

# Kleptocracy

Kleptocracy is set in the slums of the Under City of Sanctuary, a world of thieves, gangs, money grabbing guilds, cults, churches and despair. The Under City slums have been built up over many years by its varied residents. Meaning it has no one specific style or look, much like those that call it home. Every culture from across the world is represented here.

## Brief world history

200 years ago the Sorcerer King Marik ruled a vast Empire, which included the City of Sanctuary. The city was his retreat from the world and was an opulent place well attended by the rich and famous. Then the Mage Wars came and Marik's Empire was overthrown. The Sorcerer King fled to Sanctuary where he made his last stand.  
He lost!

In the battle the magics used by both sides eclipsed anything the world has ever seen then or since, ripping holes in reality.

The war ended and the survivors of Sanctuary tried to restore their city. But without the patronage of a King they soon discovered that the City had no natural resources, and no tactical significance. So the world moved on and the once great city was left to rot.

Until the rifts began to open of their own accord!

The city now has a new lucrative and dangerous commodity to trade. The Rifts.

They attract adventurers and would be heroes as well as scholars and mages from across the world. All who have coin to spend.

The Under City of Sanctuary acts as a point of supply to the travellers, a source of entertainments and a quick way to lose everything they recovered from the far side of a Rift.

It also acts as a buffer between the Upper City and the more vile and dangerous things that sometimes come out of the rifts.



## Characters

All characters are human, but that doesn't mean everything in the world is.  
There are four specific groups of people who make up the population of the Under City.

### Origins

**The Fallen** - Those who once called the Upper City home. But by folly or the schemes of their enemies have been left destitute and forced from the safety of the Upper City with little to no chance of ever returning there. Someone made sure you fell, and they want to keep you down. Expect sabotage of your attempts to rebuild your life.

**The Lost** - Escaped Slaves and Convicts from other cities who have ended up here as it's the last place anyone would be bothered to travel to find them. You've got a price on your head and from time to time people will come looking to collect on it.

**The Orphans** - People who came through a Rift and had it close behind them, leaving them in a strange place with nothing but their wits to survive on. Your home and all you knew are somewhere on the other side of a rift. You have a compulsion to investigate every rift you can in case this is the one that will get you home.

**The Damned** - The poor bastards who were born in the Under City. You have family in the Under City who will from time to time be able to help you. But will more often be in need of help.

### Start up -

Pick your origin and your primary organisation (you must choose one that has space to recruit).  
Pick two skills from your primary organisation.  
Survive!



# Organizations of the Under City

## The Don

The undisputed ruler of the Under City, everything and everyone in the Under City is his. This means killing a resident of the slums is the same as stealing from the Don.



## Guilds

**(you may only ever be a member of 1 guild)**

## The Alchemists

Healers, potion brewers and poisoners. The Alchemists are a key resource for many in the Under City and for the Adventurers who pass through. They also have a keen interest in the rifts and some are even known to venture through them from time to time.

### Gather ingredients

- ~ The ability to recognise and collect rare ingredients needed for alchemy and tattoos. These are usually from the far side of the rifts, as everything this side was picked clean long ago. To acquire plants means a trip through a rift, to get animal parts needs a body to dissect.
- ~ Lv1 Choose either: Collect plant components or Collect animal components
- ~ Lv2 Choose the variant you didn't learn at Lv1

### Brew potion

- ~ Each potion is learned as an individual skill: These need plant components.
- ~ Healing potion: Will restore all lost hits as long as the recipient is not in their death count. Has no effect on people in need of first aid or surgery.
- ~ Purge: Removes all poisons from the imbiber's body. It works as an emetic so plenty of retching involved to get your system clear.
- ~ Cure disease: Ends any acute infection in a few minutes. Has no effect on chronic conditions. This does not repair any damage caused by the disease it just stops any more occurring.
- ~ Glue: If poured into a lock renders it un-openable, by any means, for an hour.

### Brew poison (pre-req Handle Poison)

- ~ Each poison is learned as an individual skill: These need animal components.
- ~ Sleep: The imbiber is rendered unconscious for at least 5 minutes. Only a purge will allow them to wake up within this time.
- ~ Silence: A powder that is cast at the victims face, they are struck blind and dumb for 5 minutes.
- ~ Death sleep: Places the imbiber in a coma that cannot be differentiated from death by any medical means. Lasts until purged, if not purged before the end of an event the target will die of dehydration between games.
- ~ Acid – if poured into a lock it will cause it to open. The lock will be obviously damaged and cannot be relocked. One vial is needed per level of lock. (A lock that has Glue in it cannot be opened with acid).

### Handle poison

- ~ The knowledge and practice of safe handling procedures. Without this training handling or using poisons will always go wrong.



## The Merchants

Where there is a demand someone will always supply. The merchants have a wide reach both within the Under City and Upper City as well as along the incoming trade routes. If you need it chances are they've got it, for a price. But the greatest profits are never made without risk or bending a few rules. The guild also makes standard products available at cut down rates to its members who may then sell them on at a profit.

### Clip coin

- ~ By carefully taking a small amount from the outer edge of each coin and melting the clippings down new coins can be created. This will increase all coinage held between events by 10%.

### Evaluate

- ~ At the start of each event you will be given pictures and values of various items that are in play and have value. These represent a mix of things you've heard rumour of and items that you will instantly recognize as valuable if you see them. There will be no markings on the items themselves.
- ~ Lv1 – your list will cover 50% of the items in play
- ~ Lv2 – your list will cover 75% of the items in play
- ~ Lv3 – your list will cover 100% of the items in play

### Recognize forged item

- ~ The ability to realize that something is fake, it doesn't matter if the fake has been constructed or is the result of magic. You still have the gut feel that it's not right.

### Forge item

- ~ The ability to make a near perfect copy of an item. The copy is however value less and has no powers that may be associated with the real thing. Each level of skill gives you access to suitable materials to make one forgery per event. You must have the original item in order to copy it.
- ~ Note: Some items are designated as unique, this means that due to the rarity of the materials used in their construction or the arcane or ancient skills needed to make them they are just beyond anyone's ability to duplicate.
- ~ Lv1 – One of; Forge Painting, Forge Jewellery and Forge Object (vase, box, candle stick etc)
- ~ Lv2 – One of the two options not taken at Lv1
- ~ Lv3 – The final of the 3 options

### Sale or return

- ~ Your credit worthiness with the Guild. Rather than having to pay upfront for stock to sell you may start each game with up to the value of items indicated by your level. At the end of the event all unsold items must be returned and all sold items must be paid for. If an item was stolen, tough, it counts as sold as far as the guild is concerned.
- ~ Lv1 – 10 silver
- ~ Lv2 – 20 silver
- ~ Lv3 – 30 silver



## The Tattooists

The Tattoo artists of Sanctuary learned long ago that inks made with ingredients from the far side of the rifts when mixed with the right incantations could imbue magical properties into someone's skin.

The altered inks are however toxic and nobody has found a way to place more than 3 tattoos on the same person without them dying a slow painful death from the overdose of the inks.

### Gather ingredients

- ~ The ability to recognise and collect rare ingredients needed for alchemy and tattooing. These are usually from the far side of the rifts, as everything this side was picked clean long ago. To acquire plants means a trip through a rift, to get animal parts needs a body to dissect.
- ~ Lv1 Choose either: Collect plant components or Collect animal components
- ~ Lv2 Choose the variant you didn't learn at Lv1

### Tattoo

- ~ Note: All tattoos are once per event use, and each is learned as a separate skill. The tattoo must be visible at the point its power is used.
- ~ **Protection from magic:** All magic both harmful and beneficial from any source has no effect on the user for the next 5 minutes. (plant)
- ~ **Armoured skin:** When activated the bearers skin grants the same level of protection as is offered by chain mail for the next 5 minutes. (plant)
- ~ **True sight:** If used to view an item you will know if it is a forgery of any kind and what its value is. (animal)
- ~ **Second chance:** At the point of death the tattoo restarts the users heart, giving them an extra 5 minutes of death count, but heals no damage. Unlike other tattoos this is a once ever use. (animal)

**Gang Tatts** – These are specific to the gang and any non-gang member found having these would suffer severe repercussions as would the Tattoo artist who put them there. Any two people with matching gang tatts who hold each other by the wrist come under the Tattoos effect.

- ~ Note: The design for each of the three gangs is different and each design must be learned as a separate skill. All gang tats require animal components
- ~ Effect: The two people cannot lie to each other. If one is in their 5 minute death count 2 points of damage are suffered by the healthy gang member and the injured person is healed of 1 point of damage and brought out of their death count. Only the person initiating the effect uses up their item charge.

**Mark of Faith** - These are specific to the Church and any non-believer found having these would suffer severe repercussions as would the Tattoo artist who put them there. All Marks of Faith need plant components.

- ~ **Mark of the Blind God:** A Tattoo of a blindfold across the eyes  
Last confession, the first person who was not involved with your death that encounters your body will receive your last confession. This is a single statement on one subject.
- ~ **Mark of the Weeping Maid:** A Tattoo of tears on the cheek  
Attending a formal church service of the Weeping Maid causes all non-lethal injuries to heal instantly, cures any poison and removes any acute disease.
- ~ **Mark of our Lady of Coin:** A Tattoo of a coin on the hand  
The first blow that lands on you in the event, doesn't, it missed by pure luck.



## **Gangs**

**(you may only ever be a member of 1 gang)**

### **The Rats (Smugglers)**

The merchants might be the kings of commerce, but even they have limits to what they can transport, plus there's those taxes to pay and questions to answer and all that paperwork. Unless of course you know the other routes to move things in and out of Sanctuary. Both to get what people want and to get rid of those scores that are too hot to sell here, so need moving quietly a long way away.

Anonymity is highly prized, whenever on Gang business you are expected to be unrecognisable. That means different clothes, weapons and of course masked.

#### **Thieves' highway**

- ~ Knowledge of the secret routes of the under city. These routes are hidden behind closed locked doors. The skill provides you with an OOC key to open the doors, which represents your ability to find and open the secret ways.

#### **Forge document**

- ~ The ability to make a near perfect copy of a document. The copy is however value less and has no powers that may be associated with the real thing. Each level of skill gives you access to suitable materials to make one forgery per event. You must have the original item in order to copy it.
- ~ Note: Some documents are designated as unique, this means that due to the rarity of the materials used in their construction or the arcane or ancient skills needed to make them they are just beyond anyone's ability to duplicate.
- ~ Lv1 – One of; Forge Official paperwork (eg. Shipment paperwork), Forge Legal paperwork (eg a Will) and Forge Personal paperwork (eg. Hand written letter)
- ~ Lv2 – One of the two options not taken at Lv1
- ~ Lv3 – The final of the 3 options

#### **Recognize forged document**

- ~ The ability to realize that something is fake, it doesn't matter if the fake has been constructed or is the result of magic. You still have the gut feel that it's not right.

#### **Lock Smith**

- ~ The ability to craft locks. A lock may be added to any openable item, doorway or window. Locks may also be upgraded. The lock must be open to be upgraded.
- ~ Lv1 – May create 1 level of lock per event
- ~ Lv2 – May create 2 levels of lock per event
- ~ Lv3 – May create 3 levels of lock per event
- ~ Lv4 – May create 4 levels of lock per event
- ~ Lv5 – May create 5 levels of lock per event

#### **Contacts**

- ~ You know a man whose brother's wife's cousin may have what you're after. Once per event a hard to find item can be tracked down, it will cost at least double market rate and there will be risks. But you can get it.



## **Five Fingers (Thieves)**

A full five finger discount is the only acceptable price to pay for a thing, unless the money you're paying with was stolen, in which case that's just about ok. From cut purses, beggars and card sharks all the way to the second storey men. Nothing is safe from the Five Fingers, unless you pay them of course.

Anonymity is highly prized, whenever on Gang business you are expected to be unrecognisable. That means different clothes, weapons and of course masked.

### **Thieves' highway**

- ~ Knowledge of the secret routes of the under city. These routes are hidden behind closed locked doors. The skill provides you with an OOC key to open the doors, which represents your ability to find and open the secret ways.

### **Lock pick**

- ~ Allows you to open locks equal to or lower than your level. A lock is signified with a knotted red cord, the number of knots represents the locks level, in order to open the lock you must undo each knot, to relock it you must restore each knot. You must have a suitable lock pick phys rep to use the skill.
- ~ Lv1 – open lv1 locks
- ~ Lv2 – open lv2 locks
- ~ Lv3 – open lv3 locks
- ~ Lv4 – open lv4 locks
- ~ Lv5 – open lv5 locks

### **Escapology (pre-req lock pick)**

- ~ Allows use of the lock pick skill when you are restrained.

### **Traps**

- ~ The ability to disarm and set traps using hard skills. You may not carry any trap tools unless you have this skill. If you can remove a trap intact you may take it with you and reset it at a relevant place of your choosing.

### **Create Trap (pre-req Traps)**

- ~ Lv1 - The ability to create a new trap. You may only create and place one trap per event. Nature and location of the trap must be agreed with a ref before placing it.
- ~ Lv2 – Create and place 2 traps.

### **Hide**

- ~ The art of hiding things inside your throat, coins, gems, lock picks etc. Anything small enough to reasonably be swallowed. You may only hold one item in your throat at a time. It takes 30 seconds of hacking up to regurgitate the item.



## Shades (Information Dealers)

The Shades are not your go to guys for the gossip on the street, although for a coin or two they might tell you a few things. They are far more interested in information that's worth serious coin. Blackmail. The gang watches, listens, learns and extorts. Despite the unpleasant nature of how they earn their coin they have one element of honour, they only ever charge once. So if you pay the secret really does just go away. Oh and they're known to have these hidden dead drops, where all the current secrets are kept. So killing the guy who tries to blackmail you is useless as what he knew is already in a dead drop.

### Dead drops

- ~ Gives knowledge of and access to the dead drop locations, a key is given to everyone with this skill to allow them to open the dead drops. Key is an OOC representation of the ability to find and open the drops.

### Handle poison

- ~ The knowledge and practice of safe handling procedures. Without this training handling or using poisons will always go wrong.

### Interrogation

- ~ Lv1 For every 5 minutes of role-played torture/interrogation a single specific question can be asked which must be answered truthfully (question cannot be open ended, ie. Tell me everything you know about . . .).
- ~ Lv2 Question can be asked every 3 minutes
- ~ Lv3 Question can be asked every minute.

### Lock pick

- ~ Allows you to open locks equal to or lower than your level. A lock is signified with a knotted red cord, the number of knots represents the locks level, in order to open the lock you must undo each knot, to relock it you must restore each knot.
- ~ Lv1 – open lv1 locks
- ~ Lv2 – open lv2 locks
- ~ Lv3 – open lv3 locks
- ~ Lv4 – open lv4 locks
- ~ Lv5 – open lv5 locks

### Gossip

- ~ Once per event you can use the Shades network to track down a specific piece of information for you. The information will be expensive and may involve risk in its collection.



## Churches

### (you may only ever be a member of 1 church)

Note: There are many more Churches in the world, the four mentioned below are the only ones that will lower themselves to having a presence in the Under City.

## The Blind God (Death)

The dead must be tended to no matter their station in life before the blind god all people are the same.

### Autopsy

- ~ Lv1 - The ability to prepare a body for burial & discern how they died.
- ~ Lv2 – Alter the evidence of a death to create a new cause of death.
- ~ Lv3 – Post mortem surgery – Alter the appearance of a corpse to look like someone else. There must be a reasonable likeness between the two to start with.

### Immunity

- ~ Your long association with the dead has hardened you against disease.
- ~ Lv1 – You may shrug off the effects of disease once per event
- ~ Lv2 – You are immune to all mundane diseases.

### Handle poison

- ~ The knowledge and practice of safe handling procedures. Without this training handling or using poisons will always go wrong.

### Prayer

- ~ This skill may be taken as many times as you have available slots. Each time you take the skill you gain 1 point of power. Each spell costs 1 point to cast and you know all of the spells in the list below. However the first 5 times you take the skill you must also take on a stricture of your faith, after you have taken all 5 strictures you may continue to gain power but do not gain any more strictures. Breaching a stricture at any point will instantly loose you all remaining points of power for the event and you will have no power at any future events until you have suitably atoned for your sin in the eyes of your god.

#### Prayers of the Blind God.

- ~ Lay to rest: Ensures a dead body stays dead. May be cast on a group of bodies or just one.
- ~ Rebuke: Casts back the animated dead, with lesser constructs it will destroy them entirely. The effect lasts for as long as the priest can maintain an unbroken rhetoric.
- ~ Choke: Rips the air from a single target's lungs, making them incapable of any action. The priest must focus on the victim to maintain the effect. After 5 minutes they pass out and can only be healed via surgery or an equivalent.
- ~ Terror (become catatonic with fear): The victim is struck with a vision of their own death, rendering them catatonic with fear for 30 seconds.
- ~ Last confession (talk to dead): May ask a single closed question of a body that has not been laid to rest.

### Strictures of the Blind God

- ~ You may never aid in the healing of a mortal wound, curing a fatal poison or a fatal disease. When it's your time it's your time (this does not mean you will stop others from doing so).
- ~ You may never name the dead
- ~ You must wear a covering over your face at all times when outside of the church buildings.
- ~ You must treat the dead with dignity
- ~ You must never take from the dead



## The Weeping Maid (Healing)

From the rich to the poor all who need help must be offered it. Skilled healers and all round do-gooders, well that's the rep anyway.

### Surgery

- ~ Allows you to restore the first hit to someone who has been down for more than 5 minutes but less than an hour. Needs a surgical table, cannot be done in any other location.
- ~ At the end of the role-played surgery a coin is flipped, heads is worth 1 and tails is worth 2. If the wounds were particularly severe or a ref believes the role-playing of the surgery to have been exceptionally poor additional coins can be added up to a maximum of 3 coins in total. If the value on the coin flips is less than your level the surgery is successful they regain 1 hit and are alive. If the value on the coin flip equals your ability they have survived but with permanent complications, these will be decided by a ref (they will be noticeable but tailored to ensure the character stays playable.). If the score is higher than your level the patient is dead.
- ~ Lv1 to Lv5
- ~ Note: Any ability that causes resuscitation if used on somebody who has died on the operating table will return them to life for 5 minutes. During which the surgeon may try and repair what they got wrong and re-flip the coin for a new score.

### First aid

- ~ Binds wounds and restores the first hit to an injured person within their 5 minute death count. After the 5 minutes the injury and blood loss are too great for first aid to be of any use.

### Prayer

- ~ This skill may be taken as many times as you have available slots. Each time you take the skill you gain 1 point of power. Each spell costs 1 point to cast and you know all of the spells in the list below. However the first 5 times you take the skill you must also take on a stricture of your faith, after you have taken all 5 strictures you may continue to gain power but do not gain any more strictures. Breaching a stricture at any point will instantly loose you all remaining points of power for the event and you will have no power at any future events until you have suitably atoned for your sin in the eyes of your god.

#### Prayers of the Weeping Maid

- ~ Rebuke: Casts back the animated dead, with lesser constructs it will destroy them entirely. The effect lasts for as long as the priest can maintain an unbroken rhetoric.
- ~ Heal: Instantly restores all hits to someone who is wounded as long as they have not been down for more than 5 minutes.
- ~ Purge: Instantly removes poison from the target
- ~ Cure Disease: Instantly cures an acute disease (But does not heal any damage it had caused)
- ~ Resuscitation: Restore to life someone who has died within the last 5 minutes. This doesn't heal just gives an extra 5 minutes of death count.

### Strictures of the Weeping Maid

- ~ You must always try to heal the wounded and the sick no matter who they are.
- ~ You may never take a life.
- ~ Give 10% of your coin to the poorest person you have met. (once per event action)
- ~ You must always offer charity to those in need.
- ~ You may never harm a living creature except in self defence



## Our Lady of Coin (Luck)

Luck is a fickle mistress, but despite her shifting moods she always expects her followers to come out on top of every situation.

### Clip coin

- ~ By carefully taking a small amount from the outer edge of each coin and melting the clippings down new coins can be created. This will increase all coinage held between events by 10%.

### Evaluate

- ~ At the start of each event you will be given pictures and values of various items that are in play and have value. These represent a mix of things you've heard rumour of and items that you will instantly recognize as valuable if you see them. There will be no markings on the items themselves.
- ~ Lv1 – your list will cover 50% of the items in play
- ~ Lv2 – your list will cover 75% of the items in play
- ~ Lv3 – your list will cover 100% of the items in play

### Recognize forged item

- ~ The ability to realize that something is fake, it doesn't matter if the fake has been constructed or is the result of magic. You still have the gut feel that it's not right.

### Recognize forged document

- ~ The ability to realize that something is fake, it doesn't matter if the fake has been constructed or is the result of magic. You still have the gut feel that it's not right.

### Prayer

- ~ This skill may be taken as many times as you have available slots. Each time you take the skill you gain 1 point of power. Each spell costs 1 point to cast and you know all of the spells in the list below. However the first 5 times you take the skill you must also take on a stricture of your faith, after you have taken all 5 strictures you may continue to gain power but do not gain any more strictures. Breaching a stricture at any point will instantly loose you all remaining points of power for the event and you will have no power at any future events until you have suitably atoned for your sin in the eyes of your god.

#### Prayers of Our Lady of Coin

- ~ Investigation: A strong feeling about where the information you seek can be found.
- ~ Gold digger: A strong feeling about where the item you seek can be found.
- ~ Glancing blow: A blow that should have killed you didn't, you will give the appearance of death but in truth you are unconscious but alive.
- ~ Resist: Negate any one magical effect cast upon you.
- ~ Gut Feeling: Cast before entering a Rift, you will get a sudden feeling of doom 60 seconds before it closes if you're on the wrong side of it or still close by.

### Strictures of Our Lady of Coin

- ~ You must always be worth more at the end of your endeavours than you were at the start. (Your overall wealth must increase every event.)
- ~ You cannot refuse a fair bet.
- ~ Violence must always be your last resort.
- ~ You must never rig a game of chance or allow one to be rigged.
- ~ Two coins must be buried with anyone whose death you were involved with in anyway.



## The Faceless God (Lies)

The eternal con man, the griffter of the Gods. His servants hide amongst the faithful of the other churches, seeking to perform great acts of deception in order to please him.

### Forge document

- ~ The ability to make a near perfect copy of a document. The copy is however value less and has no powers that may be associated with the real thing. Each level of skill gives you access to suitable materials to make one forgery per event. You must have the original item in order to copy it.
- ~ Note: Some documents are designated as unique, this means that due to the rarity of the materials used in their construction or the arcane or ancient skills needed to make them they are just beyond anyone's ability to duplicate.
- ~ Lv1 – One of; Forge Official paperwork (eg. Shipment paperwork), Forge Legal paperwork (eg a Will) and Forge Personal paperwork (eg. Hand written letter)
- ~ Lv2 – One of the two options not taken at Lv1
- ~ Lv3 – The final of the 3 options

### Forge item

- ~ The ability to make a near perfect copy of an item. The copy is however value less and has no powers that may be associated with the real thing. Each level of skill gives you access to suitable materials to make one forgery per event. You must have the original item in order to copy it.
- ~ Note: Some items are designated as unique, this means that due to the rarity of the materials used in their construction or the arcane or ancient skills needed to make them they are just beyond anyone's ability to duplicate.
- ~ Lv1 – One of; Forge Painting, Forge Jewellery and Forge Object (vase, box, candle stick etc)
- ~ Lv2 – One of the two options not taken at Lv1
- ~ Lv3 – The final of the 3 options

### Prayer

- ~ This skill may be taken as many times as you have available slots. Each time you take the skill you gain 1 point of power. Each spell costs 1 point to cast and you know all of the spells in the list below. However the first 5 times you take the skill you must also take on a stricture of your faith, after you have taken all 5 strictures you may continue to gain power but do not gain any more strictures. Breaching a stricture at any point will instantly loose you all remaining points of power for the event and you will have no power at any future events until you have suitably atoned for your sin in the eyes of your god.

#### Prayers of the Faceless God

- ~ Deaden blow: All blows that land on you for the next 5 minutes are only subdual. It is impossible to kill you until the effect wears off.
- ~ Deceit (lie under interrogation): you may lie to one specific question.
- ~ Mimic: You may learn a prayer of the faith you masquerade as, once chosen the prayer cannot be changed.
- ~ Skeleton key: Pick locks, 1 point of power is needed per level of lock (this works as escapology).
- ~ Resist: Negate any one magical effect cast upon you.

### Strictures of The Faceless God

- ~ You must take one stricture of the faith you masquerade as
- ~ Only take from those that can afford the loss
- ~ Never partake in petty crime
- ~ Never inform on the crimes of another
- ~ Never get convicted of a crime



## **Other Groups**

These can be joined in game but you cannot begin as a member. Upon becoming a member you will receive a copy of their skill sets.

### **The Hawks - The Dons Secret Police and informants.**

The Hawks rarely operate openly, and when they do they are robed and masked to hide their identity. The masks are of a specific hawk design and are rumoured to be created by a mage from the Upper City, so who knows what they allow a wearer to do. Nobody is sure who is or is not a Hawk, so be careful what you say, where you say it and who you say it to.

Their task in the Undercity is to root out any subversive elements to the Dons rule and to identify and stop any plan or scheme that would bring harm to the Undercity as a whole.

### **The Rift Cult (Heretics and witches)**

Note: You may not be a cult member if you have the skill "Prayer" nor can you ever learn it. Also if you are ever publicly outed as a Cult member you will be executed, membership of the cult is punishable by death even in the Under City.

The Cult believe that the Gods are not divine, they are instead members of the Cult that mastered the Rifts and used them to travel back to the beginning of all things.



## Combat & Healing

### Armour and weapons

Makeshift weapons, shivs, knives, knuckle dusters, bits of pipe are all readily available and have no in-game value.

Makeshift weapons cause lethal damage against unarmoured and incapacitated opponents. Subdual damage against anyone in leather or padded cloth armour and do nothing at all to people in metal armour.

Military weapons, swords, maces, axes, spears. These are expensive, rare and restricted items, even the city guard don't own their own weapons they are issued to them.

They cause lethal damage against unarmoured and leather / padded cloth armour. Subdual against chainmail and nothing against full plate armour.

Battle Field Weapons, two handed swords, pole axes. These are exceptionally rare and are only seen in the hands of great generals and their elite guard. These Cause lethal damage against all armours other than full plate, and cause subdual against full plate.

Armour comes in three categories. In all cases it must cover at least  $\frac{3}{4}$  of your body to count, as hits are global there is no difference between hitting an armoured or unarmoured location. Also all armour needs to be fitted properly to the wearer for it to be effective so other peoples' armour is of no use to you.

Leather / Padded cloth – Readily available and inexpensive.

Chainmail – Expensive and rare.

Full plate – Each set is unique.

### Damage and healing

Each person starts with 4 global hits. All hits are regained with overnight rest.

Hits can be regained via first aid, potions or magic.

If you are reduced to zero hits you are dying, you have 5 minutes to receive healing after which the blood loss is too great for standard healing to be of any use. During your 5 minute bleed out time you may pathetically call for help, slowly crawl in the direction of aid etc. After the 5 minutes are up you pass out from the blood loss.

Once the 5 minutes are up your not dead!! You've got 1 hour before your beyond saving, but now only a surgeon or very powerful healing magics will have any effect on you, and they are not guaranteed to work every time.

Subdual damage – Any damage that is called as subdual, or is mitigated to subdual by a game effect does no serious harm to your character. You may take as many hits as your current total hits allow after which you will hit the deck, unconscious. If examined you will be bruised but not seriously hurt. 60 seconds after receiving subdual damage its effects are removed, in other words you come to if you've been put down or if still on your feet you shake off the effect of the dead arm etc that you were suffering.



## Cash and the economy of the Under City

All coins are referred to as "Silvers" irrespective of their colour or what they're made of. It's assumed that all coins in the Under City have been clipped, copied, forged and had their metal content watered down. So a coin is just a coin, irrespective of what numbers may be stamped on it.

Unless you find an original coin that's actually made of a precious metal, in which case that's worth a lot of money.

There are different denominations, sort of. A standard silver is about a 1" diameter coin. Anything notably smaller is worth less than 1, anything notably bigger is worth more than 1. How much more or less is up to you to argue over.

All characters at creation start play with 3 silver.

All makeshift weapons are free,

Any small items of kit that relate to skills you have are free.

Leather/cloth armour is - 3 silver

Alchemists and tattooists start with the base ingredients to make any recipes you know.

After start up everything costs whatever the seller likes, assuming you don't steal it.

Benchmarks for values of things:

35 silver - price of a slave

200 silver - residents papers for the Upper City

300 silver - a short sword

400 silver - single handed sword

450 silver - chainmail

## The Catch

There is a price to living in the Under City. Everyone must pay a tithe to The Don, at the end of every event your tithe will be deducted from your cash. If you can't pay then you go into debt, which accrues interest.

Should your debt ever equal your value on the slave block, you will be seized by The Dons men and sold to cover your debts. (This is character death for all intents and purposes).

The tithe is 5 silver, interest is 100% on the total debt. So miss your payment and by next event you will owe 10 silver plus that event's 5. Miss it again you now owe 30 plus that event's 5. Miss that, well, 35 silver is your worth on the slave block. However it happens if your debt ever reaches 35 silver the Don will collect his due.

There is an odd silver lining to this, everyone in the Under City is viewed by The Don as his property. So killing or severely damaging his property is not tolerated. The Dons justice is swift, brutal and has no rules it must obey.

The only people who can kill in the Under City without The Dons say so are the City Guard. Fortunately as they are utterly corrupt, unless you have killed some one important or stolen something truly valuable, they can usually be bought off long before swords get drawn. (The city guard wear chainmail and carry sword and shield.)



## **Advancement**

There is no xp system or automatic advancement within the game. To learn more, join new organisations and advance in rank you must impress the relevant organisations.

Your initial guild/gang/church is always your primary organisation and you may never hold higher rank in another organisation than you hold in your primary.

You may hold a total of 9 ranks and learn 18 levels of skills across the different organisations that you are a member of.

You may advance in 1 skill or 1 rank between events if you have suitably impressed the organisation you wish to learn from / advance in. Each Rank you hold in an organisation allows you to learn 2 skills from what that organisation teaches as long as any pre-reqs are met. For multi-level skills taking the skill again gains the next level up.

Each organisation has the same total number of ranks.

5 level 1, 4 level 2, 3 level 3, 2 level 4 and 1 level 5

You may only advance to a rank if there is a slot available. This does mean that the top job could become a case of dead man's shoes. Except where as skills are permanent rank can be taken from you. If you screw up badly enough or are set up well enough to look like you screwed up you may find yourself demoted within that organisation.

## **IC life in the Under City**

The Under City is a functioning community, each player will start with an IC home, where and what this is will depend on your origin and primary organisation. Anything from floor space in a shared dorm area to a box in an alley way.

It is possible to upgrade your lot in life all the way to having your own shack, with a locking door, bed, table, chairs etc.

You have the option to spend the entire event in the IC area, there is no time out as nefarious deeds need darkness. Equally so you may choose to sleep in the OOC area, if you sleep OOC all IC items of any value must remain within the IC area, they can be stored where your character lives, stashed in a hidey hole etc but they must stay in game at all times.

