d12). Endure stress, hardship, and fatigue as though designed for it.

Rank 1: Also unarmed attacks deal d6 damage.

Rank 2: Unarmed also deals d8.

Rank 3: Unarmed d12.

81. Veteran [of the Psychic Wars]

#fighter #trickster

They've seen a fire of unknown origin take their friends away.

Use psychic and oldtech weapons. Maintain archaic and golem armors. Close the mind to incomprehensible alien intruders. Stave off boredom. Survive and recognize strange nootropics developed by long lost corporate kingdoms.

82. Vome Technician

#adventurer #engineer #wizard

Once these machines were our servants.

Study and repair vomes. Adapt and use vomish implants. Managing their side-effects. Take control of vome drones and independent units. Use vometech weapons.

83. Wanderful Pistolier

#duel #aristocrat #combat

Wands with pistol grips, gunslingers with archaemagic cloaks.

Wield fantascientific pistols and magitechnic wands like a gun baron of the now-defunct Powder Feudalism. Fast draw, trick shoot, duel and more.

Rank 1: Also reload as a free action.

Rank 2: [+] to close attacks.

Rank 3: Attack twice per action.

84. Wilderness Explorer

#adventurer #wilderness

Over seven rivers and seven hills.

Organize expeditions into the unknown and survive in the wild. Navigate by stars and landmarks, hack way through jungles and cross deserts. Negotiate with strange cultures and write popular travel literature. Wield rifles and machetes.

85. Writer of Beautiful Letters

#adventurer #poet #thief

Calligraphy and purple prose.

Make a living as a scribe using the three traditional scripts. Write stories, fictions, and forgeries. Inscribe ritual code scrolls with fluid ease. Wield a pen that wishes it were sharper than a sword. Genres include:

1. Belle Epoque Novel
2. Postconstructivist Poetry
3. Oldtech Fiction
4. Generative Stories
5. Epistolary Tales
6. Subtextual Plays