

R U N E P U N K

STEAM AND SHADOW

Jump by Aehriman

Long, long ago the City today called Scatterpoint was the center of a great Empire. Science and magic advanced hand in hand, until a thousand years ago. When inventors reached the Great Breakthrough, a large cabal of Runecasters became insecure and called up the greatest working ever attempted. In an event alternatively known as the Tempest or the Severing they destroyed the world, or may as well have.

The world, as far as anyone can tell, now consists of about six hundred square miles, divided into nine lawless Barrens regularly swept by chaotic runestorms and plagued by Talus demon lords, Malakkar tribes and monsters, and thirteen districts, each practically a city unto itself with roughly 0.8-1.6 million residents protected by a runetower that siphons the energies of the storms to power factories. The Ferren ratmen and Trayn the Builder converted the existing stabilizers into the runetowers a century Post Tempest, and converted the first Overwrought cyborgs. His successor, the Autarch, continues to rule after turning into an Andari during an Overwrought uprising.

Five hundred years ago the Storm Lords, human and Malakar servants of the Talus demons, assaulted Mossmetal with an army ten thousand strong, which was flanked and driven off by a thousand Barrens Knights, albeit at horrific losses. This began a war that lasted twenty-seven years and claimed an estimated 400,000 lives

on both sides. In the end, the City ceded all claim on the Barrens and opened up for trade.

Today, the vast majority of people work themselves half to death in the factories, and rarely go more than a mile from their homes and businesses. Adventurers in search of opportunity brave ever deeper into the Barrens for salvage, triggering increasing resentment from Malakar tribes and the Talus. Deadly threats gather in the shadows that threaten the City as a whole.

For ten years, ScatterPoint will be your home. Take **1,000 caster points** (cp) to improve your lot.

LOCATION

Pick a starting location or roll a d24 (or 2d12) for +100 cp.

1. **Grey Mesa** - The central, ruling district, home to the Autarch's palace and the first and largest runetower, as well as the Central Archives.
2. **Riddlerock** - A prestigious university town fallen on hard times.
3. **ChalkChain** - The mortuary district, home of the Tombs.
4. **The RedWarrens** - Also called the Nest, a predominantly Ferren district.
5. **BlackShackle** - Home of the academy where Sequitors are trained, as well as various prison spires, Blackshackle is the most orderly of districts.
6. **PitchPit** - Once an unwanted burrough, now a thriving industrial hub after the governor realized oil could be sifted from the tar pits.
7. **FlintFlicker** - A bustling industrial hub, FlintFlicker has the largest energy reserves thanks to the constant and fierce runestorm assailing it.
8. **MossMetal** - Also called Scavenger city, a last outpost for those setting out into the Barrens.
9. **WardenCliff** - Easily the wealthiest district, well-patrolled with many famous museums and restaurants such as the Guillotine.

10. **GauntWhistle** - A rail and transportation hub. Even airships and Far Gates are manufactured here.
11. **Shatterstone** - A haven for bounty hunters and tourists, because the Governor is most generous with bounties and criminals are publicly executed to the delight of visitors, bolstering tourism.
12. **Rustwater** - A poor district where runestorms are vanishingly rare, and so more devoted to chemistry and science than most others.
13. **Wormwood** - A district that is fused with a forest which phased in, tree trunks and branches intertwined with buildings.
14. **Twisted Fields** - Home to Cog Castle, a community of Overwrought separatists, the impenetrable Great Library and the wildly successful, and territorial ShadowMoon Salvage corporation.
15. **CringePick** - Home of the Quarry that supplies stone to the City, and many ancient catacombs.
16. **ScarFall** - Said to be where the runestorms hit first and worst Here find the twisted GlassMar mountains, the bottomless chasm called the Abyss, the Crumbling Factory and a trading outpost called WestFront Tower.
17. **BentShadow** - Also called the Scrap Heap, the most picked-over of the Barrens. The rich PenFold Mines fed the hungry factories of the City with ore, and the decrepit Stone Manor is guarded by the mysterious Estate.
18. **LockLeaf** - Home to the great GlitterGloom Forest, stone trees so covered in vines they appear alive. Also the cursed Broken Palace is a great place to find twisted monsters.
19. **GearLost** - Long rumored to be haunted, the PhaseWood is here, a forest of stone that sometimes turns wooden, but anyone still inside when it turns back is never seen again. Also the Abbey of Gahn and the silk pleasure palace called the Vault of Sabine, where a most seductive demon waylays travelers.
20. **Iron Hollows** - Full of the skeletons of thousand-year old towers. Home to the great black market at Ebon Eaves, the Millstone Hotel, a paradise with a dark secret, and WildSky, a commune of mages who reject the laws regarding what they can and can't experiment with.

21. **GhostMire** - A land of especially frequent and powerful runestorms, roamed by the restless dead.
22. **HawkHaven** - Includes NeedleNook, a town famed as a safe haven for Gearhawks, and the dread Talus Three Fang Castle, from which no one ever returns.
23. **ZU** - The Zone Underground, a warren of tunnels beneath Scatterpoint, used by smugglers, criminal syndicates, the homeless and desperate. Roll again to pick which area you start beneath.
24. **Free Pick** - Lucky you. Pick whichever you like.

R A C E

Choose One. Any race or Archetype may be taken as a Drop-In.

Andari: Sometimes called Shifters or Ghosts. Andari are humans altered, usually by a Far Gate malfunction, sometimes by a Runestorm. Andari are lean and pale, and their eyes shift in color and intensity. Ageless Andari have accumulated wealth and experience that has made them the dominant force in society, though by the census there are only roughly a thousand in the City. Sadly, Andari are prone to tiredness and equipment malfunction as a result of their ghostly abilities. (Obligatory Hindrances: **Wispy** and **Tough On Things**)

Ferren: Four foot tall ratmen, the Ferren appeared from the Veil in the early Years of Madness and were key to rebuilding. The Ferren have a strong knack for technology and make up about 30% of Scatterpoint's population and are incredibly agile. That said, their lightweight build has some problems. (Obligatory Hindrances: **Small** and **Light Frame**)

Human: The original inhabitants of the City and dominant to this day in sheer numbers, if nothing else. Today, they mostly toil away as factory cotters, but some break away. Humans are not as powerful as the Overwrought, as clever as the Ferren, ageless or immune to runestorms, but

they're scrappy and have no innate disadvantages. Their defiance gives them strength, and every now and then, the ancient blood flares and an exceptional runecaster or inventor arises from the masses. (No Obligatory Hindrances)

Malakar: Descended from the Talus demon lords and humans they seduced (well, consent optional) to raise an army. Dark skin that starts grey, turning grey and then black with age, horns, hangs, claws and sometimes hooves are common. Malakar are immune to runestorms and magic resistant. Sadly, for the Talus, they underestimated how hard it would be to control their chaotic offspring. The downsides are the Malakar are widely seen as savages and invaders, and they tend to be clumsy when dealing with advanced technology because of their chaotic nature. (Obligatory Hindrances: **Shunned, Born of Chaos**)

Overwrought: Hulking steampunk cyborgs, the Overwrought are created when someone is desperate enough from poverty to sign themselves over to a factory for a decade-long contract and conversion to perform the most difficult and dangerous of jobs. Many embrace this after, becoming bodyguards or leg-breakers for the syndicates. Unfortunately, Overwrought are huge and heavy and need specialized furniture, to duck in most doors and so on, are looked down upon and need to recharge regularly or they weary and die. (Obligatory Hindrances: **Shunned, Lumbering, & Runic Recharge**)

ARCHETYPE

Choose one. Any race or Archetype may be taken as a Drop-In.

Barrens Knight: A hero to the outposts, the Knight is the symbol of past days, and is usually found patrolling the barrens, keeping the ways clear for traveler and sifter alike.

Chemist: A specialized scientist that often works for factories. Mixing and brewing various formulae, your expertise is invaluable to any research team. Through experience and training, the Chemist is able to concoct various injectables transcending the normal bounds of science to produce near magical effects.

Demonologist: A runecaster who turns their attention to the dark arts can be invaluable in the city. By piecing together bits of forgotten lore and training, a demonologist is capable of bringing forth extradimensional entities and binding them to his will. Their deep understanding of runes also enables them to provide themselves and those they summon with some extraordinary abilities as well.

Gearhawk: Roguish bandits and merciless mechanics, a gearhawk is quick to strip down anything he encounters for parts. This character is a master scrounger relying upon the detritus of another world to make his life easier. In addition, he is generally able to whip up simple devices to serve some bizarre need or to create something that's needed when the thing isn't actually present. Often running as part of the gangs in the barrens, a gearhawk is as handy with a runegun as a ratchet.

Inventor: Whether formally trained or naturally gifted, the inventor understands the principles of science and gearcraft. He seeks to use his abilities in the world beyond the workshop.

Merchant: Honest merchants are few and far between as the factories typically provide for all in some capacity or other. To survive, merchants have to be willing to operate as either pawnbrokers or engage in some quasi-legal activities. Some less scrupulous merchants are smugglers.

Priest: Various churches have active roles in the city districts and church leaders are accorded due respect, often wielding great political power in their community. The Twilight Church worshipping Umbriel is the most widespread and powerful, then the Church of the Four, which remembers Umbriel's siblings. The Church of the Cog preaches the righteousness of Overwrought, remade as something strong and pure.

Retriever: A more polite form of bounty hunter has evolved over the generations and takes the form of the retriever. This character uses a subtle smile and a sleep-soaked cloth to return an escaped employee back to their proper task. They have a great knowledge of the streets and often come from prominent families. Many approach their work with a zeal rarely found elsewhere.

Runecaster: Runes are everywhere, but few can actually channel their own essence into them and make them do their bidding. The person who can control such forces is often feared or mistrusted or looked upon to do things which others will not. Most are encouraged to serve the city in some capacity and all are required to be licensed at a minimum. The enforcement of such licenses varies from place to place.

Sifter: Adventurous explorers and searchers for lost knowledge and artifacts. The sifter is adept at survival in the harsh climes of the barrens with a knack for noticing items of worth others might ignore.

ODDFELLOWS

The Party (-50/100 cp) For 50 cp, import up to three Companions with 600 cp apiece to spend on themselves, and a relevant race and archetype. Companions cannot take Companions of their own, nor more than 300 cp worth of hindrances. For 100 cp, import up to ten Companions under the same rules. This may be taken multiple times.

Take One For the Team (variable) Every fifty cp spent on this option, is distributed to the whole of your Companions, so each gets the same amount you put in. You can put no more than 300 cp into this option. Companions cannot take this option.

Arcane Companion (-50 cp) A familiar of some kind. Could be a runewraith, or a bound demon or simply a very clever animal you have formed a mystic bond with. Your Arcane Companion can draw upon your power pool to use powers and spells.

Clockwork Companion (-50 cp) A complex automaton, yet one that lacks creativity and needs supervision for complex tasks.

Shadowborn Avatar (-50 cp) Said to be a blessing bestowed upon the most faithful of shadowpriests. A Shadowborn Avatar is a doppelganger of their human master, to whom they are unfailingly devoted, but with pure black eyes. All are shadow manipulators who can see in the dark and assume Smoke Ghost Form, but are harmed by bright light.

Callister Piersworth (-100 cp) The celebrated Ferren playwright, author of *The Silent Whispers of Becoming* and *The Crumbling Chapel*. Callister is very fond of tragedy and horror, and has a wicked sense of humor. He's also a self-admitted craven with no taste for violence.

Lady Carolyn Winterwood (-100 cp) A refined Andari woman and Retriever of great skill and ability. Having outlived her rich husband by many a decade, she took his fortune to take on jobs too difficult or unprofitable for other bounty hunters. Extremely stealthy, a skilled shot and fighter. Best known to players as one of the first characters they interact with in the core campaign, as she recruits them after a test of character, feeling too many adventurers are jaded or don't care about people in need.

Professor Edward Lassiter (-100 cp) A tiny bespectacled Ferren, a renowned theoretical scientist and the foremost expert on ScatterPoint's history. Finding him is a not inconsiderable part of the early main campaign, after which, he may as well come along. He is possessed of a powerful curiosity and loyalty to his friends, and a lively sense of humor.

Sister Lucinda Cannondale (-100 cp) A human and ranking member of the Twilight Church, but one who prefers tending to the poor and sick to the spying and church politics that dominate the lives of her fellows, which often gets her into trouble. She's surprisingly street-smart and has solid divine spellcasting.

Darksong (-100 cp) Charismatic leader of the Iron Disciples, an Overwrought rights group opposed to the isolationism and supremacy of the Church of the Cog and the exploitative practices of the Acolytes of Steam. She is a skilled inventor and gearhawk with a zeal for self-improvement and an honest desire to help people.

Heretic (-100 cp) A stunted and deformed Malakar, abandoned at birth and raised by the demon lord Neberios as one of his plans. Heretic owns the exclusive Vertigo Club in GreyMesa and is considered a priest and prophet of the Society of Entropy, who seek a machine to destroy the city with. If you can convince him not to kill everyone, he may join you. For a man whose catchphrase is “only the dead know my secrets” he isn’t as evil as he first appears, just driven by a need for affection and approval.

Pippi the Freeze (-100 cp) Most Andari get wealthy, but some become thieves and often the center of a gang built around their ability to phase into secure locations. Pippi is the leader of the Whip, a street gang in MossMetal that opposes the Bluecoats. She’s scrappy and irreverent, and a secret lover of fashion and fancy clothes.

Root (-100 cp) A tiny, brown-skinned human sellsword. He’s not a hero, or a secret noble or anything like that, and particularly uneducated, but when bought he stays bought and he has a very pragmatic attitude towards combat.

Victor Valentine (-100 cp) Master of Stone Manor and Sire of Scatterpoint, Victor is the first vampire in the City, and one of the very few who remembers life before the Tempest. A kindly and desperately lonely man, despite his true form being that of a twisted monster, he is a powerful runecaster with hilariously broken native abilities, but bursts into flames when exposed to sunlight.

Zorad Zenn (-100 cp) Governor of Shatterstone and richest human alive. It was Zorad who conceived of using executions to draw in tourists, and reviving the ancient gladiatorial arenas of the BloodCircles. Has a keen business sense, but isn’t afraid to get his hands dirty.

Calliope & Tangles (-200 cp) A little girl who is secretly an automaton, and her much larger, more traditional guardian, Tangles the woodsman. Calliope is extremely friendly and outgoing, and a committed pacifist. Despite being immortal, she can't remember more than a few years ago. Tangles was once fully sapient, but has become damaged and only knows his mission.

Somebody Else (-100 cp) The inclusion of some notable individuals on this list should not be taken as exclusionary. Anyone else you meet is welcome to come along, for a small fee.



EDGES

Free means free. Discount means half price.

Conversationalist (free) You speak the local language of Scatterpoint, can read the writing, and find in the future you can always speak the common language(s) of your starting area.

Citizen's Knowledge (free, incompatible with Outlander's/Wanderer's Knowledge) You have the common knowledge expected of a citizen of any district. You know one district like the back of your hand, the High Laws, how to deal with Sequitors and city bureaucracy. Most citizens have little knowledge of other districts and could care less.

Outlander's Knowledge (free, incompatible with Citizen's/Wanderer's Knowledge)

You have the common knowledge of someone who grew up in the Barrens. Tribal politics, geography, how to shelter from Runestorms, make a mean Skirr beetle soup.

Wanderer's Knowledge (free, incompatible with Citizen's/Outlander's Knowledge)

Some people, merchants and adventurers, grow up kind of all over the place. You have a broad general knowledge of ScatterPoint, but know little about any one particular region or district.

Ambidextrous (-50 cp) Literally "both right hands." You can use either hand with the same skill and ease. Odd thing to spend your precious points on, but who are we to judge?

Musical (-50 cp) You can play every common musical instrument, read sheet music and have a magnificent singing voice. Perhaps you could bring the music of your homeland to the City?

Very Attractive (-50 cp) It's almost obligatory at this point. You are an incredible beauty, nearly irresistible to anyone with a preference for your gender. Scars vanish or add to your attractiveness, you present well always and are never dirty or disheveled, even after crawling through thirteen miles of sewers.

Wayfinder (-50 cp) Each district of the city is big enough to require guides for many people. You spent a few years as a wayfinder and know your way around all the Districts and Barrens both. This knowledge of geography and getting around updates in future Jumps so you know every major city and wilderness like a native.

Seasoned (-100 cp) Instead of starting as an effective first-level character plus boosts from your edges, you have memories and skills of a few years in your profession, effectively jumping to mid-level.

- **Veteran** (-100 cp) You've skipped straight to being a high-level character.

RACIAL EDGES

Perceptive (-100 cp, free Andari) Andari are extremely in-tune with their environment, and quick to notice things that are unusual or seem off.

Out Of Phase (-200 cp, free Andari) Andari exist in a constant state of flux, a part of them is always... elsewhere. As such, purely physical damage just hurts them less, anywhere from 10-50%.

Twilight Sight (-200 cp, free Andari) The Andari can see perfectly fine in any light, from total darkness to staring directly into the sun.

Mystical Knack (-300 cp, free Andari) Andari have a strong affinity for runic energies. Your “mana” for lack of a better word is double what it otherwise would be for any power where it is applicable, and you easily learn to manipulate mystic energies in half the time it would otherwise take.

Jaded (-100 cp, discount Andari) Very little is new in a city of magic and super-science. You’ve learned to roll with weird sights and are very hard to throw off or surprise.

Fascinate (-100 cp, discount Andari) Drawing on runic energies, you beguile a single target who stumbles mindlessly towards you. If harmed, or strong of will, they can snap right out of it.

Absorption (-200 cp, discount Andari) You instinctively absorb and channel the runic energies of Shadowpoint, regenerating your flesh and energy reserves in a fraction the time it would normally take.

Flickering Form (-200 cp, discount Andari) With intense focus, you phase in and out of reality, making any physical attack only half likely to connect, while all your blows do.

Ghostly (-400 cp, discount Andari) You have mastered the powers of your form to the extent that you can turn intangible at will and float through the air. Be warned you are quite vulnerable to magic attacks in this form.

Shadow Twin (-600 cp, discount Andari) You summon a duplicate version of yourself with all your knowledge, power and skills, but no energy to fuel your more exotic abilities, drawing on yours instead. If you are killed or rendered unconscious, they vanish. If they are injured in any way, they vanish. Upon vanishing, you gain the memories of your twin.

Claws (-100 cp, free Ferren) You have sharp claws. Won't do much to an armored opponent, but works a treat in your average bar fight.

Low Light Vision (-100 cp, free Ferren) You can see in relative darkness where humans would not be able to, much like a cat. Doesn't help in complete darkness or against blinding light.

Natural Talent (-100 cp, free Ferren) You have an instinctive affinity for mechanical devices. Not only do you pick up engineering quickly, you have a pretty good sense for when something is wrong with a machine and how to fix it, comparable to highly experienced mechanics.

Clever (-200 cp, free Ferren) You're really smart, like twice as much as you were before taking this perk.

Scrunch (-200 cp, free Ferren) Ferren can scrunch up and fit through tiny spaces thanks to a floating clavicle. You're also incredibly good at writhing free from bonds or grips.

Heightened Senses (-100 cp, discount Ferren) Your keen senses and situational awareness make it almost impossible to take you by surprise. You can also track by scent.

The Whip (-100 cp, discount Ferren) Most Ferren are fairly clumsy with their tails, barely able to smack someone. Through training you have learned to make it prehensile with perfect control. In the future, you immediately adjust to new limbs or morphologies.

Wall Walker (-200 cp, discount Ferren) Some Ferren, but not all, can dash up walls and run along ceilings. You are one such.

Leaping (-100 cp, discount Ferren) You can jump three times as far or high as you otherwise could.

Scamper (-200 cp, discount Ferren) All Ferren are small and nimble, but you take it to the next level. As long as you aren't carrying a heavy weight, it is all but impossible to surround, corner or pin you against a surface.

Empathic Healing (-400 cp, discount Ferren) You can heal wounds by touching someone and focusing, even saving lives, You cannot bring back the dead nor regenerate severed limbs.

An Eclectic Bunch (-100 cp, free Human) Humans vary a great deal in temperament, ability, skills... Pick any one professional skill, such as cooking or hunting, to become an expert in. This edge can be taken multiple times at a discount.

Good Stock (-100 cp, free Human) Pick one of the five Savage Worlds stats (Strength, Smarts, Agility, Vigor and Spirit) You are now at the very limits of human ability with that trait. Can be taken multiple times at a discount.

Pure Blood (-200 cp, discount Human) You come from a line of great minds, and have an intuitive mastery of either magic *or* technology, the potential to be the greatest inventor or runecaster the world has ever seen. You learn ten times faster in your chosen field. This perk cannot be taken twice.

Hero's Mark (-200 cp, discount Human) You have the bottomless will of a true hero. You might become momentarily discouraged, but will never give up. Your mind cannot be controlled or compelled.

Modified (-400 cp, discount Human) You've gone under the knife and had radical surgery done. Select one cybernetic edge discounted to the Overwrought to gain for free. Can be taken multiple times.

Fortune's Fool (-400 cp, discount Human) Humans have a special affinity for the Fates, you in particular are incredibly lucky when it comes to avoiding danger and harm. Wounds that should kill you are usually merely incapacitating, when they hit you at all which is an uphill struggle.

Unusual Ancestry (-600 cp, discount Human) It seems one of your ancestors wasn't human, pick another natural species (Malakkar, Ferren, Andari) and get a discount on edges from their line, no freebies.

Inhuman Constitution (-100 cp, free Malakar) Owing to their inhuman ancestry, Malakkar are all but immune to disease and poisons. In your case, you are completely immune to such things.

Runic Claws (-200 cp, free Malakar) Owing to their ancestry, Malakkar all have long, retractable claws. These draw on runic energies, and so slice easily through any non-magical material.

Dark Heritage (-400 cp, free Malakar) All Malakkar are immune to the negative effects of runestorms, and incredibly resistant to other forms of magic. You cannot be banished, teleported, telefragged, time displaced, time frozen, or dimensionally shifted against your will, and mystic chaotic environments cannot harm you. You can ignore basic and minor spells, and even those that affect you are half to one-third as effective.

Scaled (-100 cp, discount Malakar) You have scaled skin a match for any leather armor, and are pretty tough as a result.

Natural Weapons (-100 cp, discount Malakar) You have some extra edge in hurting people. Much longer claws, a barbed and venomous tail, something to that effect.

Dark Vision (-200 cp, discount Malakar) Like the Andari, many Malakar can see perfectly fine in all lighting conditions.

Demonic Rage (-200 cp, discount Malakar) Tapping into your heritage, you can enter a berserker state in which your strength and resilience are multiplied, but your impulse control and critical thinking is shot.

Storm Touch (-200 cp, discount Malakar) Runic energies, the raw power of the runestorms, surges through a Malakar. You can electrocute people with a touch and a small application of will, or charge small devices.

Winged (-300 cp, discount Malakar) You have bat-wings, like a gargoyle, and can actually fly.

Shapeshifter (-400 cp, discount Malakar) You can change shape! Well, you're still pretty mass-restricted, but you can impersonate specific people with ease, hide your demonic features, even do some limited things like tentacles or arm-blades.

Gate (-400 cp, discount Malakar) You can teleport. You cannot materialize inside things, and are limited to about a hundred and fifty miles in range. Still, you can teleport, and take passengers, even with focus manifest a portal to your destination point.

Big (-100 cp, free Overwrought) The average Overwrought is 6-8 feet tall and weighs four hundred pounds. This carries some disadvantages, like ducking in doorways, crossing frozen water or sitting on any chair not made specifically for them. On the other hand, you've got good strength, reach and are nearly impossible to knock over.

Ever Ready (-200 cp, free Overwrought) Overwrought don't really need sleep anymore, or food. Just recharging. So is it with you, able to substitute any decent power source for sleep. You can also overcharge to temporarily gain boosted strength.

Sturdy (-200 cp, free Overwrought) An externally reinforced metal frame enables Overwrought to lift and carry more weight than they otherwise would be capable of from raw strength alone. You are notably tough

Well-Built (-200 cp, free Overwrought) An Overwrought has superhuman strength and resilience, and you're no exception, having the strength of five men easily.

Arc-Light Array (-100 cp, discount Overwrought) There is magitek spotlight built into your head or chest. Nothing too special, but a great comfort in dark tunnels.

Steam Jump (-100 cp, discount Overwrought) People expect Overwrought to be clumsy, lumbering brutes, and for the most part they are. But with some feet pistons, you can easily jump thirty feet across or fifteen high.

Melee Armaments (-100 cp discount Overwrought) You have a retractable melee weapon incorporated into your body, could be an arm plade, could be a barbed chain or something more exotic. This can be taken multiple times, if taken with **Runic Core**, said weapons become runic (penetrates normal armor).

Ranged Armaments (-200 cp, discount Overwrought) A runerifle is built into your body somewhere, giving you a magic raygun that penetrates non-magical armor.

Armored (-200 cp, discount Overwrought) Your body isn't just standard Overwrought tough, it has been deliberately armored against attack, giving you better protection than plate armor.

- **Heavily Armored** (-200 cp, discount Overwrought) Your armor is twice as durable as before, and grows with you.

Stronger (-200 cp, Discount Overwrought) Additional gears and reinforcement have made you much stronger than before. It is nothing for you to sweep aside barricades and one-arm carriages.

- **Runic Strength** (-200 cp, discount Overwrought) Through runes inscribed in your gearwork, your strength is no longer limited by silly things like the strength of your metallic parts, leverage or ‘physics.’

Runic Core (-300 cp, discount Overwrought) You have an enchanted runic core, which doubles the time you can go between recharges. It also makes integrated melee weapons runic (penetrates nonmagical armor) & powers ranged ones without need for runestone ammo. Finally, the Runic Core can regenerate your body, bringing you from scrap and pulp to combat ready in three hours or less.

Remade (-400 cp, discount Overwrought) You have been so thoroughly remade there’s little original left. No lungs means no need to breathe, no blood means toxins and poisons are useless against you, nor can you bleed. You have no vital organs, shooting off your head is an annoyance.

ARCHETYPE EDGES

Fighter (-100 cp, free Barrens Knight) You know how to take care of yourself in a dust-up, better than most soldiers or police. You are a masterful melee fighter.

Survivor (-100 cp, free Barrens Knight, Sifter) You know how to get by in the wild Barrens, how to find shelter and food and safe water, to hunt or lay traps for your supper.

Taunt (-100 cp, free Barrens Knight) A knight is a protector, and you are very, very good at getting an enemy’s attention, serving as a distraction or tank.

Guts (-200 cp, discount Barrens Knight) You never hesitate when you know what needs to be done. Not when the blades come out, not when you have to wade

through offal and sewage or sever a limb to get free. Not fear or pain or disgust can hold up your reactions in a crisis.

Hard to Kill (-200 cp, discount Barrens Knight) They'd better kill you on the first hit, because blood loss or infection will never finish you off, nor will shock prevent you from responding appropriately to being attacked.

Inspire (-200 cp, discount Barrens Knight) Those fighting at your side are inspired by your example to great feats of strength and skill.

Battle (-400 cp, discount Barrens Knight) The Barrens Knights saved the City, once. You are like those champions, a master of tactics and strategy, such that you can routinely engage at ten to one odds and expect to emerge victorious through superior discipline, mastery of terrain and other force multipliers.

Hero's Reward (-400 cp, discount Barrens Knight) When you take time to help people, you are always rewarded appropriately. If not with money, then with reputation or a helping hand when you need it the most.

Healing (-100 cp, free Chemist) You have learned the arts of the surgeon, and are skilled in both first aid and emergency surgery. You know how to diagnose and treat most common ailments.

Research (-100 cp, free Chemist) You are the master of rapidly finding and compiling written information from a variety of sources, as well as judging their trustworthiness.

Scientific Background (-100 cp, free Chemist, Inventor) You have the equivalent of a college degree in a hard science. This can be taken multiple times at a discount.

Catalyst (-200 cp, discount Chemist) Everything from rust to digestion is all chemical reactions. You understand how to speed up or slow down these reactions, with catalysts and inhibitors you know how to brew.

Concoct (-200 cp, discount Chemist) You can brew a wide variety of serums to temporarily grant powers such as night vision, increase or decrease a particular attribute, even a mind-control serum. Plus, naturally, a wide range of explosives to suit all your needs.

Safety First (-200 cp, discount Chemist) The difference between medicine and poison is dosage. Fortunately, you can size up a patient in an instant and calculate a proper dose of any serum or medication. Explosives you make do *not* go off prematurely or just because they were suddenly exposed to heat or motion.

Better Living (-400 cp, discount Chemist) At the end of the day, everything is made of chemicals. You can break down anything for the needed ingredients for your serums, combine elements perfectly on the first try, and easily discover wholly new combinations. You can combine any two or three drugs or serums into a new whole that has all their desirable effects and no unpleasant side-effects.

Resurrect (-400 cp, discount Chemist) You understand how to brew a serum which, once injected, can revive the dead provided they are reasonably intact and not deceased longer than a day. Be aware that death is usually a traumatic experience that will leave some scars, likely nightmares. But no further malus or penalty than that.

Arcane Background (-100 cp, free Demonologist, Runecaster) You've studied mgic, and have a solid academic background. You can read runes, identify demons by species and circle. In future Jumps you have a broad academic knowledge of how magic works and what it looks like.

Bind Demons (-100 cp, free Demonologist) You know how to summon and bind demons to your will in the traditional manner. You can further bind demons into objects to set them to work or grant astonishing fairy-tale powers to the items in question, though each demon can do but one job and an item can hold but one captive demon.

Pentagram (-100 cp, free Demonologist) You can create a pentagram around a target, or with some more juice, a small group. This pins them in place unless they can overpower the effect or defeat you in a contest of wills, and makes them far more vulnerable to banishment.

Banish (-200 cp, discount Demonologist) By reversing the Summon Rune, you can banish demons. This involves a contest of power and will, drawing the rune in air usually helps. You are very good at sending intruders to your plane elsewhere.

Names (-200 cp, discount Demonologist) You are familiar with the names of a large number of demons, about 40% spread across all five circles, as well as their powers and reputation. Such knowledge updates where applicable in future worlds.

Summon (-200 cp, discount Demonologist) You have mastered the forbidden rune for summoning without circles, candles or other paraphernalia. All five circles of demons are available to you, and will serve you without question or treachery for one hour when called before vanishing into the ether.

Demon Trait (-400 cp, discount Demonologist) Working with the demonic for so long, you have taken some of their essence within yourself. Select any one Malakar discounted Edge for free, well, for the points you pay here, rather.

Empower Summoning (-400 cp, discount Demonologist) Minions you summon are stronger than they would otherwise be, with 50% more health/resilience, 20% more energy, and a special power that is an expansion or refinement of their base nature or powers.

Gambling (-100 cp, free Gearhawk) You know all the games of skill and chance that can be used to make money in the City and you're good enough at them to win more often than most. If that's not enough, you also know a myriad of ways to... tilt the odds in your favor.

Repair (-100 cp, free Gearhawk) You may not have the fancy education, but you can tell when something is wrong with a machine, and how to make it better in record time.

Theft (-100 cp, free Gearhawk) You're a skilled pickpocket. It's a rare mark who can notice your lightening their purses or coats. You're also good at picking locks, running simple cons and other street-level crime.

Extraction (-200 cp, discount Gearhawk) You are the master of disengaging from a brawl, ducking out and running without giving anyone a free shot, arranging distractions or obstacles to give you the breathing room you need to disappear.

Stealth (-200 cp, discount Gearhawk) The art of skulking around unseen is, of course, a requirement for opportunistic young lads and ladies out to make their way in the world, and you're sneakier than most.

Strip Down (-200 cp, discount Gearhawk) What a pity, that poor Cloud-Breather parked his gilded carriage and clockwork horse in a bad neighborhood, only to find both on cinder blocks and missing their innards. You know what's valuable and how to remove vital parts from a machine in the least possible time.

Free-Running (-400 cp, discount Gearhawk) It can be hard to navigate the streets at the best of times, nevermind with the Watch or the Sequitors on your heels. But you can run, climb and jump with the best of them. Bustling crowds or broken ground never slow you down, only your pursuers.

McGuyver (-400 cp, discount Gearhawk) You can quickly and easily whip up all kinds of improvised weapons, tools or devices and never suffer problems from using substandard materials.

Armor (-100 cp, free Inventor) You know how to toughen up and ruggedize common equipment against the elements or rough handling, even deliberate attack.

Scientific Background (-100 cp, free Chemist, Inventor) You have the equivalent of a college degree in a hard science. This can be taken multiple times at a discount.

Spell Trap (-100 cp, free Inventor) Science conquers all! You know how to build a small box that can trap a spell to be released at a time and place more favorable to you.

Perfectionist (-200 cp, discount Inventor) Nothing you have built or worked on ever breaks down without deliberate sabotage/damage or Jump-fiat. Certainly the passage of time won't do it.

Runelink (-200 cp, discount Inventor) You have learned to harness the power of ScatterPoint's runic energies, and build machines that tap local magic fields and require no other power source.

Steam Power (-200 cp, discount Inventor) You wouldn't think a steam engine could drive an aircraft, or a logic engine could keep up with a 21st century supercomputer, but you can easily replicate the feats of more advanced Earth technology with the tools and materials available to you in ScatterPoint.

Tinkerer (-200 cp, discount Inventor) Some inventors are constantly trying to craft and refine little devices that make their day to day life easier. You are skilled in the creation, maintenance and repair of personal equipment, and can usually figure out at least incremental improvements to any device you have time to study.

Gearcraft (-400 cp, discount Inventor) Your knowledge of technology is so great, you can in moments figure out the function and controls of even the most unusual or unique devices.

Master Tinkerer (-400 cp, discount Inventor) Your skill at mechanics begins to unravel the secrets of reality itself. You can technologically duplicate any edge, or perk, or power, you possess. The technology may or may not be bulky and unwieldy, depending on materials, but it can be used by anyone. You may blackbox

this to whatever extent you wish including none at all, so anyone can duplicate your devices or no-one can.

Appraise (-100 cp, free Merchant) You can quickly and accurately determine the market value of things, as well as instantly recognize forgeries and counterfeit currency.

Boating (-100 cp, free Merchant) You know how to sail masterfully. There aren't many bodies of water in ScatterPoint, but they're incredibly inconvenient and you can shave a lot of time off some trips. You're also a strong and skilled swimmer.

Charismatic (-100 cp, free Merchant, Retriever) You have a friendly, easy-going manner that sets people at ease and makes them want to be your friend.

Graft (-200 cp, discount Merchant) Many a merchant has had to turn smuggler to get by. Greasing some palms certainly helps, but offer a bribe to the wrong man and you'll wind up in Blackshackle. Fortunately, you can size up a government stooge at a glance and figure who is amenable to bribes, and who not to try it on.

Head Down (-200 cp, discount Merchant) If you don't go looking for trouble, you tend not to find it. This won't stop enemies you have from targeting you, but random raids or disasters tend to give you a miss.

Negotiation (-200 cp, discount Merchant) From haggling over prices to securing permits, everything is a negotiation, and you know how to drive a hard bargain and come away from a table with everything -- well, most things anyway -- you want.

Geometric Shape Trade (-400 cp, discount Merchant) It is a sad fact that sometimes what a given district produces isn't wanted by those that offer what they need. Well, sad for them but great for you, because you're in the business of moving what is produced to where it is needed, and then buying what is produced there to take somewhere else, making more of a profit each time. You know how to plan your trade routes with multiple profitable steps along the way.

Pulse of the Market (-400 cp, discount Merchant) What's fashionable in one district can get you shot in another, and style can change while you're in transit. Fortunately, you know how to keep abreast of politics, fashion and public opinion, and how these things alter the markets for your goods.

Black Blades (-100 cp, free Priest) Shadows wreath your weapon for a moment, turning it pure black. Any wounds inflicted with a melee weapon with this effect heal you to a similar extent.

Faith (-100 cp, free Priest) Your faith has been rewarded, and you can channel divine energies that take the form of shadows, and with them work wonders. From healing to obscuring with shadow.

Religious Background (-100 cp, free Priest) You've studied for years to learn the tenets of the Twilight Church, the Four, even the Church of the Cog. In future Jumps, you know the basics of every major religion, their doctrines, and enough to not step on any toes or be declared heretic.

High Priest of Shadows (-200 cp, discount Priest) Well, not yet you aren't, but it's only a matter of time given your mastery of the sneaky, back-biting religious politics that dominate both Umbriel's church and the City as a whole.

Shadowcasting (-200 cp, discount Priest) You have learned to blend the arcane and divine, and by spending a little more mana on your divine skills, can make them far harder to counter or dispel, as well as more effective.

Shadowcrafting (-200 cp, discount Priest) You can bless items, making them painful to the touch for daemonkind and conferring various minor benefits.

Major Shadowcrafting (-400 cp, discount Priest) Such is the favor in which you are held, you may bless an item to mimic any one edge, or perk as they are sometimes known, which you possess. No one item may have more than three shadowcraft blessings.

Shadowmaster (-400 cp, discount Priest) You are a skilled priest indeed. Divinities love you, hear your prayers and shower you with blessings. All divine powers you possess are doubled in effect and duration.

Charismatic (-100 cp, free Merchant, Retriever) You have a friendly, easy-going manner that sets people at ease and makes them want to be your friend.

Genteel (-100 cp, free Retriever) You know how to navigate polite society, how to dress, what to say and how, the small manners and all of that. This knowledge updates in future Jumps.

Retort (-100 cp, free Retriever) You are a master of turning the taunts and insults of other people around, leaving them looking foolish.

Relentless (-200 cp, discount Retriever) You will not quit, ever. You cannot be bought, cowed or controlled by any technology or sorcery.

Reputed (-200 cp, discount Retriever) A Retriever lives and dies by their reputation, and yours is particularly resilient. Slander and whisper campaigns fall apart in short order, weighed against the truth of your deeds.

Sincere (-200 cp, discount Retriever) You are very earnest. As long as you sincerely mean well, people are inclined to give you the benefit of the doubt, even if they find you in their private study or you insist there is a diabolical plot afoot.

Nowhere to Run (-400 cp, discount Retriever) You are probably the greatest tracker in the entire City, whether someone flees deep into the Barrens or hides with a friend's cousins in the Red Warrens, you faultlessly recognize your quarry's trail when you see it, from the smallest of disturbed grass to rumors from the far side of ScatterPoint.

Play the Crowd (-400 cp, discount Retriever) A good grounding in oratory and a certain theatricality serves a Retriever better than any amount of violence. Whether

a high-society party or a riotous mob, you know how to get a crowd on your side, to rile them up or smooth away their fears.

Arcane Background (-100 cp, free Demonologist, Runecaster) You've studied magic, and have a solid academic background. You can read runes, identify demons by species and circle. In future Jumps you have a broad academic knowledge of how magic works and what it looks like.

Magical Sense (-100 cp, free Runecaster) You can sense nearby magical forces, spell-casting, or mystic artifacts. Powerful magic beings and the like.

Rune Lore (-100 cp, free Runecaster) You have learned to identify and read runes, spent hours carving them. In the future this applies to other esoteric or mystic writing, symbols, sigils, etc. You can create shields and bolts of arcane energy, and manipulate the classical elements with runes, detect/conceal auras, create light, cast haste and environmental protection.

Freecaster (-200 cp, discount Runecaster) Having mastered the Invisible Rune, you can cast any spell you know without the need for a runestone or other focus. In future Jumps you can also use magic without foci, tools, spell components or incantations.

Rune Lord (-200 cp, discount Runecaster) Your studies in runes have drastically lowered the time needed to draw them out, and the mana needed to fuel them. You can recharge rune stones from background runic energies without drawing on your own pool.

Runecrafter (-200 cp, discount Runecaster) You can enchant items by inscribing runes, making them stronger, lighter, tougher or more effective. A given object may only hold three enchantments or they become ineffective.

Master Runecrafter (-400 cp) Your skills in enchanting have advanced to the point you can imbue an object with any one edge (or perk, as they're sometimes called). Either the item benefits, such as an engine made to run without 'food' or fuel, or

the wielder can benefit from the edge while wearing or using it. The rule of three still holds, an item cannot bear more than three enchantments.

Rune Master (-400 cp) You have delved deep into the lore of runes. Any arcane powers you wield are doubled in effect and duration.

Notice (-100 cp, free Sifter) You are incredibly perceptive owing to your years of experience searching ruins, and routinely notice small glints, clues or odd behavior that fly right over other people's heads.

Storm Sense (-100 cp, free Sifter) You have an unnatural affinity for storms, and are seldom if ever surprised by runestorms or other foul weather.

Survivor (-100 cp, free Barrens Knight, Sifter) You know how to get by in the wild Barrens, how to find shelter and food and safe water, to hunt or lay traps for your supper.

Danger Sense (-200 cp, discount Sifter) You get a feeling when trouble is afoot. You know when you're being watched, when hostile forces are preparing to strike, and cannot be ambushed.

Lucky (-200 cp, discount Sifter) People shooting at you miss most of the time. Now this isn't an invitation to go standing around in the open during gunfights, but chance will certainly favor you when the blades and guns come out.

Shooting (-200 cp, discount Sifter) You're a skilled marksman and can fire accurately even from the hip.

Marksman (-400 cp, discount Sifter) Isn't it cute how people think concealment or cover can protect them? You're a good enough shot to hit someone even if you can't see most of them, finding exposed limbs or thin pieces of their cover.

Scavenger (-400 cp, discount Sifter) Once per day, you can sift through the rubble or a trunk and find whatever it is you need. Oh, not a unique or particular artifact like

the Demon's Eye. But some money, a socket wrench in a particular size, a weapon, that you can do.

G E A R

Goggles (free) An essential accessory for the genre. Besides looking cool, these can shield your eyes from dust or activities like welding, always having the appropriate level of polarization to best help you see.

Royal Income (free/100/200 cp) Royals are the coin of the city, the average factory worker makes sixty in a month, a middle-class bureaucrat about six hundred and the wealthy cloud breathers roughly six thousand. For free you get 100 royals a month, about living expenses for the working class, without needing to work. Pay 100 cp and gain 1,000 royals each month, for 200 cp, ten thousand royals a month. In future Jumps, this income will adapt to local currencies, giving you a generous monthly income for a blue-collar worker, middle class official or nobleman/captain of industry respectively in the new setting.

Arclight (free) A magic flashlight, looks more bluish-white than most technological versions, but is very bright, always available when you reach into a pocket or behind your back and never runs out of battery!

Trail Rations (free) Dried trail rations, enough for 21 personal meals, replenished weekly and sufficient for your basic needs. We can't recommend the taste, but you shouldn't starve without a determined effort.

Fine Dining (-50 cp) You have a magic sack, and each day at sunset it fills with a lovely home cooked meal for four. A turkey, a roast, a lidded pot of stew, that sort of thing.

Camera (-50 cp) A device for capturing photographs. Doesn't require the long exposure times or development of most ScatterPoint cameras. Pictures show spirits

and invisible things, and sometimes through disguises or illusions. Duplicate pictures appear in your Warehouse for safekeeping.

Chloroform (-50 cp) The famed sedative. Well, a variant. No worries about permanent damage or messing up the dosage. One bottle holds a dozen doses and refills nightly.

Crush (-50 cp) A nasty little poison derived from ground skirr chitin, Crush causes paralysis, followed by slow asphyxiation. You have six doses and the antivenom, replenishing nightly.

Grapnel (-50 cp) A hooked line and a launcher that can propel it two hundred feet or so. Has a button for fast retraction, can bear your weight and that of two others. Comes loose when you want it to, and not a moment before.

Lighter (-50 cp) A device for making fire, always available when you reach into a pocket or behind your back.

Chemistry Set (-50 cp, free Chemist) A 'basic' chemist set with everything you need to whip up most common pharmaceuticals or explosives. Replenishes overnight.

Physician's Kit (-50 cp) A first aid kit with bandages, sterilizing alcohol, and several common drugs for pain, trauma and antibiotics. Refills nightly.

Runecrafting Kit (-50 cp) Several runestones, as well as carving tools, paint and brushes, even a tattoo gun. Also refills nightly.

Tool Box (-50 cp, free Inventor) Your basic hammer, saw, socket wrenches and any other odds and ends you might need for tinkering, even a number of spare screws and bolts in a variety of sizes, any of which are replaced overnight if taken.

Book of Zurvan (-100 cp) The 1200 page, unabridged book of Zurvan, the god of time and space. Long taken as poetry, it is actually a series of prophecies written

not to make much sense except to the people they're for. Updating in future Jumps, the book will lead you to adventure and lost relics in each world you visit.

Rail Pass (-100 cp) A single ticket that gets you into any train, any ship or aircraft. Normally you'd need to buy a pass that was good for one year at phenomenal expense, but for your points you're fine for life.

Retriever License (-100 cp, free Retriever) A license to pursue bounties anywhere in ScatterPoint. In future Jumps, where allowed, this card demonstrates your legal right to hunt people for money.

Runecasting License (-100 cp, free Runecaster, Demonologist) A license to practice magic in the City. In future Jumps, where applicable, this can serve as proof of membership in a state mage group, or at least that you have official permission and aren't one of the 'bad' witches.

Runic Tattoo (-100 cp) Pick one of the five Savage Worlds stats (Strength, Smarts, Agility, Vigor and Spirit) and with this tattoo, this stat is raised by one. This can be taken up to five times, but a given stat can only be increased once.

Leatherjack (free) A duster or topcoat of newt hide, it's better than most leather armor, comfortable in a wide range of temperatures, and stylish besides. Comes with a complimentary top hat.

- **Chainjack** (-50 cp) Basically leatherjack, but with a layer of chain-mail sewn up inside over your vitals.

Skirr Plate (-50 cp) Armor made from the chitin of enormous Barrens insects. Excellent physical protection, but is heavy and unwieldy compared to just about any other form of armor.

Full Plate (-100 cp, free Barrens Knight) The traditional, archaic armor of the Order of the Sword, the Barrens Knights, consisting of closely fitted steel plates, offers slightly superior protection to Skirr Plate, and is much easier to move in.

Witchgrass Scale (-150 cp) Lamellar armor woven from witchgrass, varying from light green to nearly black. Every bit as tough as steel, but so lightweight as to be hardly noticeable.

Shimmerjack (-150 cp) A Leatherjack coat with prominently inscribed runes of protection on the mantle and edges. Offers fine physical and magical protection, with a shimmer of light when struck that gives it the name.

MetalWard (-150 cp) A magic charm that wards off physical harm, twice as well as Shimmerjack, but is useless against spells and other magical attacks.

MagicWard (-150 cp) A charm that protects against magic, twice as well as Shimmerjack, but does nothing against physical attack.

Wizard Rag (-200 cp) A favorite of the wealthy and those after discreet protection, this enchanted cloth, about the size of a handkerchief or dish-towel, but some double as a cravat, hardens flesh to the strength of steel a moment before impact when worn, usually tied about the wrist or ankle.

Flowmetal (-300 cp) Now where did you get this? The prized armor of the Sequitors, the secretive elite police, starts life as titanium steel, enchanted for toughness before being bound alchemically to the user. When not in use, it pulls inside the user's flesh and vanishes. When called, it flows forth from the pores. Besides being the strongest runic armor there is, flowmetal is incredibly versatile, perfectly fitted, able to reinforce some sections by weakening others, grow blades, even tendrils with enough time and practice. As it is bonded to you, your flowmetal grows tougher and stronger as you do. Just.. don't get caught with this, the fate of the last person caught impersonating a Sequitor was... dire. No one's tried it in a century.

Melee Weapon (-50 cp/first free) A wide variety of melee weapons exist in ScatterPoint, the right to bear arms being a very important point of law. From the Hammerhand, basically brass knuckles to the Skullbreaker warhammer, through a variety of swords including sabers, longswords and rapiers, to humble staves,

common knives, genteel sword-canes, tail blades/whips and meteor hammers. It's safe to assume if a melee weapon exists on Earth, it can be taken here, and we will otherwise detain you only on special notes.

Shattersword (-100 cp) A bastard sword with one straight edge, one wavy and hooked edge. It's tricky to learn, but if you catch an opponent's blade just so, you can usually shatter it or at least wrench it from their hand.

Rune Weapon (-100 cp) Enchanted weapons exist that weigh half as much, yet lose no force on impact, and can cut through non-magical armor like a scythe through wheat. Usually costing ten times as much as their mundane equivalent. Take this to upgrade any one melee weapon to a runic weapon.

Shield (-50/100 cp) With this practice the ancient art of putting a barrier between yourself and harm. Can be just about any kind of shield, buckler, heater, tower, kite. For an extra 50 cp (100 cp total) upgrade to a runic shield that can hold off magical attacks and weapons.

Malakar War Pike (-100 cp, free Malakar) A crude and savage weapon, often little more than a hunk of jagged metal on a pole. However, in a Malakar's hands a pike always counts as runic, and if one possesses Storm Touch, they can electrify the weapon.

Arc Staff (-150 cp) A favorite of runecasters, this staff can unleash lightning bolts on any target within a dozen yards or so. If one wishes, they can also channel its power to taze someone by poking them. Aside from looking like a proper wizard's staff, topped with a red, blue or green gem. You do not actually have to be a mage to use it.

Arc Shield (-150 cp) Basically the same idea as the staff directly above, but instead of being on a stick, the runestone is embedded in the center of a buckler shield.

Ghostblade (-200 cp, free Andari) A wispy, translucent and wickedly curved dagger. The manufacturing process is a closely guarded secret, but the end product is a

weapon that is perpetually out of phase, unbreakable and capable of carving through even magical armor without a whisper of resistance. Indeed, through everything except the paired sheath that is made with it. Two Ghostblades will pass through each other without interacting.

Pistol (-100 cp) A revolver of your choice. The two most popular models are the PitchPit Pistol, which is lightweight, concealable and carries two more rounds, and the FlintFlicker .50 for its immense stopping power.

Longarm (-100 cp) A rifle of some kind. The BleakStone Rifle is rugged, powerful and accurate, a Barrens favorite. The GauntWhistle LG (or long gun) is a scoped sniper rifle famed as a mage killer. MossMetal Marauders are shotguns.

Malakar Crossbow (-100 cp, free Malakar) A lightweight crossbow woven from witchgrass, the last complex handmade ranged weapons there are. These carry six shots and in the hands of a Malakar, are charged with runic energy to penetrate normal armor.

Runerifle (-200 cp) One of the first and most successful examples of blending engineering and magic, runerifles absorb the energy from runestones to fire bolts of magical energy, in red, green or blue depending on the stones used. As magical attacks, they ignore mundane armor. A variety exist from the original stormgun, to the Tempest, to the relatively compact Sender. Carrying one marks one out as something special, to criminals and authorities alike. Alternatively, you could get a Riddlerock Tappet, the only existing runepistol, and the only one with variable power settings.

Warstones (-100 cp) Terrible weapons of war, you gain a satchel of six warstones, what outsiders might call grenades, which replenishes overnight. These are flat stones activated by licking the engraved rune before tossing them, and come in three types. Shatterstones make an explosion, more or less what you'd expect. Demon Bombs incorporate demon bones and when detonated summon a dozen minor demons to shred anything in their allowed circle in a second or two of frenzied violence. Ghost Bombs do minor if any damage, but cause an aura of

terror and the appearance of spectres, great for dispersing crowds or causing a distraction. This can be purchased multiple times to gain access to different kinds of warstones, or increase your supply.

Armory (-400 cp) It's one thing to provide for yourself, another for a group. Whatever other weapons and/or armor you purchased, including warstones, you now get one hundred sets. This can be taken multiple times to increase the supply.

Rune Well (-200 cp) A well of runic energies. This can be a neutral source, or a technological one, but it serves as a power source for any runes or technology.

Far Door Manufactory (-400 cp) A workshop with all the tools, plans and materials you need to produce far doors, a linked pair of doorframes which allow one to step in one door and out the other regardless of distance.

ScatterPoint (-800 cp) The city adrift between dimensions has to land somewhere eventually. Why not in your Warehouse, or the next world you visit? The city follows you from place to place, inserting or not as you choose.

H I N D R A N C E S

Obligatory Hindrances are required and grant no points.

Bad Eyes: +100 cp

You're nearly blind without glasses, which can be arranged fairly easily. But then, they can also become broken, lost or stolen and might give you headaches.

Code of Honor: +100 cp

You are sworn to a particular code, such as the Barrens Knights creed, or that of the Iron Disciples, and will not willingly break it. You always keep your word, and try to behave as a proper gentleman/lady in all circumstances. This will cause serious problems at least once or twice during your stay.

Curiosity: +100 cp

A quality renowned for getting felines and adventurers killed. You just can't leave a puzzle or mystery alone, or it will drive you mad.

Goddamn Leatherwings: +100 cp

It seems you can barely go outside, certainly not leave the districts, without being set upon at night by a glide (12-20) of leatherwings, the giant bats of the City. They're very annoying, and never seem to drop loot, distract your enemies or otherwise benefit you.

Illiterate: +100 cp

Your knowledge of the language of Scatterpoint sadly does not extend to the written word, at least you can learn.

Light Frame: +100 cp, obligatory Ferren

The curious bone structure of the Ferren does not bear up weight well. You can lift and carry only half the weight you otherwise would be capable of.

Lumbering: +100 cp, obligatory Overwrought

You're a bit slow and kind of clumsy. You can overcome this, but only with great care and effort.

One-Eyed: +100 cp

You are down one eyeball, making it harder to see things on one side, and really messing with your ability to judge distances accurately after the first fifteen feet or so.

Silent: +100 cp

You cannot speak or make a noise from your throat, and must make alternate arrangements to be understood, whether sign language or carrying a slate to write upon.

Small: +100 cp, obligatory Ferren, overrides **Big**.

You are quite small, perhaps a literal child, under four feet and less than eighty pounds. It is difficult for adults to take you terribly seriously, and you are easy to knock around in melee.

Thin-Skinned: +100 cp

Words hurt, especially for you. You can't take insults or criticism gracefully, and will likely be up for hours wondering if they're right, or even cry.

Ugly: +100 cp

No two ways about it, you are *hard* on the eyes, with all that entails for treatment by normal people.

Habit: +100/200 cp

You have a single, really irritating habit. Like chewing gum, a dumb catchphrase, singing constantly and off-key, or something else that with enough exposure will grind down your companions' last nerve.

For an extra 100 cp, totalling 200, you instead are addicted to alcohol, drugs or overcharging.

Hard of Hearing: +100/200 cp

You can't hear when people whisper, or mumble, and often miss sounds everyone else in a crowd reacts to.

For 200 cp, you are stone deaf.

Obligation: +100/200 cp

You have made a serious commitment to a person or organization, which takes up a lot of your time. It may be a debt, a contract, even a familial relation, but it will be inconvenient and come up a lot. Breaking faith with your patron(s) will have dire consequences.

For 200 cp, you are literally incapable of refusing your patron anything, no matter how silly or self-destructive.

Bluecoats: +200 cp

You have come to the attention of the first, most powerful and far-reaching of the City's many criminal syndicates. The Bluecoats grew out of a protection racket among the first Ferren to appear in the Years of Madness, and have been in continuous operation for almost a thousand years. Being seen as their enemy or a potential asset is rather hazardous.

Heroic: +200 cp

No matter how much you might wish to, how much sense it might make, you just can't bring yourself to abandon people in need. If Amon the Wolf was dangling off a skyscraper, still you would feel obliged to save him, even knowing he will doubtlessly try to kill you, and probably go on to kill many other innocents.

Lightning Rod: +200 cp

You attract runestorms. It seems you hardly leave the shelter of a runetower without daily storms growing witchgrass, messing with your powers and spawning monsters right on top of you.

Night of the Hunters: +200 cp

In hindsight, you really should have expected this. Of course ScatterPoint has vampires, both classical and their own variant, the Nachtjaegers. There's not a lot, and they keep a pretty low profile. Unfortunately, you smell so delicious that any vamps you encounter will make sucking you dry their new top priority.

Shadowmarked: +200 cp

You have been declared a heretic and enemy of the Twilight Church and cursed with a shadowmark. This blotchy forehead brand can be seen only by shadowpriests, who know to deny you any healing, sanctuary or succor. Further, it burns whenever you raise a hand to agents of the church, paining and distracting you. You may get it removed, but only through an impressive series of tasks and trials to show your genuine repentance.

Shunned: +200 cp, obligatory Malakkar, Overwrought.

You are an obvious outsider, a freak, a Barrens savage, a criminal lowlife, an abomination. Whatever the details, people cross the street to avoid you, and it will be an uphill battle to gain anyone's trust outside your group, to say the least.

Wispy: +200 cp, obligatory Andari.

Being caught "in-between" has a constant draining effect. Your physical strength and stamina are halved, and though you can train yourself to your old level, it will take twice as much effort as it otherwise would have.

Enemy of the State: +200/300 cp

You have committed a petty crime, or skipped out on a debt to some factory boss. Your description has been circulated around police stations and checkpoints, but the authorities aren't actively looking for you.

For an extra 100 cp, bringing the total to 300, you have committed a major crime. The authorities are actively seeking you, soldiers and Sequitors both. Even Silverchains, the City's mage police. Your face appears on every bounty board in the City.

Pacifist: +200/300 cp

You despise violence and will not harm or fight someone, save in strict self-defense. Even if people are beating a child to death, the best you can hope to do is distract them and draw them on you.

For an extra 100 cp, 300 total, you will not harm another being under any circumstances.

Spiraling: +200/300 cp

You have a mild case of manic depression, swinging forwards and back each day from struggling to find the motivation to do things, to full of antsy energy, unable to sit still and focus.

For 300 cp, your condition blossoms into full on bipolar disorder, with major manic and depressive fits. Was it worth it?

Amnesia: +300 cp

Woah there, cotter! That was some hit you took to the head! You forget anything you knew about the plot of Runepunk, your build, and the existence of jumpchain. As far as you know, one minute you're on Earth, the next in this weird steampunk city, possibly in a radically new body. Have fun!

The High Laws: +300 cp

Inscribed above the gates of each district are the three High Laws of the City. No Theft, No Bloodshed, No Unlicensed Magic. Of course, all these laws are broken hundreds or thousands of times a day... but never by you. You are physically incapable of breaching the laws, of stealing or killing anyone in any circumstances. Also of practicing magic without a license or forbidden magics, but that's easier to get around and less of an obstacle.

Runic Recharge: +300 cp, obligatory Overwrought

An Overwrought must spend an hour each day charging at a Runic Recharge Point. These can be natural runewells or part of the City's infrastructure. If they do not, they will become sluggish, distracted, irritable, like a human with no food or rest. In four days' time without recharge, they will die. You may or may not be Overwrought, but now suffer this same drawback.

Tough on Things: +300 cp, obligatory Andari

Any time you use any device or item, there is a ten percent chance it will break. If fiat-backed, it will restore itself in the usual time.

Plot-Bound: +300 cp

Forget your starting location, you begin in a flywheel bar in GreyMesa, just as a wealthy Andari woman comes in, leaves and there are sounds of a scuffle outside. One way or another, you're on the rails now to fulfill the rather linear main campaign plot, which will involve a lot of travel, dungeon delving and making mortal enemies of all the most dangerous people in Scatterpoint. Have fun!

Born of Chaos: +400 cp, obligatory Malakkar

The Malakkar don't really interact well with structures or logic. For the duration of your stay, you struggle to use any technology much more sophisticated than a

crossbow. You can drive, but only wildly and with considerable focus and effort. Any skill or memories you have involving mechanics and engineering fly away, forget fixing or maintaining anything until the Jump is done.

Storm Lords: +400 cp

The nine demon lords who rule those parts of the Barrens they actually care about have set hungry eyes on you, their path to escaping from Scatterpoint once and for all. All are powerful and ruthless, many are deviously cunning besides. Best of luck.

Vengeful: +400 cp

No one treads on me with impunity. You will go to any lengths to avenge yourself for any real or perceived slight, often in ways hilariously disproportionate to the actual offense.

Beyond Zurvan's Veil: +600 cp

ScatterPoint is a city adrift in time and space since the Tempest. All your otherworldly powers are on the other side of the barrier surrounding the City, leaving you with only Warehouse access and your Body Mod.

Death Wish: +600 cp

You actively wish to die. Now, you won't be throwing yourself off the nearest spire, but will be looking for a worthy cause to die in the name of, a foe who can put you in the ground.

ENDING

Guardians from the Sword After ten years, ScatterPoint is your home. Why leave a place where people pull death rays when salon discussions get heated?

No Place Like Home So back to Earth you shall go!

Adventure Calls More adventures await on the Jumpchain. Take what you learned and earned and make the most of it.

Notes:

Runepunk is an RPG in the Savage Worlds system. The five SWADE stats are: Strength, Agility, Smarts, Vigor, and Spirit (magic/willpower).

To briefly summarize the main campaign plot:

The players are recruited as problem-solvers by Carolyn Winterwood following a brief test of character, then sent to rescue Lucinda who was infiltrating the Society of Entropy. After rescue, Lucinda says they hope to destroy the runetowers and the city, and sends them to capture the prototype of their Entropy Engine that will accomplish this and smuggle it to her. Then to find Professor Lassiter to study the thing. The Prof recognizes the danger and sends you after the Book of Zurvan, then tells you all this was anticipated, and you need to fetch the three macguffins to fix and upgrade the runetowers.

The first piece, the Runic Transformer, is atop Ebon Eaves, the black market at Iron Hollows.

The second part, the Runic Generator, is within a vault in RustWater. Heretic warns you off, showing he took Lassiter hostage, and you have to fight in a gang war if you aren't good enough to get in yourself.

Then you have to meet Victor Valentine and fetch an amber butterfly from a sacred tower in the Glittergloom forest for him to teach you the teleport rune.

Next Chalkchain and the Rune of Resurrection, hidden in the tomb of Ozed the Unclean, who tried to purge the Ferren with a plague. It is drawn on Ozed's chest as his penalty was to be buried alive. With it, you can bring Lassiter back from the dead.

The last piece, the Key of Reason, is inside Calliope, an automaton good enough to be sapient and pass for a flesh-and-blood girl. To extract it, you need the Tools of Truth, which are in the keeping of Lord Orun, grandmaster of the Order of the Blade (Barrens Knights).

Finally, you need the skull of Paranor, the god of light, though really a man later mythologized. Find his home west of Shatterstone, the Starhouse presently occupied by the demon lord Nebeiros, who will tell you how his peer Amon the Wolf smothered Paranor in his sleep, then had a vision and fled in terror. Amon has seen his own death at the players' hands and will give up the skull to avoid that fight, or you can kill him anyways.

The first effort to revive Paranor will instead summon Raum, the destroyer of cities, another demon lord.

Then it's back to Lassiter and Cannondale, who tell you to go to the clocktower. Fight your way through the minions of the head of the Twilight Church, install the pieces, and stop the Society from installing Lady Ennui or Heretic, the final boss, into Paranor's steel sarcophagus. If done correctly, Paranor will hold the city together and ward off the storms for the foreseeable future.

Jump by Aehriman, special thanks to Cataquak Warri, TheLastOne, and Riantheunisen.