



The – Wanderers

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Arc 1 – A New Beginning

Welcome to the world of The Wanderers a far future fantasy epic of mankind's last stand for survival in world that has changed far beyond memory or reason. The Year is Unknown but it is called by many as the Age of Chaos what is known is that some time far in the past marked with numbers 3017 the world was at the peak of human innovation but the planets resources were failing and attempts to colonize other worlds had all failed. Thus many had turned to more fringe based research one such facility discovered the ability to vibrate molecules at certain frequency's to travel to far off planes of existence, send energy through the air and much more.

At first this revelation became heralded as the key to save the human race but the discovery came at a terrible price with the advent of this technology know as the Breach a new form of radiation began to leak into our world. The Records kept by Hall of Jehd show that soon it began to reach havoc on the laws of physics space and time this radiation became known as Chaos Energy.

Terrorists where the first to harness its power in a single devastating attack they eradicated the world government and sent mankind hurdling into anarchy. It was a few years later that a broken world faced the wrath of the Rugai or Beasts of Chaos. Creatures of madness born from the radiation or escaped from worlds beyond the breach it is unknown what is known is that with mankind already divided they stood no chance against the Rugai. Machines however where less affected and began to build their own civilizations.

During this catastrophe however many groups of humans choose to flee the surface world and hide in bunkers deep beneath the ocean and earth these are our great ancestor's. The world they returned to was a desolate wasteland filled with the horrifying beast's and Aberration's of the Rugai and Steel fortresses and rotting empires of the machines but they were quick to adapt. As the years pass the people formed tribes as learned to scavenge old technology into tool and weapons. And they began to unlock the secrets of Chaos energy once more to bend even it to their will.

Even all these efforts however have only given us tentative survival in the world. A new way forward is needed and this came in the discovery of the Breach Spires great towering structures that scrape the sky from here man discovered tools to jump into different worlds and retrieve resources essential for their continued survival. These worlds though sometimes plentiful are often even more dangerous then our own and must be left quickly. Thus Tribes began the hunt for more and more of these Breach Spires many leveled structures where each level usual has a door to a new world. But each world is has been recorded gets more and more dangerous and unstable the further up you go. You begin your journey in this world as Wanderers Nomads with no claim as of yet to any tribe who survive by talking on orders no one in these tribes are willing to out of fear or distain. Where you go next is as Unknown as is the true power of Chaos itself. Good luck and welcome to the world of The Wanderers.

Adrift Amidst The Storm

Tribal Connections

You begin as Nomads a part of no tribe in full but with relationships and connections to several the world you start in is defined by these connections as they give you info into the world at large. Each player chooses two tribes they have a negative positive or hated relationship with. You can choose these from the Human Tribes from the compendium or you can make a new one with your GM.



Areas of Note

Next the GM places all of the Tribes on a starting map around the players starting Nomadic base and the players begin the next step stating areas of note. These can be a Chaos Radiation zone , Known Raider territory, a Old Machine world ruin or a Active combat zone between rival tribes, Chaos beast's or Ancient Machines. This can also be any of the other areas of note defined in the compendium or a custom one you build with the GM. The GM than places these on the map as well. Each player gets to place either 2 areas of danger or one area of opportunity.



Powers At Your Disposal

Skills and Abilities

Next you assign your char's stats Here you have 5 points you can spend in any of the fields available to you in the Ability spectrum. This ability's give you skills you can use in non combat situations as well as at times combat focused actions. These actions will scale as you put more points into those particular ability tracks. These abilities are broken into three tracks Chaos , Genetic, and Tech in addition to giving you powers related to those ability's they will increase your appreciation by members of those factions. All abilities are a part of this except the ability of Clan which controls your general connections and overall status in the world when you build relationships or invest in them in increases when harm or break said relationships it will be impacted.

Leveling Up-

You level up by gaining renown from your deeds the world your DM decides how many points needed the recommended number is 5 times the chars next level chars start at lev 0 when you level you get 2 points to spend in attributes or a new invocation or a new combat manuver.

Note : You decide your Alignment – **Tech, Chaos** or **Genetic** in the beginning but can change if you wish any time in the game however this requiers an act of betrayal to a Clan of that alignment you currently are a part of or an act of homage to the Clan Alignment you wish to join. Your Clan score is doubled in all relationships with your Alignment Group.

Abilities Of Technology

Artifacts -

This Governs the use of any tools of the from the forgotten age of tech weapons vehicle's or tools found from this age can all be used by you if you have a strong enough knowledge of Artifacts, with great skill in this and the right resources you may even be able to make your own

Systems -

This Governs the Use of any System you find and your ability to directly communicate with any of the AI or ancient machines plus all access and utilization of computers and code it will allow you access to areas locked by still active networks and let you use forgotten protocols within any tech location with an active network

Forge-Tech -

This Governs your ability to build new items and Artifacts of your own including all forms of gear weapons and tools associated with ancient technology it requires high levels of mental focus and time and materiel's based on what your building but is a considered a lost art and is one of the most sought out skills in the world allowing you to trade it for many chaos shards.



Abilities Of Genetics

Prowess -

This Governs your Overall Physical Strength and health every point will add to your total wounds count. It also governs your ability to use melee weapons and how much you can carry.

Mind -

This Governs your ability to persuade others and learn new things as well as how many times you can use ability's of Chaos, or Artifacts / Systems that require mental focus per day your mind score is the times you can use mental focus per day.

Reflex -

This Governs your ability to Move dodge attacks and use ranged weapons as well any acts of stealth, subterfuge or theft. Your overall movement speed is boosted by an extra 5ft for every point in reflex and you add half it rounded down to your armor score if you are not wearing any Heavy Armor.



Abilities Of Chaos

All Chaos abilities cost mental focus and require known chaos invocations to use

Projection -

This Governs your Ability to wield chaos as a weapon directly manifesting in form of fire ice lightning wind earth quakes or even just raw radiation and force itself at higher levels of mastery it can allow you to create full chaos storms or manipulate gravity. The difference between this and a standard attack is always come's with status effects like burning defined in the invocation.

Summoning -

This Governs your ability to open portals to realms of chaos and bring forth beasts to fight on your behalf the strength and size of said beasts being directly tied to the skill this will cost mental

focus and if you are out will summon a uncontrolled beast that will attack friend and foe alike. Summons last the length of turns as your summoning skill. +1

Alteration -

This Governs your ability use chaos to manipulate the world around you and bend it to your will this can be in the form of enhancement to weapons of self and allies within combat power or healing and armor the ability to improve stats in other areas or even turn allies and enemy's into chaos beast hybrids for a short period of time. At higher levels it can even be used to open portals into plains of chaos directly. The duration of your alterations in turns is your skill +1



The Power of Clan

Clan is the 10th Attribute all chars posses this represents your direct connections to the outside world and your total number of relationships. Here is how it works everyone starts with 2 points in Clan for every clan point you have or buy with skill points or level ups you can either can a new connection or strengthen one you already have. If a you anger a Clan to the point they spread negative info or set bounties for your capture or kill your Clan score will receive negative impacts. This dose not stop at 0 you can have a fully negative Clan score and be hated and hunted.

A New Connection

With a new connection you decided genetic –tech or chaos then the GM will give you a new contact within those factions. You now have a relationship with that group and can make requests of them and build that relationship by completing and taking on requests and jobs from them. The type of contact can be any group associated with that faction for example

Tech - A rouge AI left in a abandon construction site with access to massive 3D printers

Genetic - A group of Nomads building a new home in a abandoned zoo in great city ruins

Chaos - A cult of Damon the great beast of Fire on the outskirts of a radiation zone

Strengthening a Connection

When you complete tasks or donate resources or invest clan points into a already existing connection it will strengthen the relationship. This dose 2 things one it allows you to ask more of them and increase the amount of support they can give you the second is it allows you access to more of theirs secret's and will open up more areas on your map for investigation.



Backgrounds

Next you Choose a background template from the compendium or build your own using the rules for backgrounds and fill in the details for each part of the relationship with Tribe, Area of Note – and this gives you a role within the group. And effects how others treat you

Tracker – (+1 Artifacts, +1 Reflex)

You were once a member of the Tracker branch of a clan focused on retrieval of lost people items or artifacts for clan leaders and those willing to pay.

Fallen – (+1 Forge-Tech , +1 Alteration)

You were once held in high standing by a clan or even held a place on a Tribal Leaders Counsel until your betrayal of the clans tenant's for cybernetics, genetic augmentation had you cast out.

Blood Brother- (+2 Prowess)

You have spent years on the battle field for your clan in the past making it all the way to the level of Blood Brother an elite guard of the Clan Leaders and their families.



Zealot- (+1 Alteration +1 Summoning)

You have a great deal of experience with religious groups of Clans sworn to serve the will of the chaos radiation storms who view it as some form of God.

Harvester- (+1 Clan +1 Prowess)

You spent many years in fields in a previous life working the greenhouses and going on expeditions to bring back more plant life to grow food for your clan

Reaper- (+1 Prowess +1 Artifacts)

You have a great deal of experience as an assassin for more prominent clans who can afford to pay you to kill desired targets and are well familiar with a variety of tools to perform the task.

Relic Hunter- (+2 Artifacts)

You consider yourself an expert on all things of the ancient world and have spent a good deal of time collecting them and uncovering their various uses

Ghost- (Systems +1 Forge-Tech +1)

You have found old machine worlds still willing to communicate with humans but only if they agree to spy on other human Clans for them you choose machine over man for many years.

Clan Leader -(+2 Clan)

You were once Tribal or even Clan royalty and held a high place of honor among council gatherings even now your former status is not forgotten by the Clans.

Façade – (+1 Reflex +1 Clan)

You are a liar and con man by trade you find most people are easy to trick with the right incentives, your goals and motives are your own and nobody truly knows you but yourself.

Nomad –(+1 Projection +1 Artifacts)

You have chosen a life beyond the clans and have spent years exposed to the harsh storms of chaos radiation but have found many relics in your travels through old world

War Champion –(+2 Prowess +1 Reflex -1 Mind)

You have chosen a life of war in fighting the machines that plague the land the beasts of chaos or even other Clans it matters not combat is your purpose and you think of little else

World Burner - (+2 Projection)

You have dedicated your life to chaos and its mystery's shunned by most clans and viewed as dangerous though you may be you wield powers most will never understand.



Creating a Custom Background

To make a background for your character all you need is to create a good name make a clear description and then set direct attribute gains or losses based on the background type. Finally the GM must approve your custom background even if it follows all base rules.

1 – Name Your Background

Think of something that clearly defines the role example Hull Breaker – for a background in naval warfare specializing in ramming enemy ships.

2 – Define Your Role

Create a definition for your background what does it mean for you and what did you do to achieve the skills or issues the background gives you.

3- Set Your Bonus / Detriments

You get 2 points that you can set into Stat Abilities like Prowess and Projection ect that reflect skills you have acquired over the years this is standard background. A Challenging background is one where you get 3 points to spend but have to take a negative in one stat as a detriment. For example, a +2 in Artifacts and + 1 in Reflex as a smuggler but -1 in Clan from those you wronged over the years. Last option is a tortured background this is one it which you sacrificed yourself for power you get +1 in one attribute and -2 in one or two others but are granted either a special Ritual, Technique or Artifact in exchange



Select Your Starting Equipment

All chars get to choose starting equipment this is broken down into several basic category's and based on these options you can outfit your char with all they need to start the game. All items have a grade going from, **Poor, Average, Fine, Masterwork, Epic, Legendary.**

Chaos Shards

These items can be found built bought and sold throughout the world the prices will be unique to the area and person selling but we give general guidance on central currency value here in the world of the wanders the Nomadic human tribes primary do business in trade with chaos shards elements of condensed chaos energy itself both beautiful and extremely powerful when used correctly. Many old world artifacts need team to function so naturally they are one of the most valuable things to have. You can find them in high areas of radiation and by destroying powerful ancient machines or chaos beasts.

Purchase your Starting Loadout

Starting out you have 100 chaos shards times your forge tech skill to use on gear and items.

Consumables

These are items like rations or medicine one can consume to get an effect applied to the character or to have effects removed. such as to eat to avoid the hunger effect take pills to reduce radiation or antidotes to remove poison as well as drugs to temp buff certain stats and detriment others.

These items can do anything the GM wants in terms of grade they should have a greater effect and be usable more times once per effect grade of the consumable

Chaos Shard Cost-

Poor –1-2, Average 2-5, Fine 5-10, Masterwork 25-50,

Epic 100-200, Legendary 250-500

Gear

These are tool based items designed to achieve or help you achieve a certain task, a rope to help with cooking a cook pot to help with cooking a wet stone to sharpen melee weapons and projectiles ect.

These items are for improving the roll to achieve a objective the amount of improvement should be 1d6 per grade and the gear should be less likely to break as the grade improves

Chaos Shard Cost-

Poor –5-10, Average 10-25, Fine 10-100, Masterwork 100-200,

Epic 200-500, Legendary 500-1000

Weapons / Armor

These are any useable item that improves either combat melee or ranged or your armor stat and may come with its own status effects and special maneuvers. These can include things like applying a bleeding status to the enemy or slowing your movement when you are using the item.

These items are for combat and defense they and have one additional attribute added for each grade and are less likely to break as the grade improves

Chaos Shard Cost-

Poor –10-30, Average 50-250, Fine 100-500, Masterwork 1000-2000,

Epic 2000-5000, Legendary 5000-10000

Artifacts

These are Tech and Chaos based items of the ancient world they have custom unique properties and are often extremely powerful. They also come with their own stat requirements to use.

These items should be set to do very specific powerful things for the user such as allow them to fly for a period of time where dice are involved they should add 2d6 per grade or multiple effects one per each grade, the times you can use them per day should be higher as well for those of a higher grade.

Chaos Shard Cost-

Poor –100-300, Average 500-1000, Fine 1000-2000, Masterwork 2000-5000,

Epic 5000-10000, Legendary 10000-50000

Invocations

These are Chaos Based Rituals and Rites that allow you to tap into the raw power of chaos itself and pull it down on the world they require knowledge of certain elements of chaos to use Projection, Summoning Alteration and mental focus. They are the most powerful and dangerous actions an individual character can make.

These are the manipulations of chaos itself should be set to transform the world in powerful ways such as to engulf a field in radioactive fire. They can affect one target per grade or multiple the starting effect on a single target.

Chaos Shard Cost-

Poor –100-500, Average 500-1000, Fine 1000-5000, Masterwork 5000-10000,

Epic 10000-25000, Legendary 50000-100000



Example Consumables

Here are examples of consumable type items that one can use and a format that can be used to build your own consumables type items for your game. Consumables are all about ingesting's things to improve and aid your self and party.

Rations -

Stave of hunger 1 day for every grade of the item -

Anti Radiation Tabs -

Remove radiation poisoning 1 level of poison for every grade of item

Healing Herbs -

Heals 1 wound every hour per grade of item.

Draft of Frenzy -

Adds +1 to prowess for 1 hour time and bonus can increase time and amount of prowess for each grade of item

Example Gear

Here are examples of gear type items that one can use and a format that can be used to build your own consumables type items for your game.

Climbing Tools -

Improve d6 on climb rolls 1 day for every grade of the item -

Bed Roll , Thermal -

Improves recovery when resting 1 per grade of item

Posion Kit -

Allows one to add poison to weapons intensity and duration of posion increase with grade

Radiation Suit-

Gives immunity to basic radiation and a Adds 1+d6 to all rolls to resist more severe radiation per grade of item.



Example Weapons / Armor

Here are examples of weapon type items that one can use to combat the foes you face within the great journey through this vast and ever changing world and the Armor you will need to protect yourself from both the environment and those you live in it.

Properties

Properties extend what a weapon or armor can do and a weapon can have one for every grade it possesses- Weapons have the base property of ranged or melee and then can have additional properties such as

Keen Edge – bonus d6 damage –

Poison - weapon attacks can inflict poison damage over time. -

Flame Edge - weapon has chance to ignite target –

Sniper Weapon can hit targets at far distance -

Hardened – Armor provides added protection 1d6

Spiked – Armor deals damage back to those who attack you up close

Buoyancy – Armor allows one to breath under water

Rad resistant – Armor provides resistance from radiation

Note : Some weapon and armor types can have base properties added to all of that type regardless of grade of weapon such as piercing for firearms, Such weapons and armor will be more expensive

Rever Blade - Grade Average

Melee weapon properties - **range** – close, - **bleeding edge** – weapon causes bleeding to enemy's

Common Spear- Grade Average

Melee weapon properties - **range** – close, **piercing** – weapon ignores 1d6 armor

Tech Bow - Grade Average

Ranged weapon properties - **range** – far, **explosive** – weapon deals explosive damage on hit

Side Arm - Grade Poor

Ranged weapon single shot firearm properties - **range** – far, weapon type property

piercing x2 – weapon ignores 2 armor

Kevlar Armor - Grade Average

properties – **bullet resistance x2** - adds 2 armor against kinetic weapons



Example Artifacts

Here are examples of Artifact items you may find or acquire through trade in the world these are items of the ancient world of technology or relics of chaos from other words entirely these are the most powerful . Note artifacts are all unique but they each increase in power with grade and some of the more powerful ones have stat requirements as well as a certain number of uses per day this goes up with grade as well.

Sky Sun Lantern

A Globe of steel and glowing light with rotating shards that seem to float in the air around it -

When activated any target up to far distance can be named and a beam of light will erupt from the sky hitting the area up to near distance and incinerating all in the area

- **Effect**- dose 8d6 flame attack to all in area.
- **Uses** - can be used 3 times per day + Artifact Skill
- **Requirements** - Artifacts 3 – Mind –2

Shard of Sight and Knowledge

A small Glass like square that fit snugly around the ear

When activated and equipped sight and knowledge flowed into one enchanceing ones mind and senses to a significant degree-

- **Effect**- – Mind +4 – Reflex +2
- **Uses** - can be used 2 times per day + Artifact Skill – Lasts 1 hour
- **Requirements** - Artifacts 2

Fang of Endless Rage

A large curved Dagger with a red ruby at the hilt that glows with use and twin fang snakes around the hilt

Chaos Artifact When activated the user emanates a massive swath of chaos radiation and is filled anger and power as their body shifts and grows in both size and strength

- **Effect**- – Prowess +5
- **Uses** - can be used 4 times per day + Artifact Skill – Lasts 1 minute
- **Requirements** - Artifacts 2 - Prowess 2



Example Invocations

Here are examples of Invocations detailed implementations of chaos manifesting on our world from the will of someone strongly connected with it. Every Invocation has a governing stat rooted in chaos that scales the power of the ritual. A series of base stat requirements to use the ritual and in some cases of the extremely powerful a series of chaos shards that will need to be sacrificed to fully control the ritual in these situations it can be cast without them but in an uncontrolled way that may backfire completely unravel or harm both friend and foes alike as a chaos storm.

Rite of Flame

A large eruption of twisted red flame fly's forth from the casters hand incinerating one target in reach.

Chaos Art of Projection from the old world burners that came forth to scorch the land in fire double the effect or add another target for every grade of the invocation.

– **Chaos Branch** - Projection

- **Use Type**- – Combat – 1 action
- **Effect**- – 1 + Projection d6 fire damage to any target if hit they gain the **burning status** -
- **Range** - can be at close range with grade **poor** near with average and far once at **fine**
- **Requirements** - Projection –2 - + 1 per grade

Status Info -

burning status – 2d6 fire damage per turn while effect is active action can be taken to put out fire and stop effect

Ritual of Storms

Dark clouds gather around you after a turn chanting and channeling chaos thunder breaks across the world a lightning storm erupts forth showering all enemy's with bolts of chaotic lightning

Chaos Art of Projection from the storm lords that study only the art's of highest cataclysmic destruction

- **Choas Branch** - Projection
- **Use Type**- – Combat – 2 actions
- **Effect**- – 1 + Projection d6 lightning damage to any target if hit they gain the **stunned status** 2 attacks are made at random each turn for the three turns the storm lasts after casting.
- **Range** – once active the storm stretches from you to near distance and can hit any target within near distance to it. and an extra attack per round for each grade
- **Requirements** - Projection –3 - Alteration -1

Status Info -

stunned status – a target hit rolls prowess check if they get less than one success roll they are stunned and make no actions or movement next round.



Circle of the Lesser Blood Beast

Creates a great circle above in the runes of the old one to bring forth a creature of chaos from the realm of blood which brings forth a Lesser Blood beast forth on to your plane of existence

Chaos Art of Summoning from the guild of Blood that seek to understand the chaos radiation of the old ones that makes peoples flesh melt like candles.

- **Choas Branch** – Summoning
- **Use Type-** – Combat – 1 action
- **Effect-** – Summons 1 + grade Lesser Blood Beast's for 2 + Summoning skill turns
- **Range** – Summon appears close to you

– **Requirements** - Summoning –2 - + 1 per grade

Summon Stats Info -

GM decides creature exact status but template is a lesser creature with 3 Ability points distributed in the genetic and chaos skills with the special ability to invoke the bleeding status on anything it hits with its attacks

Status Info -

bleeding status – target rolls prowess check if they don't get at least one success they are bleeding and take 1 wound each turn for three turns.

Rite of the Dread Plate

Creates a summoning rite around the caster that manifests into a sheets of black as night armor that radiates out the chaos energy of the dread lords from the plane of fear.

Chaos Art of Summoning from the guild of the Dread Lords who study the old paths fear to build tools of domination

– **Choas Branch** – Summoning

– **Use Type**- – Combat – 1 action

– **Effect**- – Summons armor of the dread plate on you for 2 + Summoning skill turns adds 3+ grade to armor class and casts fear status on any enemy's near you

– **Range** – Summon appears on your body

– **Requirements** - Summoning –4 - + 1 per grade

Status Info -

fear status – target rolls prowess check if they don't get at least one success they afraid and must spend their turn running in fear from you if they can move.

Form of The Shadow

Creates a great aura around the caster that merges there form with the darkness greatly increasing there stealth and speed

Chaos Art of Alteration from the Night Lords who dwell in realms between shadow and madness

– **Choas Branch** – **Alteration**

– **Use Type**- – Combat – 1 action

– **Effect**- – Performs an alteration of shadow on your physical form boosting your reflex by 3 + alteration and giving +2d6 to all stealth rolls for 2 + grade turns

– **Requirements** - Alteration-2 - + 1 per grade



Form of The Keen Edge

Creates a chaos aura around a bladed melee weapon imbuing it with refined radioactive energy making it glow a vibrant blue and cut through armor like butter

Chaos Art of Alteration from the blades of the spider a group of nomadic assassins

– **Chaos Branch** – **Alteration**

– **Use Type**- – Combat – 1 action

– **Effect**- – Performs an alteration of Edge on your melee weapon form boosting its damage by 2 + grade d6 and ignoring 2 + grade lasts for 4 turns plus grade

– **Requirements** - Alteration-1 - + 1 per grade

Combat -

Here Is the full breakdown of how combat works turn by turn with all the information on how to attack defend and move throughout the world of the wanderers. First off life and death you have 5 + Prowess wounds when you start the game your armor is any gear you have plus your half your reflex score rounded down as long as you are not in heavy armor and you have one action and one movement per turn.

Movement -

In the Wanderers much travel is done on foot though there are still artifacts of the old world that skilled individuals can use to get around as well as some beasts that can transport certain amounts of riders. In open world you move freely but in combat you move 20ft per turn +5ft for every point in reflex.

Range -

All weapons artifacts and invocations that target others have a range these are near, close and far anything within ten feet is near you this is the range of most melee weapons. Anything within 100ft is close this is the range of most throwing weapons and last anything beyond that up to 300ft is considered far. Last there is also Next to for those in your space On top of you and Distant for anything beyond 300ft.

Action -

Actions are simple you start with one every turn you can use this to perform a task make an attack help a ally this will add your skill dice to theirs for whatever you are attempting and allow you to roll. You can also use these to make special maneuver's as defined bellow. Last if you are trying to move quickly you can use your action to double you movement speed for one turn.

Attacking -

Attacking is easy enough it takes one action to declare and launch your attack on an enemy in range once you do roll dice based on the attack type combining all the skill, gear, ammo bonus and ect bonus you get on as more dice to the roll. Roll all these d6 only 5's and 6's are successes and all of those auto deal a wound. After you get past any removed from the opponents armor class.

Example-

if you have a 3 in reflex's and are using a fine Nordic hunting bow to attack with sharpened arrows its 3 d6 for skill 3 for grade of weapon and +1 for the ammo gear bonus for a grad total of 7d6 when rolled against a lesser radioactive blood beast with only 3 wounds total you get 2 5,s and 2 6's since their armor is 1 you only deal 3 wounds not four but lucky for you that's just enough to kill it and beast falls dead with an arrow in its neck.



Reactions -

Outside the normal attack action you also have a reaction you can use this to defend from an attack by automatically increasing your armor by one for that round. You can instead use your reaction to double your movement for a turn or add an additional 2d6 to a melee or ranged

attack. Reactions can also be used to remove any status effects that require actions to remove such as being on fire.

Special Manuevers -

If at any time you want to do something outside the standard movement attack or reaction based engagements you can attempt to perform a special maneuver this will simply be you describing what you want to do to the GM and them having you roll for it based on the stat they think is most appropriate. Be warned if what you describe is too complicated or extremely difficult the success needed will be very high and you may end up achieving nothing or even hurting yourself also note that to do a special maneuver you must fully commit and use both movement action and reaction to achieve it.

Adrenaline -

In moments of extreme confrontation epic action or team collaboration one may get a boost of Adrenaline from the GM these Adrenaline points can be spent to get an extra action on your turn or double all the successes on a single roll. However they can only be used during the combat they are given in and fade after. Last the use must be called before you roll.

Death -

Once a character's wounds reach zero they fall unconscious and begin to bleed out from there you have 2 death saves you roll your prowess dice on your turn and need 5 successes to stabilize across the two turns. If you are attacked any additional wounds add to the amount of successes you need to stabilize. If you fail to stabilize in two turns your character dies. A player can use their action to stabilize you if they can get to you in time but in order to give you wounds back they will need med kits an artifact or an alteration invocation to heal you. Also if you take double your total number of wounds from a single attack you die instantly. Note death may not be the end there are dark chaos invocations and strange artifacts from a world lost to time that can reverse this effect and bring a char back but they are extremely rare if a char dies and you do not already possess one of these it will likely be a massive undertaking to find one.

Recovery -

When a char is wounded only medical attention through artifacts invocations or gear can heal them directly. Outside of that the only thing that can restore them is time. By taking a rest you may recover all wounds unless being inflicted with a status that requires some other form of

recovery such as radiation poisoning. You can take a rest at any time but once you have just rested you can rest again for at least 6 hours if you go 24 hours with no rest you will suffer burn out - 2 points to your stats and random this continues every 8 hours till you take a rest these can go negative and if your prowess goes -5 your character dies immediately.



Radiation -

Since the time of the ancient machine wars the world has been filled with much Radiation and this can be deadly for your character. When a char receives radiation strong enough to effect them physically they roll a prowess check if they do not have enough success to resist the severity of the radiation they receive a level of radiation sickness. For each level of radiation sickness a character possess they have 1 wound that will not heal until the rad sickness is past or -1 to a random genetic stat. However they also have $+1$ d6 to all uses of chaos invocations as radiation charges chaos energy and allows one to channel it more intensely. Level 5 radiation sickness will start to make you emit level 1 radiation to all close to you and it will go up for every 5 after that. Removing rad sickness requires either a decontamination station, Ant Rad Medication or Artifacts with this ability or lack of rad exposure for the number of days equal to the sickness grade. Invocations even alteration all carry some form of radiation with them and will likely only make things worse.



Tribes / Locations

Last lets cover the tribes of Machine chaos and human left that you will primely interact with the types of locations the GM should build out as a total world and how you can create the world quickly and easily using these guidelines. We will also go over how merit works within Tribes you are associated with and how it can grow or diminish

Tribe Connections / Merit

Tribes exist throughout the world and while the safe ones to interact with are primely human there are forms of non hostile Machine and even non completely hostile chaos creature that you can have dealings with. Each clan will award you merit for helping them and reduce merit when you harm or fail them. This merit rank is a form of renown within the clan and gives you more access to their resources information and network. Once your Merit goes negative you are an enemy of the tribe and will be attacked by them as the number continues to decline they will even place bounty's and assign hunters to take you down.

Map Network

You start with a limited map of the world based on your starting connections the world is cast in darkness but as wanderers you have a tool known as Waycaster this when connected to old world network gives you information about the surrounding area you can venture out and add information and new networks to your caster on your own but this is very dangerous by banding

together with a Tribe the first thing they will do will be to give you access to the low levels of this network. As you grow in rank this access will increase and more of the map info of the world they have will be yours.

Note: Entering a unmapped region is called going dark and is extremely dangerous

Conjuring the World

Every section of the map identified either by your map network connections or your own exploration will have challenge areas associated with it. These challenges range in difficulty from Tier 1 – Teir 10 By engaging with the challenges marked on and specific challenge based requests from clans you have connections with your group will gain renown throughout the world and gain access to specific resources associated with the locations that you have conquered

These Challenge's can Come in multiple Categories -

Combat – A call to battle

Sabotage – The manipulation of others

Information – Gathering data from a source

Defense – Guarding a area or place from attack

Theft – Taking the resources of others with stealth or force

Recon – Gathering intel on the enemy

Transport – Moving goods or intel across a great or dangerous distance

Diplomacy- Making nice with the enemy

Once complete the additional reward that comes with the renown will match the type of mission for Information data of great value for combat experience and loot to help grow your prowess for war and Diplomacy new connections and ally's ect.

Note : Tiers can be Regular or Nightmare 1 through 10 nightmare shows that the area is beond you and extremely dangerous but the rewards will be far greater for completion



The Ancient and the Unknown

There are two types of other locations you can find in the world that will be outside this normal tier system of challenges the city's of the Old world known as Ruins of the Ancients and massive concentrations of chaos energy and radiation that come to a point and erupt into a massive Tower of Crystalized chaos known as a breach spire.

Ruins of the Ancients -

The Ruins of the ancients are the remains of the old world as well as the city's the great builders crafted in the wake of the age of chaos. These massive structures are often beyond imagining and

are run by these ancient machines that still walk the world. These city's are also the prime source of all artifacts that are found in the world today.

A Ruin of the Ancients will be marked on your map with the same tier ranking as any other location however it will have three not one to show the vastness of these city's another difference is the reward will not be given till all three are completed and it will be artifacts of the tech type the city is focused in as well as further access to its technology and secrets.



Example Challenges of a Ruin of the Ancients-

Climb to the top of an old world Sky Percer -

Brave the danger and height of a full thousand story ancient sky spire deal with any old world sentinels or traps therein make it to the top and survey the area.

Communicate with a Network of the Ancients

Old worlds systems are different from the central clan network used by most now but can still be interfaced with at certain locations. Get to one and break into the systems to gather what secrets it may hold.

Barter with an Ancient AI

Use diplomacy and your old world tech knowledge to broker a deal with some of the machines that guard one of these Ruins for greater access and information

Steal the Lost Artifacts

Gain access to the depth of one of the ancient ruins and break into one of their hidden vaults deep deep underground from there plunder whatever treasures it might hold

Destroy the Power Source

Ancient ruins usually still have power of some kind this can be found deep in the heart of the city at the center site known as the reactor core find this central source of power and destroy it to disable and dismantle all the machine ancients inside. Some more powerful ones will have their own power source but many of the lesser ones will fall as soon as the central reactor for the city is no more.

Building a Machine of the Ancients -

To build out a machine of the ancients you take these actions one by one -

Skills

the tier of the city they dwell in and multiply that by 5 put those into genetic or tech skill attributes as you see fit.

Wounds and Armor

Their starting wounds are the tier of the city multiplied by 5 as well and their armor is the tier of the city * 2

Variation

Finally choose a tier for the machine itself from 0 – 10 add that as addition to its tech and genetic skills then give it an artifact as well if you wish if it is greater than tier 5 this is required

Resistances

Ancient machines are immune to all forms of poison they do not tire for any reason they can't be frightened or mind controlled by any means of incantation and are resistant to both all forms of kinetic weapons and chaos radiation. Meaning they take half wounds rounded up from it.



Spires of the Breach -

When the first men to discover chaos radiation learned of its power and near unending energy potential it drove them mad with ambition and the first steps path to doom were walked for the realms of ancient men and the road to the first Breach Spire was born. It was years before it was

realized countless testing and refinement under various conditions till they thought they had done the impossible and controlled chaos itself ... but one cannot control chaos only direct it and they directed it in the worse way possible they directed it to grow.

When the final test to run the first ever man maid chaos reactor was launched the very world shook beneath the weight of the stars and rather than just a trickle of fallout from chaos a full portal to another dimension of reality began to open one not bound by our law or restrictions. The reaction caused a surge of chaos pure Chaos energy to be released such like none the world had ever seen before. It ripped through the world like a knife through butter and an entire content of men was wiped off the map in an instant as new horrors began to crawl forth from the breach to engage with the new world they had found.

Over time the residual chaos energy hardened and solidified around the breach forming the chaos shards and one solitarily monolith crystalline structure searching thousand's of feet into the heavens that came to be know as The Breach Spire. Since the first the world has been broken and as those who came before fought to survive more desperate mistakes were made to try to fight fire with fire and use chaos energy to defeat the new threat's they failed and thus more breach spires were born. These days there are many lesser greater and even colossal breach spires scattered throughout the world and they are all easily considered to be the most dangerous places on the planet.

To Summit the Spire -

Breach Spires are twisted structures of madness filled with deadly radiation razor sharp passages of jagged chaos crystal and the most horrific chaos beasts you can encounter while still in the physical world Every Spire is unique and getting to its peak will always be a massive challenge here are different types known among the world.

Example Breach Spire Types

True Sky Spire -

The Spire is higher than most and getting to the top requires excessive climbing in addition to that there are a massive assortment of winged chaos beasts hounding you every step of the way finally the radiation and height makes it harder and harder to breath and move the higher you go

Spire of Blood

The Spire is a absolute nest of fang shaped chaos shards where the very wall tear at you causing wounds that induce bleeding, The Spire is filled with spiked and bladed chaos beasts that grow stronger when the sent of blood is in the air and go into a frenzy for it many of their natural

weapon cause bleeding as well and last the radiation of this spire makes wounds close more slowly and blood thinner so blood loss happens faster.

Spire of Dread

This spire is very dark its walls and radiation cause fear and hallucinations as you ascend it and so do the chaos beasts that dwell within who also grow in strength whenever they smell the fear of their enemies.

Spier of the Upside-down

These are some of the most dangerous and confusing of spires they are found deep underground hanging like stalactites over vast caverns completely upside-down further perplexing the radiation of these chaos shards messes with the very nature of gravity reversing in in the general area so you climb it like normal just from the ceiling of the cave but sudden shifts can occur brining normal gravity back and causing you to fall towered the top of the spire if your not carful. The beasts here are strange Wyrm like creatures that can use gravity based invocations as a weapon



Spire of Night

The Hardest to find and some say harder still to conquer the Spires of Night emanate inky black radiation that sucks the very light from the world. These Spires are shrouded in darkness and grow darker still till the summit. Beasts in the vicinity are experts at stealth and gain a massive bonus to wounds inflicted from surprise attacks on unsuspecting wanderers. The Spire itself has many holes in the floor and ceiling that make for deadly traps in the near pitch darkness.

The Breach Into Pure Chaos -

Once you have reached the top of the spire and gotten through the myriad of challenges and beasts blocking the way to the top of the Spire you will come face to face with that witch created the colossal monolith in the first place the True Breach into Chaos. This is a tear in the veil of reality itself that your great great ancestors thought to use to bring prosperity and endless power to their world instead it brought endless despair and as such to set things right there is only one path forward you must close it.

The Breach Spires have been in existence for eons now and yet much is still unknown about them however the clans spewed word after one fell and was truly closed that chaos spires seems to tied to greater entities of domain the breach leads to and that by entering the breach and destroying the one tied to it the breach should close and throw all entities tied to a different plane of reality back out into the one from which they came.

As such when you descend into the breach you will set out to find the being which is holding it open they will be too large and powerful to pass through themselves and also have to close by to maintain the breach itself so it should not be hard to locate them. But be warned you will be in their domain and whatever traits you were challenged with in the spire will be amplified tenfold in the true domain of chaos the portal will lead you to. There you will face the Spire Lord and know that they will be powerful just how much so depends on the strength and age of the Spire itself

Spire Lord Types

Greater Chaos Beast

Epic Chaos Beast

Nightmare Chaos Beast

Champion Chaos Lord

Legendary Chaos Lord

Ascended Chaos God

Building a Chaos Beast -

Beasts of chaos are relentless monstrous horrors from the void they do not belong here are often full of radiation they are some of the most dangerous things you will ever face in the world

Skills

Take 10 skill points put those into genetic or chaos skill attributes as you see fit.

For Greater – use 15 instead

For Epic – use 20 instead

For Nightmare – 25 instead

Wounds and Armor

Their starting wounds of a chaos beast are $20 + 10$ for every rank of beast

Variation

Finally choose 1 special ability or invocation the beast possesses ideally these should be aligned with whatever Spire the beast is associated with such as a enhanced bleeding effect on melee wounds from the creature if from a Blood Spire or be extremely hard to see even in the day if from a Spire of Night. The Creatures often look like mangled mutated versions of a combination of different beasts like a Giant Rhino covered in bulbous tumors with the curved talon's of an eagle so feel free to get very creative with. From size they range from small around 4 ft to Massive around 40 ft tall so feel free to get creative with it larger beasts in size are typically more powerful but not always.

Resistances

Chaos beasts are immune to all forms of radiation and have resistance against all forms of standard attacks of genetics such as anything governed by Prowess or Reflex unless wielding a weapon that specifically counters this resistance in some way.



Building a Chaos Lord -

The Chaos Lord is a thing of myth and legend amongst the clans of the world now no one has ever fully confirmed they exist but the story goes there are those from this world who delved so deep into chaos were exposed to so much radiation that they mutated beyond all recognition and

used the Blackest of Alteration and Summoning incantations to bring forth a Chaos Nightmare and Bond themselves to it thus creating a new form of highly intelligent and Humanoid Chaos Beast of incredible power known as the Chaos Lord.

Skills

Take 30 skill points put those into genetic or chaos skill attributes as you see fit.

For Legendary– use 40 instead

Wounds and Armor

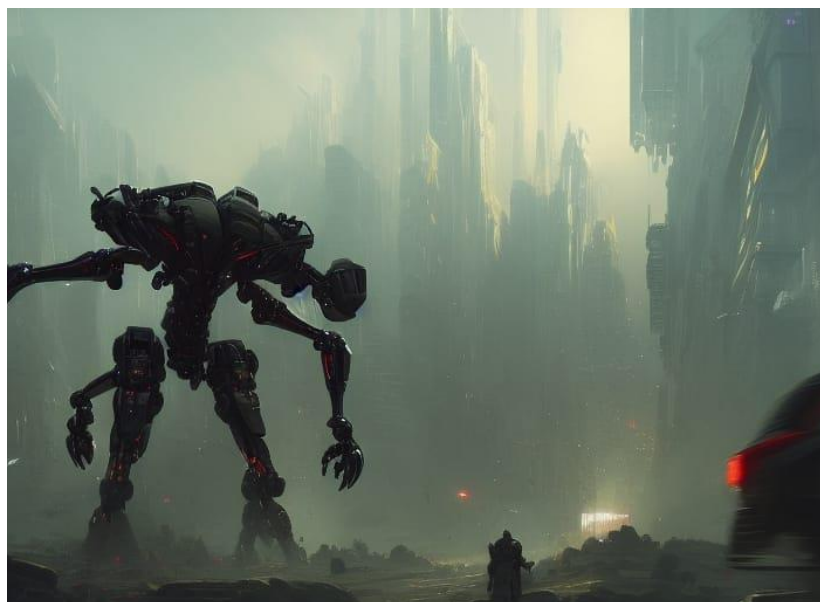
Their starting wounds of a chaos Lord are 50 + 20 for every rank of Lord

Variation

Finally choose 5 special ability's or invocation the Lord possesses They Should be aliened with its Spire of Dominion and be rather powerful. Lords can look like twisted monstrous humanoid Titans ranging from 10ft to 100ft in size and often have a Aura effect around them in addition to their invocations and other ability's such as all things within 50ft of it must make a prowess check every turn with at least 2 success or become frightened.

Resistances

Chaos Lords are immune to all forms of radiation and have resistance against all forms of standard attacks of genetics such as anything governed by Prowess or Reflex unless wielding a weapon that specifically counters this resistance in some way. In addition their minds are to strong for any form of Alteration based control our persuasion to work on them.





Building a Chaos God -

The Chaos God is a horror feared by all clans throughout the wastes of the world a prophesy that there is some greater dark intelligence behind the invasion and destruction of our world and the Beasts and even ascended lords of chaos were just the whiskers of a far greater and more powerful entity deep within the depths of the dark domains of chaos we only scratch the surface of with our base encounters. A entity beyond imagining a pure expression of raw entropy itself a god of Chaos.

Skills

Take 50 skill points put those into genetic or chaos skill attributes as you see fit.

Wounds and Armor

Their starting wounds of a chaos God are 100

Variation

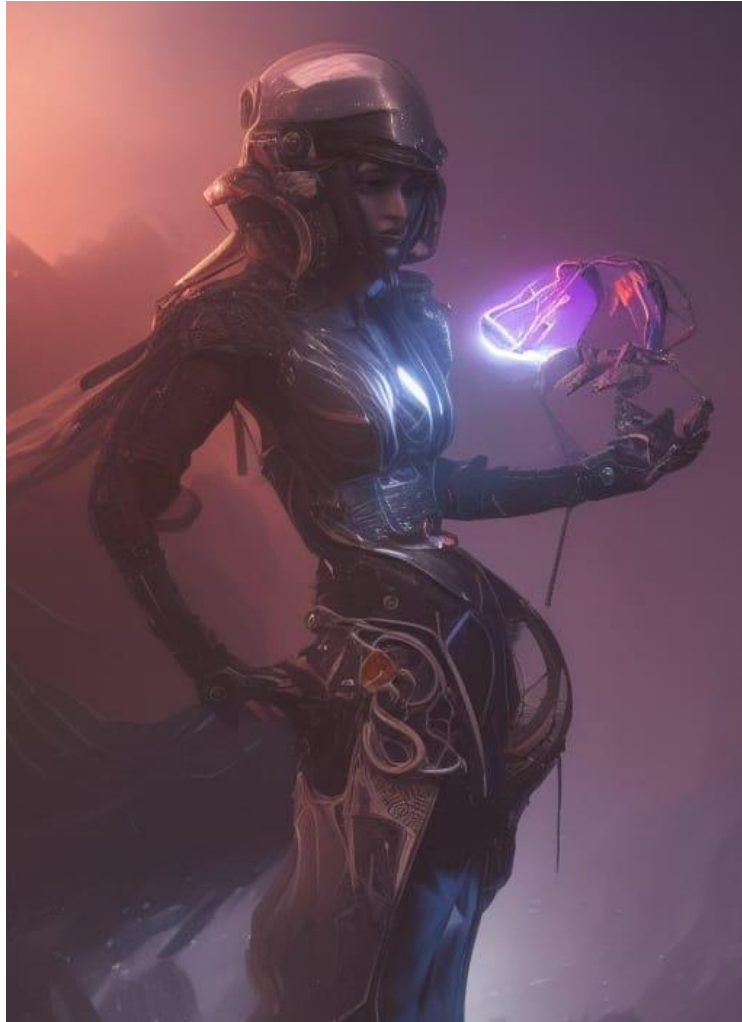
Finally choose 10 special ability's or invocation the God possesses They Should be aliened with its Spire of Dominion and be extremely powerful. Gods are usually massive mergers of nightmare beast clusters at the core of a chaos domain so are often quite latrge 100ft - 500ft in size but this is not always the case and as so little is known about choas gods they can look any way you wish and be any size. Gods often have a 2 or more Powerful Aura effect around them at once in addition to their invocations and other ability's such as all things within 10ft of it take make additional 2nd degree radiation burn checks per round just from being in its presence.

Resistances

Choas God are immune to all forms of radiation, poison and have immunity against all forms of standard attacks of genetics such as anything governed by Prowess or Reflex unless wielding a weapon that specifically counters this immunity in some way. In addition their minds are too strong for any form of Alteration based control our persuasion to work on them. They also have resistance to any and all form of status effects.

Chaos Radiation

Last all creatures of Chaos emit some level of radiation any direct contact with one unprotected will result in at least low level radiation exposure for stronger beasts this can be much worse so bring the proper anti rad gear before taking on a Spire or you will likely never make it past the outer perimeter.



Example Character Sheet

Last the full example character sheet for the wanderers with details on each stat and skill as well as spots for gear, weapons and equipment. Check out the link bellow for loads of free dungeon maps for your games and enjoy you next chaotic adventure in the ancient and twisted world of the Wanderers.

<https://www.deviantart.com/mrvalor2017>



Name _____

Background _____

Chaos Shards _____

Radiation _____

Action _____

Weapon Damage _____

Armor _____

Wounds _____

Character Description _____

D6

Equipment

Abilities

The Wanderers

Adrenaline



Example Item Cards

Here are a few item card examples for all the afore mentioned forms of Equipment, Artifacts and even Invocations one can find and learn in the world of the wanderers.

The image displays a grid of 12 blank item cards, organized into three rows and four columns. Each row represents a different category: Artifacts (top row, light blue background), Equipment (middle row, light pink background), and Invocation (bottom row, light purple background). Each card is a rectangular form with a title bar at the top, a name field, a category field, and a notes section. The title bar contains the category name in a decorative font. Below the title bar, there is a 'NAME' field, a 'CATEGORY' field, and two small square checkboxes labeled 'RARITY' and 'ATTUNE'. The main body of the card is a large 'NOTES' area. At the bottom right of the notes area, there are three vertically stacked circles, each with a small 'RARE' label below it. The cards are separated by dashed lines, suggesting they are part of a sheet of paper to be cut out.