



# UNKINDNESS

A MODULUS WORLD

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# Grandfather's Gift

"Where are we going?" I ask with nearly a laugh as Dante leads me by the hand, deep into the woods. Stumbling along, I reach up to adjust my blindfold, and would have snuck a peek had I not trusted him so implicitly.

"You'll see soon enough, be patient," Dante replies with his smooth and calming voice. I've always liked the way he speaks. "Stay right behind me."

As I follow in Dante's footsteps, I can't help but find the irony in being blindfolded considering how much this man has opened my eyes over the course of the last year.

Man. Even now I still struggle with thinking of him as anything but. Dante is no man, he is Raven.

From the first day I met him, he told me he wasn't like anyone I had ever known before. I didn't think any of it back then, but it would be one of the greatest understatements I would ever hear coming from his lips.

He stepped into my office with such an aura about him, that I couldn't help but believe him when he said it. He had this presence that was hard to explain, and partnered with the way he spoke and that wit and charm he so easily brings out, it was difficult not to be enamored by him. I could see why he was famous. His deep, dark eyes... his slow smile... and just the way he carried himself seemed to immediately captivate the room. My first impression was to question why I was even meeting with him in the first place, for there was no way he was a convict. Even with my experience, I had seen more innocent men but none with the same presence as him.

Dante was the lead singer for a band called Rave Conspiracy, or RaCo, as their groupies would call them. He wrote songs about love, freedom, and the wild. Apparently, the band had also been involved in several protests over the years. He'd been cited for unlawful assembly, violations of orders to disperse, trespassing, and obstructing traffic. Though minor in and of themselves, over time repeat offenses bring about greater repercussions. More importantly, Dante had a personal issue with a powerful company whose lobbyists were getting them around several EPA violations along a local river. Though it seemed just another benign protest, this corporation had the power to make an example out of Dante.

...and make an example of him they did.

Following Dante's arrest came a huge trial, where Dante himself took the stand and said more things that apparently needed to be said. A whole movement seemed to rise out of the trial. There were more protests, but eventually Dante was convicted. He calmly accepted the court's ruling, was grateful to have had the opportunity to say his peace, and went to jail. He was sentenced to an incredibly obtuse five years in jail but made parole in two.

That was where we met. I'd been a parole officer for five years before Dante came into my office, and only when I received his file did I find out anything about him. He was an artist, an activist, and someone with a rather long and distinguished track record of relationships. Dante was every tabloid's dream, with a past checkered with taboo, deviance, and a willingness to overstep the law. He was a menace to some, and a hero to many. Through his case I learned how people saw him, and through our meetings I saw for myself the kind of man he was. So much so that what started as just another parole case suddenly became more... personal.

As I look back I can barely remember how it all started. My guess is that it began with subtle nods, mentioning how people needed something to believe in, or how there are greater purposes in this life. But at one point, in a way only he could do, he said he wasn't just the man who sat before me. As if that wasn't enough to provoke any number of questions, he then told me a story about a gift he was given – a gift that forever changed his life. That was the first time I remembered him mentioning Grandfather Raven.

Dante explained how it was from the Great Raven Spirit, now referred to as Grandfather Raven, that the Raven were born. Just as Grandfather Raven had created the world and all of mankind, he created the Raven to guard and guide humanity. They were to help Grandfather's creations live a joyous life, and when that life came to an end, to guide them on to the next world. Some did so as shepherds to men, others as escorts, guides, or teachers. Dante was an entertainer, whose music uplifted and inspired his audience.

Being Raven also meant that Dante never aged, that he had incredible powers, and could even perform ancient rituals of unimaginable power. More than that, Dante could transform himself into a raven, and it was only after seeing him do so that I came to believe everything else he'd told me. Suddenly the stories seemed so much more real, and the realities of who and what we were as people, the threats against us, and the weight of the Raven responsibility, truly sunk in.

To better understand who the Raven were, Dante took me with him when he led a soul from this world to the next. It began with an elaborate ritual so that I might be able to slip from my mortal shell and follow him into the spirit

world. There we met a lost soul, a woman tormented by her sudden departure from the world, and to her duty to the children she left behind. Only by witnessing it myself did I come to understand why this mother and sole parent to three beautiful children was so adamant she could not leave. Dante settled the woman's spirit by promising he would look over her children, see they were cared for, and that they get the life they deserve. Only then was the spirit willing to pass on, and leading her into the next world, Dante saw her safely pass on.

It was one thing to hear him talk about such things, and it was another thing to witness it—in another realm, no less.

Just like dealing with the departed woman's spirit, all spirits could be negotiated with, revered and praised, begged and implored. The spirits are the great powers in the world, each having a part to play in making the world a better place, but now all but ignored. The Raven have tried. They've tried to keep mankind connected to the Earth and the spirits around them, but a fascination with advancements and technologies has put mankind on a different path.

In so many ways it is a sad story. Dante explained that Grandfather Raven had gathered a dozen of his most capable children, all of which were offered his gift. Nine accepted. From them came the rest of the Raven, but although they are ageless, they are not immortal. Not everyone accepts the gift, and of the original nine, now there are but three. Not only that, but the population of the world has exploded! When Grandfather created his children, they were a far more substantial portion of the population. The world is simply outgrowing the Raven.

"Are we there yet?" I can't help but ask with a bit of a chuckle.

"Nearly," Dante answers. "You'll see."

"Couldn't have given me a piggy-back ride?" I ask.

"Oh my goodness... where are my manners?" Dante says, stopping to kneel, and putting my hands on the back of his shoulders.

As I climb up onto Dante's back and wrap my arms around him, I feel my heart swell in that way it seems to always do whenever I hold him. "I love you," I say quietly into his ear.

I feel Dante's hand reach up and squeeze the arm I wrapped around him. I even feel him nod. "I know, just as I love you – as I have always loved you."

Always. Somehow, I believe him. Dante said I was an old spirit who had returned to the Earth time and again. He said we had loved one another many times, and whether or not it is true, I like to believe it. The crazy thing is... a part of me feels like I already knew that. From the moment I looked into his eyes, I felt that there was something very familiar about him. It was like rediscovering a line from a favorite book—one I had read many times. One only needed to say the first few words, and I could recite the whole line and finish it up for them. That's what it feels like with him. He is a favorite part in a book, and even if it seems like it had long been forgotten, it has actually been ingrained in me.

Dante has taught me so much about my ancestry, my native people, and a culture that is on the cusp of being lost forever. I have tried hard to listen, to study, and to join him in all his endeavors. I want to help, and I want to be with him.

...but I am not Raven, I am not ageless. Where Dante is beautiful and graceful, with all sorts of incredible powers, I am but a frail mortal. Realizing he has loved me many times before is just a reminder how whatever we share now is only for a time. One day I will be gone, and he will live on without me. I should simply cherish the fact he finds time for love at all, and that he chooses to share that love with me. Live joyously – something Dante explained was Grandfather's only command – Dante has certainly given me that.

"Here we are," Dante says, slowly bending down and setting my feet back on the ground.

"Do I get to take this off now?" I ask, pointing to the blindfold still over my eyes.

"Only if you want to," Dante answers, though I can hear him talking through a smirk on his face.

When I untie the knot at the back of my head, the blindfold slips from my eyes. I blink, letting the faint light from the starry sky above light the clearing we stand at the edge of. "What is that?" I ask, pointing.

Dante steps to the side and reaching down flicks the switch on some sort of battery bank. When he does, strings of tiny lights all illuminate, casting light over what I can't help but think is some sort of bed of pine boughs.

I am just about to ask before I notice several more items. There are a couple of large plastic tubs nearby, some sort of wagon that Dante has likely used to bring them this far into the woods, and several implements set out that I immediately recognize as ritualistic. Finally, at the edges of the clearing there are three stacks of wood, each piled like small pyramid pyres.

"What's..." I start to ask, then seem at a bit of a loss as to what I am curious about.

"What's this for?" Dante finishes for me, then rejoins me as he looks from me to the center of the clearing. "I have something for you," he adds, then looks to me as though he was expecting I'd know what he was referring to.

"You do, huh?" I can't help but answer, trying hard not to smile. I then look back to the ritual paraphernalia all laid out and wonder. "For me?" I clarify.

Dante nods, then turns to face me as he looks for a long moment into my eyes. "A gift," he says.

In that moment I seem to realize what Dante is implying – or at least what I think he is implying. My eyes widen with realization, and I suddenly feel a bit overwhelmed. "You don't mean..."

Again, Dante nods, this time with a very serious expression on his face.

"Dante..." I say, and my heart starts to race. "... I..." I try to find the words, all of which seem to be escaping me.

"You know what I am. You know what I do. Despite knowing that, you even try to help. It's not often someone comes along and understands," he explains.

"...unless that someone can't help but want to always be with you," I offer, looking lovingly into his eyes.

There is a small smile on Dante's face as he lowers his head and nods. "Yes. Perhaps something you've done before, but this is different," he says, raising his eyes to once again meet mine as he lifts his head. "The world is a far bigger place now, with far more dangers, far more responsibilities, and more people than ever who need our help," he says with such a solemn look that it gave me pause.

Our help.

I reach out and take Dante's hand in mine, holding it for a moment as I rub my thumb along his knuckles. I take a breath to still the thoughts running around my head.

"Where you are, I want to be," is all I say before looking back up into his eyes with a resolve in mine.

A soft smile breaks up the seriousness on Dante's face. He nods twice, then his smile grows even more. "I want that too."

Dante leads me into the boughs gathered in the center of the clearing. He explains this will be the longest ritual I've ever seen, but only with my understanding and agreement will he proceed. He takes off my clothes, then his. He begins by lighting bundles of sage and places them around me in a circle. It is a familiar smell to me. Dante then fetches a small wooden bowl filled with paint. With his finger he paints my skin, covering me in symbols and ancient markings. White and black paint cover me, all while Dante quietly hums and chants. He draws something elaborate on me, then something simple on himself. Back and forth his finger travels, until eventually he sets the bowl aside.

Dante then steps from the boughs, and when he returns, he holds in his hand a trout. He passes it to me, and while holding it has me recite words from our ancestry. Once done he carries the fish to the first pyre and sets it atop it. We repeat much the same with the body of a lizard, then a sparrow, and finally a mouse. Each is placed atop one of the pyres surrounding us. Dante then lights a torch, passes it onto me, and instructs me to light the pyre to my left, and each in the same order as we had prepared them. He lifts his head, calling out to the spirits in the world beyond this one as each of the pyres are ignited.

With all the fires lit, Dante instructs me to set the torch in the last fire and return to him. There in the boughs we couple, under the night sky, and illuminated by the bright fires around us. We make love, in that way I have only known with him, and afterward catch our breaths in one another's arms.

"Are you ready?" Dante asks me as I rest against him.

"I am," I answer.

Rising to his knees, Dante holds me in his arms, and looks down into my eyes. Dante leans down and places his lips against mine.

In what I can only describe as some sort of bird feeding their young act, he then passes Grandfather's gift to me. With the lurch of his stomach, he vomits into my mouth. Though I had been warned, Dante had explained to me how a Raven passes their gift onto another, the act itself is insufferable.

He holds me fast, ensuring what needs to be passed to me has been, but it is already too much. I pull from him, nearly spewing out what now fills my mouth. This is the moment, and I know it is now up to me. I shut my eyes and feel my whole body spasming, my stomach turning, and my palms sweating. I clench



my fists and open my eyes, turning them to Dante as though needing his strength to get through what needs to be done.

Dante looks to me, "Either you have the will to accept Grandfather's Gift, or you don't."

# Inspiration

A long time ago I had an idea for some forum writing – an endeavor that I invited many of my friends to join in on. What started as a simple idea for a group of characters who could turn into ravens soon became a rich story that we created together. It was an interesting undertaking for what seemed like a simple writing exercise. It was thoroughly enjoyable, eliciting years of writing and millions of words. I kept on writing, and as I wrote, I created more and more lore. Eventually life crept up on my friends, and one by one they ended up wrapping things up or otherwise moving on. I kept going, eventually rekindling the story with another. The more I wrote, fleshed things out, added depth and detail, the more it started to become a world of its own. Then, one day, I thought there might be others who would enjoy it. Next thing you know we're creating Modulus, something that would turn out to be a perfect vehicle for such a world – and Modulus needed its first world book. So, then it was up to me to try to fit countless stories and millions of words into something that the world could use. And here we are.

# Disclaimer

Unkindness was born out of a collective idea, based upon folklore, tradition, and hearsay. Though it touches on many cultures, tales, and peoples, nothing about Unkindness is meant to disparage, discredit, or decry anyone. In fact, it has been prompted by love, respect, and appreciation for the cultures the inspiration was drawn from.

Unkindness explores mature themes that may include but are not limited to death, violence, drugs, explicit language, sexual content, or other challenging subject matter.

# Rule #1

This is your game. Feel free to use any of the following in this book as you see fit. Take what you like, and leave the rest - just keep your players in the loop as to whatever changes you make to your own games. This is your game, you make the rules. It is that simple.

# Thanks

This book would not exist without the help, inspiration, and input from Chris, Dave, Donna, Jason, Josh, Katie, Laura, Seth, and Shawna. Your creativity helped to make this game what it is. To MJ for humoring me and prompting new stories years later. And as always, thanks to my loving wife, my sons, my family, and my friends. I have an amazing support network, and some very level heads

to bounce ideas off of when mine is in the clouds. Finally, my sincere thanks to you, whoever you are and however this book fell into your hands. The fact you are even giving it a moment of your time is amazing to me. I hope it is as fun for you to read and enjoy as it has been conceiving and designing.

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# Welcome

Let us take you on a bit of a journey, through time, culture, lore, and legend. You'll step into a fantastic world where great spirits watch over us all, and a select handful still carry out their bidding here on Earth. Welcome to the world of the Raven.

## What is Unkindness?

A day in the life of a Raven, but not just the raven up in the tree by where you live. These are the Great Raven's chosen, descendants of a long and distinguished line of Raven, responsible for the safekeeping of Grandfather Raven's children in this life and for delivering them from this world to the next.

Since the beginning of time the Raven have played a role in all of history, from Apollo's servants to Nephthys' companion, to Odin's spies, to Emperor Jimmu's guide, and even instructing Cain as to how to bury his brother Abel. They have existed all over the world, everywhere mankind has made their home, and been ever vigilant in guiding, safeguarding, and comforting them.

This book is a toolkit. It is a means by which you can run or play through stories that put players into the roles of Raven, interacting with society and overseeing the safekeeping of Grandfather Raven's children. It takes place in a world that is every bit as ancient as it is modern.

## What is roleplaying?

There is a good chance this isn't your first roleplaying game, but in case it is, roleplaying is simply acting out or otherwise performing the part of a character who is part of a larger story (likely joined by other characters). In the case of this game, someone will take on the role of the Game Master (or GM). They will be telling and presenting the game or story to their players and those players' characters (or PCs). The GM will be responsible for progressing the game along the story, presenting challenges to the characters, and introducing non-player characters (or NPCs). The various dramas and adventures the characters get caught up in will be then played out by the players through the voices and actions of their characters. Players will make decisions for their characters, speak for them, and by roleplaying through their characters run how that character reacts, thinks, and acts throughout the story.

Most of this roleplaying process is freeform, with players doing whatever they think their characters would do in the situation they find themselves. However, every once and a while there will come a challenge or circumstance where the



GM may call for a Check, or a roll of the dice, to determine if the character was successful in their endeavor. That Check is based upon the capabilities of the character, and their success or failure will make an impact on where the GM takes the story from there.

Roleplaying is both an opportunity to undertake compelling stories, explore different types of characters, and escape into a fantastic world where anything is possible. With Unkindness, you'll be able to delve into countless stories, adventures, and exploits.

## What do you need to play?

Unkindness uses the Modulus rules, and as such, you are going to need a lot of six-sided dice. We recommend you have at least 40 or so dice per person, preferably of different color sets. Bulk dice can be purchased online cheaply, but it is possible to play Unkindness with a single six-sided die (though get ready to roll it several times).

You will also need something to write with and write on. Keeping track of your character's capabilities is something you'll need to do, let alone the notes you may wish to take throughout the course of the game (jotting down names of NPC, places, clues, etc.). Finally, you will need a place to play. A kitchen or dining room table will suffice, but any place where people can be relaxed and have something to write on will work.

## Theme & Feel

Unkindness plays off many circumstances we see in the world today: depravity, apathy, skepticism, lethargy, ambivalence, even hopelessness. The world of Unkindness is as its namesake, it is unkind, unforgiving, and unrelenting. Ravens are gravely outnumbered. Grandfather's children continue to grow from millions to billions and more. The Raven's numbers become thinner as part of the larger world, and so thins the joy, hope, spirituality, and love of the world. This is the theme and feel of Unkindness.

# World

For the most part the world you know is the world of Unkindness, though perhaps a bit grimmer. It has not always been this way, for the world has gone through so many eras that perhaps where we find ourselves now is but a phase. There are two histories though, that of the world you and I know, and that of the world of Raven. The latter of these will need more explanation.

## History

The history of the Raven stretches all the way back to the beginning of time and of Grandfather Raven (or the Great Raven) himself. From him came the Raven of today, and throughout history their influence has guided and shaped mankind all around the world. The Raven are agents of Grandfather Raven, but more so, servants to mankind. It has always been thus and always shall be.

## The Beginning

Raven, who had always been, stumbled through the darkness, and that which he struck he named. Slowly the world was created, light was stolen to illuminate it, and stars were scattered amidst the heavens. Raven was the night, the sky, the creator. The other spirits were drawn to this new world the great Raven had created. They liked the waters and the lands, the air and the forests, so they joined him. For a time, the great spirits admired the world, but soon Bear was called to the mountains, Buffalo to the plains, Wolf to the forest, Eagle to the skies, and Salmon to the river. Raven was then alone.

Raven thought perhaps his friends would join him in celebration, so he created the rainbow. The great spirits gathered in admiration of Raven's creation and partied in commemoration. Soon, the great spirits went about their way, and again Raven was alone. Twice more he gathered them in celebration, but Bear grew weary and wanted to take a long rest. Each of the others cared more about exploring the world and its lands, rivers, and skies so they too were seen less and less. Raven did not want to be alone.

One day, Raven sat at the edge of the world, looking out over the vast waters on a sandy beach. He picked up a handful of sand, and brushing it away, revealed to himself some sort of shell. Convinced by his subconscious he had created something to entertain him – he poked at it. While Raven admired the shell his eyes discerned something more. His subconscious had created a pod that had washed up by his feet. Through its translucent surface Raven could make out something moving inside. Raven smiled, please with these creations, and set them on the beach next to one another. At one point the shell opened ever so slightly, and when it did, out came an unfamiliar sound. As much as the sound

had shocked Raven, it seemed to stir what was in the pod. The pod moved, and whatever hid inside it stretched and stretched until the pod burst and up sat some new creature. Like Raven it had two legs, but it had no feathers, nor fur. It had two arms, and a head covered in hair. This was Man.

Raven watched as man wandered about the beach, but each time the shell would open the noise from within would always get his attention. Raven tapped the shell, and this time when it opened, he saw a face. It quickly closed as Raven leaned down and cast his vast shadow over it. Again, he tapped, the shell opened, and Raven tried to see what was hidden inside. At this point Man had nearly wandered off, and tapping on the shell wasn't provoking the noises it had earlier. But, just as Raven stepped off to collect Man, the noise came from the shell once more. Raven and Man stopped, and together they watched something emerge. It had two legs, two arms, no feathers, no fur, but a head of very long hair. This was Woman.

Man was fascinated by Woman, and Woman by Man. Raven was fascinated by them both.

There should be a celebration! Raven invited all the great spirits, but none came. Man and Woman saw that Raven was sad and asked why. Raven explained that he wanted to celebrate, but that no one would come. Man and Woman asked how they could help, and seeing the two of them, Raven gave them the gift to create more of their kind.

Soon there were several men and women, humans as Raven called them, and there were many, many celebrations.

## **Grandfather and the Raven**

The numbers of men and women had grown. What had begun as a handful had soon become hundreds. Much like their creator there was an insatiable curiosity amidst them, prompting them to learn, to explore, and to seek out life's truths for themselves. They had formed a village but even that soon felt cramped. Thoughts of what could lie further along the coasts or deeper inland soon prompted impulses to leave the village behind.

Tens had become hundreds, and soon hundreds became thousands. Grandfather Raven, as he was now affectionately called, was taxed attempting to watch over them all. Despite his best efforts to look after his creation they were never enough.

Now as their creator, men and women worshiped Grandfather Raven, constantly honoring him and thanking him for his gifts and blessings. By now,

Grandfather had brought them language, gifted fire, and taught them to fish and hunt. He had imparted to them all they needed to know to flourish, and so they did.

There were twelve humans that Grandfather had taken a particular liking to – so much so that when they slipped from this world to the next Grandfather turned them right around again to see that their souls were not lost in the worlds beyond ours. They were reborn, again and again, and served as the high priests to Grandfather’s followers.

Grandfather brought the twelve together and explained to them that he could no longer tend to his children. With so many men and women parting from this world there was no way for him to ensure that their souls would not get lost or forgotten. Having done so much for mankind, Grandfather could not risk losing their souls when they passed, so he questioned the twelve as to the strength of their devotion. Each one he met with he tested and explained his desires to have them rise above their fellow man. They were to watch over them, to protect them, and to see that their souls were delivered safely from this world to their rightful place in the heavens.

Once Grandfather had explained his choices to each of the twelve, he gathered them together on the day before the New Moon. He told them that he would hold a rite, that during this time he would give each of them a part of his soul, and that should they accept it, they would become something more than they had ever been as humans. They would become part human, part Raven.

And so, that night they gathered under the dark of the New Moon. Grandfather coaxed stone from the ground, and twelve bed-like tables arranged in a circle with a giant stone ring for a fire at its center were summoned forth. A totem fire spirit sat in the stone ring, raging and burning and rising nearly as tall as Grandfather himself. It was a magical night, and everyone gathered around could feel the electricity in the air. Grandfather first addressed the spirits, asking them to hold this ceremony sacred and secret, only to reveal its truths to those who were worthy. He then addressed the heavens, begging them to ensure that they would always reach out to his children in their times of need. He turned to the twelve and explained that they would be of one mind, and those who accepted his gift would be able to share in their thoughts and needs without speaking. He told them that should they survive this night they would live on forever, that they would move like the wind, that they would see and hear like the greatest of beasts and would have untold powers. He even told them that regardless of life’s hardships, they would always bounce back.

Grandfather motioned for each of the twelve to take their place atop the stones. One by one they moved into position, climbing on top of the stones, and laying

down with their heads towards the fire. Grandfather beckoned the heavens again, explaining his intent, and having the stars above bear witness to the events going on below.

Beginning in the East, where the sun rises each day, Grandfather summoned forth a portion of his very spirit, and one by one he offered it to each of the twelve. His lips met with each of those gathered, and from his gullet a shard of the single most powerful soul in the world was offered to them.

Three could not bring themselves to accept Grandfather's gift, sitting up and retching. They did not need to be told what it was they had done. Each slipped from their stone, and with saddened eyes stepped from the circle to return to their lives. For nine, however, their lives changed forever.

Servants to all humankind, and believers of Grandfather's teachings, the Raven were born. They were gifted supernatural powers just as they were to be held to the duties entrusted with them. From them are descended every other Raven, on any continent humans had chosen to make their own.

## **True Love's Cost**

There were once two humans, Jumlin and Lenmana. Jumlin was a skilled hunter and provider for his tribe. Lenmana was a beautiful woman, musician, and caretaker of the tribe's children. Their story began not long after humans had scattered about the lands, forming tribes of their own and having to provide for themselves. Grandfather was no longer caretaker to humans, the Raven now worked in his stead. Humans faced struggle and strife for the first time in their lives and some of the tribes were having more success than others.

One morning Jumlin had taken all the tribe's best hunters out on a long trek to bring back elk to feed their families. They were gone for some time. The elk's migrations had started and Jumlin's journey to find the first herd had taken the entire day. By the time Jumlin had found any signs of game, it was already dusk. Time was short, and the importance of getting food back to the tribe had prompted Jumlin to press his fellow warriors to hunt on into the night. The decision proved costly, as Jumlin could not see the change of direction in the stampede's movements and was summarily trampled to death.

The hunters returned to a bittersweet reception. Although they had killed so many elk that they were barely able to carry them back, the cheers and smiles of celebration soon gave way to the wails and sadness of Jumlin's death.

Lenmana was beside herself. She was so shaken with grief that they say that not even the strongest man who remained could move her from Jumlin's body. For

two days she stayed at his side, never once leaving him. By this time the tribe was packing up what they could, looking to move on following the elk's migrations. Time and again they tried to get Lenmana to come with them, but every time they insisted she accompany them, Lenmana just sat there staring at her dear love's body.

With everyone gone Lenmana stood and dragged the body of her beloved to the top of the highest hill. She laid him on the ground, rested his hands over his chest, and encircled him with every wildflower she could see from the top of the hill. It was while gathering those flowers that something struck her. She remembered that Grandfather carried the souls of the departed from this world to the next. As the idea echoed in her mind Lenmana raced up the hilltop and cried out to Grandfather.

Again and again Lenmana cried out until she'd cried every tear... until she nearly cried herself horse. Her cries to Grandfather were so great that the winds were forced to carry her pleas to Grandfather's ears. And so... Grandfather's voice rung out in Lenmana's ears in answer to her cries. She explained that the love of her life had been taken from her, and that she wouldn't be able to live without him. Lenmana begged Grandfather to return his soul to her, to bring him back if only for a time. Lenmana begged, explaining she would give Grandfather anything he asked if he'd just bring her love back. Lenmana's words were so powerful that Grandfather's heart swelled with sympathy.

Grandfather explained to Lenmana that her love's spirit had already passed, that his body was already dead. Lenmana again begged, imploring Grandfather to make an exception in this one case. Lenmana explained that there was no better reason than for love. She even asked Grandfather how he could expect her to live joyously now? It was a compelling argument.

Grandfather explained that with Jumlin's spirit and body separated there would be no way his body would survive without his spirit's energy. Jumlin would need something more to keep him alive – the power of the spirit. Lenmana did not hesitate in offering hers. She insisted that if her own spirit could keep her love alive then she would willingly offer it to him. Grandfather shook his head, knowing what this would mean for Lenmana, but admired the woman's passion for her beloved.

And so, Grandfather returned Jumlin's spirit to his body. His eyes opened, and he rose from the hilltop to race into his beloved's arms. Lenmana was elated, fresh tears streaked her face, and she thanked Grandfather for his kindness.

While in Lenmana's arms Jumlin's hunger had already started to claw its way to the surface. Lenmana could see the anguish in her love's eyes, and

remembering what Grandfather had said to her, closed her eyes in anticipation of what was to come next. To her surprise, she felt Jumlin's hands upon her cheeks, drawing her to him, and eventually felt his lips pressing upon hers.

Lenmana kissed Jumlin deeply, holding and loving him with all her heart, and never once feeling her very spirit being drained from her. Lenmana willingly gave herself – she gave herself to him again and again, and each time she offered herself, Jumlin changed. He became darker and more insatiable, and as he seemed to grow in power Lenmana became weaker, more his slave.

From there the story of Lenmana ends. Jumlin, however, was soon terrorizing neighboring villages – his insatiable need of spiritual energy prompting him to draw from every human he could find. In time, in some fashion, Jumlin even managed to create spawn of his own.

## **Propagation**

Little did Grandfather know how quickly humans would reproduce. For in what would have seemed a blink of an eye, humans had explored the land, formed tribes, and developed their own means of survival. The people were flourishing, even despite the hardships making it on their own was thrusting upon them. It was also leaving the Raven overworked.

The nine Raven had learned that Grandfather's gift had the chance of appearing in their kin, but only when Raven would mate with Raven. That chance was small, meaning that out of a clutch of children, maybe one would be Raven. People were outnumbering the Raven more and more with each passing day.

The Raven gathered and called out to Grandfather, imploring him to create more of their kind. Grandfather laughed. In his infinite wisdom, Grandfather had already given the Raven the means to solve their problem. Having hand-picked each of the original Raven and knowing that their offspring had the chance of being Raven, he asked what they remembered of the ritual where they were made. The Raven nodded, understanding Grandfather's meaning, and quickly reminded themselves of everything that had transpired the night they were created.

From Grandfather's ritual, the Raven discovered the means to make those around them in their likeness. Several of the humans were gathered, those that the Raven felt would be true to Grandfather's wishes and were led through the same ritual that the Raven had been. Though there were many who were offered Grandfather's gift, very few had the means to stomach it.

With the increasing number of people, the responsibility to lead them safely to the next world became a more and more daunting task. Add to that the responsibility of keeping them safe, directing them in their reverence to Grandfather Raven, and guiding them through their dangerous world, it was all the Raven could do to keep up. Thankfully, they now had the means to pass on their Raven likeness to others they felt would best serve their fellow man.

## **Idle Hands**

The lands of the world were soon covered by the feet of mankind. The population grew and grew, and the Raven struggled to grow with it. Where the Raven were once the spiritual leaders of Grandfather's children, there were now people without such leadership. Like their Grandfather, mankind is a curious creature. It was not long before humans started occupying their minds in the absence of the Raven's guidance.

Man studied the Earth, seeking to unlock its secrets. They toiled, invented, and learned. Where they once spent time communing with the world and its spirits, they now spent that time creating with its resources. In some instances, they fashioned tools and technologies, and in others sought to create philosophies of the world itself. The latter of which led them to judge their fellow man.

Soon ideologies clashed, and conflict arose. Couple that with the Jumlin's Children now plaguing the land, and one could almost understand how violence seemed a worthy resolution. But something more was happening. The Earth's spirit and energy weren't being revered but harvested. Some tapped into this energy for their own personal gain, and some targeted the spirits of the Earth directly.

There is an energy to the world, and there are those of mankind who found ways to tap into its power. Some used this power to the benefit of the world, but others choose to wield it strictly for their malevolent notions. Worse, there are those whose power became so great that the hate in their hearts and magic at their fingertips kept them tied to the Earth even after their death. These Ghost-Witches were but one more problem for Grandfather's children.

The spirits too held power, and man's curiosity did not spare them either. By trapping the totems, or souls of the great spirits' children, humans became animals themselves. Each totem had its own power, but all, like the great spirits, held the secrets of immortality. The first totem sought was that of the great Bear, its gift of immortality was coupled with the gift of strength. Soon fell the coyote and his cunning, the eagle and his speed, and even the salmon for his luck to these Skin-Walkers.



The energy of Grandfather's world was waning on two fronts. First, from the spirits and the Earth itself. Second, from mankind. Witches, Ghost Witches, and Skin-Walkers captured totems of the great spirits, sapped their energy, and drained the energy of the Earth. The children of Jumlin, however, focused on stealing the energy of mankind.

## Today

Grandfather's world is no longer his. Today it is the people's world. They have replaced their reverence for the Earth and its spirits with technologies, sciences, and ideologies. The disconnect from their past has come at a high cost. It has left them vulnerable to disbelief, denial, and deception. Mankind's selfless nature has been traded for material, entertainment, and self-fulfillment.

The children of Jumlin are now so prevalent that lethargy, apathy, and conformity are commonplace. The spirits and the Earth's energy have so waned that there is barely any power left to sustain it. Technologies have replaced humanity's ability to provide for themselves, and ideology has dulled mankind's need for meaning.

The Raven are overwhelmed on all fronts. Though they still look to guide, to mentor, to shepherd, to uplift, and to protect Grandfather's children, they are few and far between. Less and less seem capable, let alone willing, to accept Grandfather's gift, and even the children of Raven rarely make their first change. Worse, it seems the departed children of Grandfather have little interest in life in the next world.

There is much work to be done, and the Raven have not given up. They do their best to find homes for the souls of the departed. They hunt down the Jumlin, the Skin-Walkers, and the Ghost Witches. They play their roles in the world of mankind, doing their best to steer and direct it where they can. They strive to uplift spirits, counter doubt, and fill hearts. They teach the old ways and reconnect people to the Earth. They do everything in their power to uphold their duties to Grandfather and his children.

# Culture

The Raven are every bit as complicated as they are simple. They have their duties, but also their interests. They were simple creatures once, connected to the world around them and its people. Though they serve a greater purpose, they each fulfill it in their own way. They are a cunning, wily, deviant, persistent, and wise group. Though time is on their side, it has also proven to be their greatest enemy. Theirs is a complex world.

## Grandfather's Wish

Grandfather Raven has been called by many names: creator, trickster, the living night, the great warrior, all-knowing, death's custodian, bringer of bad luck, and the embodiment of vice. There are too many titles to list, but to understand Grandfather is to understand the meaning of life itself. He is too much, and as such, there has been every reason to revere him as there has been to distrust him – and indeed both are reality.

Humans have more than lived up to the purpose of their creation. As Grandfather Raven sought to be entertained, his creations have done that consistently. They have grown and flourished, and as they did Grandfather set about ensuring there would be those who would help him superintend their wellbeing.

When the Raven were created they asked many questions of Grandfather Raven. What were they to do? How are they to accomplish it? What were their instructions, their limits, and their duties? Grandfather's answer was simple, "Live joyously." The wisdom of his command included an understanding of humans' connection to one another and the world at large. A joyous life meant so much – peace, understanding, acceptance, and appreciation of all things. Such a simple answer has guided the Raven to deliver the souls of the departed so they can live joyously in their next lives. It has prompted them to battle the evils of the world such that mankind can live joyously. It has compelled them to remind humans of their origins and their connections to the spirits and the land to live joyously.

## The Mind of a Raven

Grandfather Raven said first to those accepting of his gift, "be of one mind, and share in your thoughts and needs". This blessing of Grandfather bore many fruits. The Raven share in their sense of purpose and duty, though some find themselves more predisposed to protect, or teach, or lead. They all understand the responsibilities for looking after Grandfather's children, and all seek to assist one another where and when they can.

The Raven mind has its inclinations too. They are a curious lot, hedonistic, and have a very loose sense of personal ownership. They tend to share everything, indulge in what they can when they can, and enjoy new experiences. They can get fixated on things, seeking to solve persistent issues, enigmas, or even help others overcome their problems.

Ravens love all. Living joyously means loving one another, body and soul. Ravens commonly court many suitors, fostering romantic and physical relationships with several others at a time. Though Ravens are especially fond of other Ravens, they are infatuated with Grandfather's children. The sharing of lovers is especially common amongst Ravens, both privately and publicly. Ravens are also particularly non-discriminate in who they take as lovers, being especially promiscuous and adventurous. The exception to this is once a Raven is expecting. Ravens become devoutly loyal to their spouses during the time of pregnancy and rearing of children. Only after the child has come of age (typically mid-teens) will the Raven go back to its more lecherous and promiscuous propensities.

Ravens also have the means to connect to the minds of others. It is an extrasensory power, telepathy, and a way to influence the minds of Grandfather's children. They can share experiences and memories just by making the effort to open their minds to their fellow Ravens. There are few secrets between Ravens, and as such, allow them to have some of the deepest relationships possible.

## **Delivering the Departed**

Just as Grandfather had returned the spirits of his departed children from the beginning, he has sought to ensure that every spirit is kept safe in this world or the next. As such, it has been the greatest duty of the Raven to deliver the souls of the departed from this world to the next.

Humans have an incredible ability to connect, through friendship, or through love. These connections serve them well in their passing, as there may be someone waiting for them to take them to their next life. Today though, true friendship and true love are a rarity, leaving those departed souls in need of guidance.

The Ravens have a supernatural awareness for these lost souls. Whether summoned or sensed, they know when a soul is in need. Ravens are drawn to them, knowing where they may be and where they are headed. It is a type of sixth sense, a feeling, a compulsion, and although strange the first time a Raven might experience it, eventually it becomes second nature to receive and heed the call of the departed.

Seeking out these lost souls, Raven can reach out to the lost spirit and commune with them in their telepathic fashion. Sometimes the process of guiding the departed into the next life is a meditation, other times there is unfinished business the departed must see through. Some Ravens are even able to step into the spirit world, to personally meet and lead the lost soul from this world to the next.

Each delivery is unique, and where some may take mere moments to resolve, others can turn into outright ordeals. The more disconnected the departed person is from the realities of their spiritual nature, the more arduous it is to convince them they are no longer part of the living world.

Even though the Raven have every means to see to the welfare of the dead, there are times when the departed cannot be convinced to move on. Sometimes the dead need time to come to grips with their reality, or perhaps simply indulge in their pride. These obstinate souls are known as the Defiant, forever ghosts. Though the Raven don't give up on reaching out to these Defiant, they often find themselves unable to convince them to move on.

## **Becoming Raven**

The life of a Raven begins in one of two fashions, either they are the child of two Raven, or they are given Grandfather's Gift. In the case of the latter, this ritual is only conducted with a consenting adult. There are no children Raven, for many reasons. The world is an unkind place, and doubly so for a forever child. Those given Grandfather's Gift merely need to accept it. Although the delivery of this gift is immensely difficult to receive, once delivered it is up to the recipient to hold onto it.

The rite of Grandfather's Gift ends with the Raven regurgitating a shard of Grandfather's spirit into the mouth of the recipient. It is of course human nature to immediately heave and expel that gift. Perhaps this was Grandfather's way of instantly testing the will of the recipient. It is their one and only chance to receive the gift of becoming Raven, and once spit back up, can never be offered again. If received, the recipient must wait for their Exodus, their departure from the world man into the world of the Raven.

Those born of Raven have one of two childhoods. When a Raven becomes pregnant, they cannot change forms. This means that the moment a female Raven conceives, the form they are in will be the form they will bring that child to term in. Thus, a Raven in their bird form shall remain a bird throughout the pregnancy, and their child will be born out of an egg as a raven.

Human children of Raven live their childhood and adolescence like any other human. Their Raven parents are both present, protecting and rearing their children. There is the chance that one day their child might feel the calling of the Exodus, but it is only that, a chance.

Bird-born children of Raven also live normal lives. Again, Raven parents are always present throughout the raising of the young. From hatchlings to fledglings, their journey to adulthood is far faster, and in many ways Raven parents prefer to raise their children as such. It does mean that if the child does go through their Exodus, that they will have a lot to learn about the human world.

Probabilities of a Raven child becoming Raven themselves is low, though only Grandfather himself knows why. It is, however, more common that a child born of Raven will become Raven than someone will accept Grandfather's Gift to become Raven. It is even said that a bird-born child of Raven has the greatest probability of becoming like their parents, but that may only be a superstition.

Whether born of Raven, or accepting of Grandfather's Gift, one isn't truly Raven until they have completed their Rite of Exodus. The Exodus begins with a powerful compulsion to leave, to travel, ultimately to find the Raven who will mentor the fledgling through their first transformation. This journey may take mere hours, or it may lead them across the globe. Every Exodus is different, but the compulsion to leave the home or nest becomes stronger and stronger each day.

The fledgling has a very clear sense of where they are going. It may only be direction, perhaps visions of a known landmark, a specific city, or maybe someone waiting in a far-off place. It is different for each fledgling but will ultimately guide them to another Raven. More than that, the fledgling will know that the person they have been directed to is a Raven – even if they are unsure what all that means.

It is not unheard of for a fledgling to be compelled to their maker or parent. Sometimes the one responsible for giving them life or Grandfather's Gift shall be the one to lead them through their Exodus. In such cases, that person may be the one who takes the fledgling somewhere special to assist them through their first change.

The Raven receiving the fledgling will also be aware of why this person has appeared before them. They have been awarded the honor of mentoring the fledgling through this once-in-a-lifetime experience. They will also have been made aware of their arrival ahead of time. Regardless of whether this is the

mentor's first time or not, they are to lead the fledgling through their first change and the process is rather straightforward.

The night of the next New Moon the Raven and the fledgling will gather under Grandfather's night sky. It may be very ceremonious, very introspective, or even a boisterous celebration, but that night they will undergo their change. For some, the experience is euphoric, for others, an adrenaline rush. Regardless of the fledgling, Grandfather always sees to it that their transformation and first flight are as joyous as possible – even if it becomes clear to a human that they have a lot to practice when it comes to flying well.

The fledgling transforms into a raven, and in doing so, becomes a Raven. They take to the night sky with their Raven mentor, flying late into the night. When they return, they are sat down and told of what it is they've become.

For bird-born Raven, the experience is quite the opposite, with them exploding from their bird form into that of their human. They are welcomed to their new form by their mentor and sit through a long night of questions and experiences.

Flight and language seem to be part of Grandfather's Gift in becoming Raven. Humans learn to spread their new wings and take to the air, if albeit clumsily. Bird-born seem to pick up language like they'd known it all their lives, even if communicating in a most basic form. Both have much to learn and develop, but Grandfather sees that each has the basics they need to succeed in their new forms.

From the moment the fledgling becomes Raven, they become their idyllic self forevermore. They are somehow more beautiful, slimmer, healthier, and more radiant. Their hair and eyes darken, and they get an alluring air about them. From the moment of their transformation into Raven, they never age another day.

## **Flocks, Nests, and Broods**

Ravens can sense their own. The older a Raven is the more sensitive they are to the presence of another Raven. When two Raven cross paths they are already aware of what the other is before their eyes meet. What they are is known to the other, and with their powers to connect to one another's mind, whole conversations can be had in the time it takes to cross a room and shake the other's hand.

Not only are Raven aware of another's presence, but they are drawn to it. Meeting another Raven is an honor, and it is common for the visiting Raven to be welcomed immediately if not celebrated with invitations to parties in their

honor. It is this draw towards one another that often leads to the Raven gathering in Flocks.

A Flock is merely a group of Raven who have come together, hang out together, collaborate with one another, and often live together. A Flock of Raven living together refers to their home as a Nest. Members of Flocks may come and go, but once connected to one Flock, Raven's don't often join others without first making their original Flock aware that they will be departing. Flocks often hold parties, celebrations, or rituals for members joining or departing their number.

Each Flock has an elder, known as the Harbinger. Sometimes this is just the oldest Raven (by age) in the Flock, sometimes it is the Raven who has been in the Flock the longest. There may be any number of reasons one within the Flock is recognized as the Harbinger, and the position can be awarded or earned by others over time. The Harbinger takes on the role of steward and mentor for the Flock. They are often the voice of reason, wise counsel, or even the courageous leader during tumultuous times.

When Raven decide upon a family, when pregnant, and certainly once having children, they form a Brood. A Brood is a Raven family unit: mother, father, and children. A brood is a commitment between Raven and their children, to provide and protect them until they are "out of the nest", or otherwise old enough to be out and about on their own. This commitment and sense of duty is incredibly strong with the Raven, and only until fulfilling that duty and seeing their kids successfully off into the world would they then return to their more promiscuous and free lives.

## **Death of a Raven**

Though Ravens are ageless they are not immortal. Capable of incredible recovery and healing, even Ravens eventually fall. The loss of a Raven is a loss to all Raven, to Grandfather, and to the Earth itself. It is an incredible sacrifice, and a loss not taken lightly.

There are many rites the Raven will host for a departed brother or sister. They will be mourned and celebrated, honored and remembered. There are as many traditional solemnities for the Raven as there are modern. Each Raven or Flock will have their own way of revering and passing their lost member onto the next world.

Unlike most other's passing, Raven are aware of the fact they have died and are spirits shedding their mortal coils to pass on to the next world. This does not mean that they are not met by their fellows and joined in their journey. It is the

opportunity for the other Raven to say their last words and wish them well before seeing them off.

It is also not unheard of for the departing Raven to be joined by totems of other great spirits in the spirit world. Those who have had strong ties with a particular great spirit are often met and honored by those spirits when they die. Ravens who have had extensive travels, been exposed to numerous spirits, can be met upon their death by large gathering of totems there to pay their tributes to a life well lived.

Lastly, Grandfather Raven himself will take the departed into his arms, greeting them with a welcoming embrace and a long and loving kiss. In that kiss he will retake the shard of his spirit from them, such that another may one day take their place amongst the Ravens.

## Terms

Ravens have several terms, colloquialisms, and slang they use amongst themselves. Below is a list of terms that are familiar to any Raven:

**Bird-Born** – One whose mother was in raven form when they were born.

**Brood** – The family of a Raven or Ravens that includes mother, father, and children.

**Charm** – An item that has been imbued with a spirit, giving it or its user magical capabilities.

**Cock** – Your Raven father.

**Crow** – (slang) Term for a Gifted or non-Raven born.

**Defiant** – Ghosts unwilling to move onto the next world either due to unresolved motivations or ulterior motives.

**Demon** – An evil spirit.

**Exodus** – A fledgling's calling to seek out another Raven to take them through their first change.

**Favor** – A supernatural power gifted to the Raven by Grandfather.

**Fledgling** – A child or hatchling who has yet to complete their exodus and has not yet transformed into a full Raven.

**Flock** – A group of Ravens who hangout/work together.

**Ghost Witches** – Departed Witches who defy death through their powerful magic.

**Gifted** – One who became Raven by accepting Grandfather's Gift.

**Grandfather's Chosen** – The original twelve people picked by Grandfather, of which nine became the first Ravens. Also known as The Chosen.

**Great Spirits** – Bear, Eagle, Salmon, Wolf, etc. – those spirits who have always been.



**Harbinger** – The elder/leader of a Flock.

**Hen** – Your Raven mother.

**Human-Born** – One whose mother was in human form when they were born.

**Jumlin** – Evil immortal spirits that steal souls.

**Nest** – Where a Flock calls home.

**Roadrunner** – (slang) A Raven without a Flock (or a lone Raven).

**Rook** – A former member of a Flock who has been cast out for one reason or another.

**Shaman** – One who can perform powerful rituals to beckon and implore the spirits.

**Skin-Walkers** – People who have trapped or control spirit Totems and take on their animal forms.

**Threshold** – The barrier between the material world and the spirit world.

**Totem** – A lesser spiritual representative of a Great Spirit.

**Witchcraft** – The magic practice of witches, either Benefic or Malefic.

**Witches** – People capable of tapping into spiritual energy to perform feats of magic.

# People & Organizations

The world is home to many, but some are of particular interest to the Raven (or vice versa, as the case might be). Below is just a few of the people and organizations that exist overtly or covertly in the unkind world.

## Grandfather Raven

The Father of the World has always been, but the world has not. Though the creator of all things, Grandfather Raven is every bit a participant in this life. He is the world's overseer. He does not seek control over his creation but is rather amused by it. This coincidental invention of his has proven to be most entertaining. Grandfather Raven knows that humans are not great spirits, and as such are not eternal. Not even the Earth itself is eternal. Sadly, it means that there may be an end to it all, but it does not mean he does not care.

Grandfather loves his human children, and for generations cared for them to the best of his ability. When the human population grew to be too much, he created the Raven. Now, after a multitude of humans have come and gone, they have become all but completely unaware of him, just as he has become separated from them. Though understanding of this situation, it does not mean that this is the outcome Grandfather had wished for.

Though disconnected from the human world, Grandfather is still mindful of his Raven. Dreams, voices, and circumstances to the Raven are often prompted by his will. Sometimes he interacts with Raven or his human children, but often in guise. Grandfather is cunning, wily, and every bit the trickster lore records him as. This does not mean he cannot be candid or direct, just that he is more likely to work and speak in allegory.

Grandfather is a kind and understanding soul, every bit as curious as he is crafty. He is saddened by the state of the world, of humanity's separation from the Great Spirits, and of the malevolence birthed from his little experiment. He feels a responsibility for the world and the humans, and as such continues to look out for them – through himself and his Raven.

## Children of Jumlin

The spawn of Jumlin, Children of Jumlin, or just Jumlin as they have been since referred to as, are a blight upon the world. Though it was Grandfather himself who saw Jumlin's return from the dead, he had no idea what he had unleashed upon the world. Because Jumlin was allowed to exist, so too are each of his creations.

Jumlin are dark creatures, warped by the thralls of death and the unending need to draw upon the spirits of the living. They are every bit as unnatural as they are malicious. Though little more than mindless creatures driven by instincts to survive, the years have afforded them time to grow into something far more sinister.

The eldest among them have come to terms with their fates, have learned how to utilize their supernatural capabilities, and capitalize upon drawing energy from the Earth and its inhabitants. They are corruptors, heinous and vile, and see humans as little more than sheep to be bred and used for their bidding. A Jumlin syphons off energy through proximity or direct physical contact with a person. This spiritual energy feeds and sustains the Jumlin and must be replenished daily.

Victims of the subtle efforts of the Jumlin might feel lightheaded, forgetful, or dizzy. Grave efforts by the Jumlin can devour one's soul to the point they are left lifeless. Prolonged exposure to Jumlin leaves one lethargic, apathetic, and disconnected from the world around them. In severe cases it can leave people wandering about without much in the way of motivation or direction. Outside of Jumlin sanctums, you'll find such people, often left homeless or turned towards addiction for some sort of stimulation in their otherwise wistful lives.

Jumlin have also discovered that strong human emotions provide an interesting "seasoning" to their spiritual energy. Energy drawn out of elation, fear, or pain is some of the most delectable and satisfying. Thus, you will often find Jumlin drawing energy from those who are drug-filled, tortured, or terrified.

Though Jumlin can be wanton creatures terrorizing those around them, they have since organized themselves. This cabal of the most ancient and powerful Jumlin have come together like an elaborate crime family, working together to both ensure their continued existence and sustenance, but also to gain more and more power over the world of humans. These elder Jumlin also have lineages of their own, each with unique abilities, and each overseeing a particular arm of this cabal's criminal and immoral activities. They are their own form of organized crime, trading in people, drugs, sex, and slavery. In the smaller cities they are loosely organized and have a minor impact on humanity. In the larger cities they are a force to be reckoned with.

Worse, the Jumlin grow in population. The Jumlin are human, though supernatural in nature. They have flesh and blood and can reproduce. Jumlin himself learned as much, and having created countless offspring throughout the years has created a host of children, grandchildren, and many great, great grandchildren. A child born of a Jumlin becomes one of the Children of Jumlin.

Because the Jumlin are no longer human or spirit, they are outside the realms and reach of Grandfather Raven. This is how they have managed to be so successful in their endeavors, and why it is up to the Raven to keep careful watch over where their activities may be taking place. Though not all Raven are even aware of the Jumlin, it does not take but a moment around them to realize they are neither part of this world, nor a benefit to it.

Jumlin was the man Grandfather Raven brought back to life, prompted by the devoted pleadings of his beloved, Lenmana. "Whatever the cost" were the terms set forth by Lenmana, and costs there were. Jumlin returned, but with a dead spirit devoid of energy. Jumlin needed his beloved's spiritual energy to survive. Lenmana, true to her words, offered her love all she had, and in short order Jumlin had completely devoured her spirit. Lenmana's death tormented Jumlin so severely that he swore to take her death out on Grandfather's pride and joy: humanity.

Generations upon Generations have passed, and Jumlin has siphoned off the spiritual energy of mankind relentlessly. But in that time, he has become wise, cunning, and devious. He has learned to take only what he needs, and more importantly how to make others like him.

## **Defiant**

Not everyone who dies is able to move on. The Defiant are those departed spirits who are unable or unwilling to make their way into the next world. Sometimes this is the result of unfinished business, a deep-seated desire for vengeance, or a devotion to someone left behind. The Defiant are restless, and unwilling to listen to the Raven or any other departed soul looking to help them.

The Defiant constantly strive to find ways to interact with the world they have left behind. Visitations, warnings, hauntings, and for the strongest willed among them, possessions are all possible. They may be able to interact with the physical world, send messages, affect temperatures, or create sights, sounds, and even smells.

There is no rest for the Defiant until whatever resolutions they seek to make with the world they left are concluded. They are neither good nor bad, just relentless in seeing their final wishes fulfilled. They may be violent, angry, and aggressive, or simply obsessed and preoccupied with finding a way to convey messages or settle matters.

Defiant appear differently in the Spirit World, their Totem is missing. However, despite this, they otherwise appear as a ghostly form of their former selves. Whereas they would normally look like a spirit within a greater Totem, they now

are just themselves – without the protections and cover of their Totems. When humans die, their Totem fades after their spirits depart. In the case of the Defiant, their spirits do not move on after vacating their mortal bodies. Therefore, in the Spirit World they look like ghostly forms of their former selves.

A particularly resolute Raven may find means to help the Defiant make their way to the next world, but it means assisting them in whatever their motivations may be for keeping themselves in a position to interact with the physical world. This can be a messy, emotional, and convoluted matter, but may be the only means that the Raven can get the departed spirit to move on.

## **Demons**

Not every spirit is estimable, virtuous, or incorrupt. The Spirit World is a vast place, most of which is covered in shadow – far from the light. In the darkness lie those best never seen. Evil spirits are known as Demons, and they come in many different shapes and sizes. They are always looking to corrupt, to destroy, and to foul. Light, morality, love, and faith are their enemies, regardless of who wields them. They are always planning, always scheming, and always looking for means to infect everything around them. Some are more calculated, others more wrathful, but all are looking for ways to corrupt what is good.

Demons once ruled the dark lands, but when Grandfather Raven created the world, illuminated it, and filled it with countless Totems, the outnumbered Demons were pushed back into the dark recesses. They are hateful of this, of their treatment, and that they lost what was once theirs. Unfortunately, the Totems created by the Great Spirits protect much of the living in the Spirit World, but it was not long before the most insidious and devious of the Demons realized that though they may struggle to take on the other spirits directly, there was another world where that battle was more easily fought – the material world.

Demons can and have corrupted other spirits. It is in many ways how they propagate, but this can take lifetimes to accomplish. Grandfather's children, the humans, they are far easier to corrupt. Perhaps if the right ones, or enough of them are corrupt, this giant ball of life and light and goodness can be finally eradicated. Demons love tainting the human spirit, entering the physical world through willing or even unwilling hosts, if they can manage it. They will promise the world to anyone daring to summon them and would love nothing more than to see a means between worlds to open so they and their like can pour forth and wreak havoc. They are not to be trifled with and can be powerful creatures. They are also hateful of Grandfather and his Raven.

Demons are the manifestation of evil, in all its forms. They have been a constant in the Spirit World since the beginning of time, and have always sought to destroy, corrupt, and punish. Each Demon is unique, in some cases a terrible twist on their Totem selves, in others the manifestation of sorrow, depravity, or wickedness. A Demon bear might once have been a grizzly bear, but now corrupted, may now look far more monstrous than it once did. An evil place, such as a trailer where drugs are made, might host any number of evil and malevolent Demons. Though Demons do not commonly work together, they are a crafty lot. There have been times when they have managed to walk similar paths, but like all things chaotic, it is only a matter of time before they seek to take advantage of their peers.

## Ghost Witches

Black magic has a cost, and all unpaid debts are levied upon death. Those who practice the dark arts set themselves on a path of corruption and evil. Magic is a wonderful and amazing power, never intended to harm or destroy, but there are those who insist on using it for such. When selfish interests warp the good of magic, that ability to degenerate, to manipulate, and to annihilate becomes addictive. The most powerful and selfish of Witches may earn themselves such an insurmountable debt that the energy and malevolent spirits of the world will not let them leave upon their deaths, if not outright corrupt them in life. The malfeasance they practice connects them to the darkest of spirits, who are more than happy to overtake them. Ghost Witches have been called many names, from Liches to the Skadegamutic, but they are the possessed undead, decomposing corpses held together by greedy spirits and evil magic, intent upon enacting their will upon the world.

The dark taint brought on by the practice of maleficium overcomes the spirit of the witch, but this is not to say that it affects each witch the same. Some become fiends, others hold on to enough of their sanity that they become calculated villains. Regardless of what intellect they may hang on to, their ruinous thirsts remain unquenchable. And, upon death, that taint provides a malevolent Demon the doorway to overtake their human host – turning them into undead monsters.

It is almost as though the dark energy of malefic magic is some sort of virus that once introduced overcomes its host. Some witches believe this to be the case. It may even explain the existence of Demons in the Spirit World. The maleficium is not to be trifled with, for those who do not heed the warnings are destined to become Ghost Witches.

Ghost Witches are not especially understood by any, including the Raven. They are anomalies, abominations, and whether they are vessels of evil spirits, or the

return of the departed witch is unknown. It is believed they are a combination of the two, not strictly an undead witch, nor strictly not a possessed creature.

What a given Ghost Witch may be after in its return to life is also unknown. Each seems intent upon something different, varying from wanton destruction, to vengeance, to vast and intricate machinations. They seem wise to the world around them, aware of their out-of-place nature, and mindful of not being seen or otherwise known about. Regardless of whether their tactics are hidden or overt, they are villainous creatures, and as harmful to the spiritual as they are the physical.

## **Great Spirits and Totems**

Before the world was created by Grandfather Raven, the Great Spirits moved aimlessly through the darkness. Today the Great Spirits have taken residence amidst the Spirit World. Here they oversee the affairs of their creations, guard their spirits with their Totems, and otherwise go about their business.

The Great Spirits have always been, and include Raven, Bear, Eagle, Wolf, Buffalo, Salmon, and more. The Great Spirits also include Sun, Moon, River, Ocean, Mountain, Tree, Wind, Winter, and the like. The Great Spirits came together once Grandfather Raven created a world where they could reside.

They are, in some ways, a family, and in other ways very independent. There is a symbiosis to the Great Spirits, and it is believed that one cannot exist without the others. Though there is not a Great Spirit for everything in the world, everything owes its existence to one of the Great Spirits.

The grizzly owes its existence to the Great Bear, as does the black bear, polar bear, panda, etc. One way or another, if it walks, crawls, slithers, flies, floats, or swims, it relates to one of the Great Spirits.

The true motivations of the Great Spirits are unknown. Their eternity is spent studying their children, learning from their experiences as they pass on souls from the material world to the spiritual. They seek wisdom, find joy in hearing glorious stories, respect life and lands, and host an endless curiosity as to how quickly the material world seems to change.

Totems are the individual spirits of the Great Spirit's descendants. The grizzly is a totem to the Great Bear. The magpie is a totem to Grandfather Raven. Totems exist both as the spirits of the animal here on Earth, and as a spirit residing in the spirit world. In some cases, there are totem spirits in the spirit world that do not have physical bodies. These spirits may simply be between bodies, awaiting an opportunity to rejoin the physical world when next a child is conceived.

Totems can be interacted with, directly or indirectly. A spiritual Raven may even be able to speak with or implore the aid of a Totem. Totems have capabilities granted to them by their Great Spirit Grandfathers, which is why they can also be abused or stolen.

Totems can also exist within objects. Spirits can honor great works, choosing to reside within them as a means of returning to the physical world. These works could vary from masks, to pendants, to carved statues and more. Should it please the spirit, they may choose to call it home. These spirit-infused items are known as charms.

The Great Spirits are all aware of Grandfather Raven's creation of humanity. Some are more displeased with humans than others, but all have come to respect the human's capability to overcome adversity. Each of the Great Spirits has their own reaction to humans, and if ever called upon, the Great Spirits would react accordingly to how reverent and respectful humans are to them and their children.

## **Librarians**

There have been many secret societies throughout the ages, but none so long lived as the Librarians. Having gone by many names, in many countries, the Librarians are a small and select group of academics. Their motto has always been "Potentia Scientia", or empowerment through knowledge. It is believed the Librarians evolved from the efforts of two wise scholars in early Sumer.

As their namesake implies, the Librarians are record keepers, and some of the best. When Sargon of Akkad sought to unite the Sumerian city-states, he called upon his wisest counsel to advise him. Two amidst that counsel were the wise men who would later task other scholars with gathering, recording, and unifying much of the acquired knowledge of the world around them. That group continues the effort today.

No one knows how many members are in the secret society, and only the most well informed even know of their existence. One doesn't simply join the Librarians; in fact, it is believed there is a very complex process for identifying and vetting potential new members. It is unknown whether they seek authorities in their fields, or simply individuals with open minds.

The Librarians seek to learn and record all, with impartiality and a strict focus on facts and data. They are not interested in perspective, nor consequence, but merely hope to better understand the world and its purpose. Some say they



hope to unlock the meaning of life, others say they are influencers, dolling out bits of their discoveries to direct or counter man's efforts.

It is presumed that the Librarians are the most enlightened of humans about the truths to the spiritual world. The Raven, Jumlin, magic – all are subjects the Librarians may have records on. What the Librarians actually know is anyone's guess, but they and their agents are out there, watching and recording.

Only in major cities do the Librarians gather. Meeting in non-descript buildings in abandoned sections of town is more common, but it is not unheard of for such gatherings to happen in lofty high-rises overlooking the surrounding metropolis. They call their bases of operations, Athenaeums. Athenaeums are home to the records and tomes of the Librarians' collective works.

## **Proctors of the National Malign Influence Center (NMIC)**

The National Malign Influence Center (NMIC) does not exist. It is not part of the United States' independent intelligence gathering services, nor does it report directly to the Office of the Director of National Intelligence (ODNI). It was never created by Executive Order #13470, signed by President George W. Bush on July 30<sup>th</sup>, 2008, and was absolutely not affiliated with a need to create an intelligence gathering group tasked with uncovering the truth following an attack on a freshman Senator's youngest daughter, 11-year old Mia.

Mia was a fun-loving, happy girl like any other. She was good at school, enjoyed sports, and had many friends. She was also exceptionally cute, and very trusting. She was kidnapped by a group of thugs working for a local Jumlin. She and nearly four-dozen others were miraculously found being held in cells in the famous Walsh Mansion in Washington, D.C. and freed by a group of U.S. Marshalls.

Reports said that those found were highly emaciated and extremely traumatized. Though none of the captors had clear recollection of what had happened to them, a thorough investigation was launched. Things snowballed quickly, various experts were called in, and it became clear that there were "para-humans" in the world. However, as the Walsh Mansion was now the Indonesian Embassy, the investigation was complicated. The President then met with the Director of National Intelligence suggesting they broaden their mission center, spinning off the Foreign Malign Influence Center and creating a National Malign Influence Center (NMIC). This newly formed mission center would report directly to the Office of the Director of National Intelligence (ODNI) and would be strictly off the books. The NMIC's mission was to investigate the inexplicable and unexplainable events of the Senator's

daughter's abduction, treatment, and especially the individuals responsible. The Director of National Intelligence did as was instructed, creating the NMIC and their highly organized and secretive agents known only speculatively as Proctors.

The Proctors are not spooks, nor men in black. They are non-uniform, non-affiliated, non-recognized, unknown agents. They are an intelligence gathering agency with direct action capability. The extent of their knowledge is unknown, but they seem very interested in keeping their existence off the record as much as they are the events and people they investigate.

## **Skin-Walkers**

There is a tale of a medicine man working good magic over a young child who had been attacked by coyote. While tending to the boy he reached out to the spirits, asking Coyote why he would attack someone so young. Coyote explained to the medicine man that he would never understand, for he is not coyote. The medicine man implored Coyote to help him understand, and Coyote told him that he did not have the will to learn. The medicine man insisted, as the knowledge would help him to avoid such attacks on his people in the future. Coyote told him to head out into the plains at night, there would his totem meet him, and that he should bring the boy. That medicine man led the boy out into the plains in the middle of the night. As promised, there stood a lone coyote out in the open. The coyote in waiting was a spirit, and once again questioned the medicine man if he had the will to learn. The medicine man insisted he did, and so the coyote told him that the only way he could learn was if he took the life of the boy.

Coyote tricked the medicine man, who slayed the child, and opened himself up to the coyote spirit who overtook him. The medicine man had been tricked into welcoming the coyote spirit into him, and as such never learned why the boy had been attacked in the first place. The man now possessed himself great speed and cunning, and armed with the knowledge of the medicine man, the coyote could now find and torment the medicine man's tribe.

Skin-Walkers are people who have learned enough about the spirits that they offer themselves up as pawns to the more cunning, corrupt, or trickster totems. Those offering themselves must prove their willingness to forego any of their inhibitions by committing heinous acts, but those of a more selfish and megalomaniac nature circumvent these conditions by tricking and or kidnapping the totems.

Taking on the power of a totem allows the Skin-Walker to tap into the totem's power. Depending on the totem the Skin-Walker may become stronger, faster,

have more endurance, heal quicker, or see further. They may even take on supernatural powers like reading minds, controlling other animals like the totem they've taken, call upon the spirits of the dead, or inflict pain in others. They will also possess the ability to transform into the animal of the totem they have taken.

A Skin-Walker is a human who has either given themselves as host to a spirit or has kidnapped a spirit for personal gain. In either case, the human has given in to the evils of a corrupt or malevolent spirit or was simply evil to begin with. The process is very painful – squeezing another spirit into one's body is as physically unbearable as it is mentally. Some say that process alone is condemning enough, turning one's instincts into that of a beast, sacrificing whatever sense of humanity they had left.

Though any spirit may take a human host, Skin-Walkers are primarily overtaken by animal spirits. This might be a spirit of a corrupted bear, a wily fox, or on very rare occasions, a spirit that has been tainted into little more than a Demon. Whether the Skin-Walker is driven by their human or animal instinct, they are transformed into something altogether evil.

## **The Spirit World**

There is an unseen part of the world we know, a parallel world, a Spirit World. The Spirit World has always existed, and from it was born the physical world that we live in today. There are many connections between the physical and the spiritual. Understanding and respecting those connections has served Grandfather's children for generations.

The Great Spirits reside here, as do their totems, the spirits of the departed, dark spirits, and the powerful energy that binds the world together. It is something that can be tapped into and even visited if one has the will and capability to do so. It is where all living things come from, and where all eventually return.

The Spirit World does not hold to the laws and realities of the physical. There things take on a completely different look and feel, and depending on where you find yourself it can be beautiful or terrifying. They say that the Spirit World is where you go when you dream, and in dreams anything is possible. If it can be imagined, by human mind or other, it can be made reality here.

The most spiritual or magical amongst the world have had the honor and opportunity to step forth into the Spirit World, but there are places in this world where the space and time between them is thin. These mystical places were once prevalent throughout the world, but most have been desecrated or

dissolved. It is said, however, that there are a few corners of the globe where one may step from one world into the other.

The Spirit World blankets our material world, but it is not just some place one can travel to. Though there are locations in this world where the material and the spiritual are very close to one another, there is a barrier that separates them. We call this barrier the Threshold.

***Threshold***

Separating the worlds of material and spiritual lies the Threshold. This intangible barrier keeps the two worlds separate. Though parts of one world may bleed into the other, the Threshold keeps them separate. This Threshold is not impermeable however, at least to those who have the spiritual means to peer or step from one to the other.

The Threshold is not anything tangible, and as such those of the material world are otherwise completely unaware of its existence. Only through mystical means can it be realized; only through witchcraft, ritual, or Grandfather's Favor, would one even be made aware of it. When uncovered it is like peering through a thin waterfall, something that nearly obscures everything on the other side. Though you can make out shapes and forms, one would not have the means to tell specifics of what might lie on the other side. Spirits appear as hazy, ghostly forms, and objects and substances look more like vague shapes. Likewise, the same is true when in the Spirit World and peering into the material world.

There are places where the threshold between worlds thins, where looking through worlds is clearer, or where stepping back and forth is less jarring. Normally peering between worlds leaves one struggling to make out what they are seeing. Stepping back and forth is not only physically impacting, but mentally disconcerting. In those rare instances where the Threshold is thinner, those difficulties are more easily overcome. Below is a simple table summarizing what a Raven might experience when peering or stepping from world to world when the Threshold is thin as opposed to what they might otherwise have come to expect:

<b>Type of Threshold</b>	<b>What One Sees and Experiences</b>
Normal	Peering from one world into another is hazy, making it difficult to make out the specific details of what you might be seeing. Stepping from one world to the other jars the senses and leaves one needing a moment to acclimate to where they now find themselves.
Thin	Looking from world to world is far easier, allowing one to see finer details than normal. Moving from world to

	world is no more difficult than walking from inside your home to outside your home.
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Areas of the world that might have thin Thresholds include ancient places of spiritual power such as sacred hunting grounds, hilltops and mountain peaks, or places where ancient people have gathered in celebration. Places memorializing the deceased, ancient burial grounds, cemeteries, and the like may likewise have thin Thresholds. Locations of immense natural forces are also areas where the Threshold would be thinned. These places of natural phenomenon might include powerful waterfalls, mighty rivers, deep caves, windswept valleys, etc. Lastly, places hosting strong spiritual or magical energy would also be thinned. Haunted locations, areas far from people, locations where you can see a full night of stars, places where large numbers have died, or places of great faith can all have thinned Thresholds.

For Raven, the difference between a normal or thin Threshold is expected. It does not typically discourage them from looking at or even moving from one to the other. The time it takes for a Raven to see into or travel between remains the same (based on the Favor they may be using), it is only a matter of once moved whether they need a moment to adjust to their new environment or not.

### *The Other Side*

Whether looking or traveling into the Spirit World, one's first time is always to answer the question of; what lies on the other side? The Spirit World is a unique world, and one that is better experienced than explained. It is a world outside of our understanding, with its own rules, and its own denizens. Here nearly anything is possible, and yet it all seems to somehow fall into an ecological symmetry that manages to balance everything out.

The Spirit World is a variation of the material world. If you were standing in a school room filled with desks and chairs, the moment you stepped over into the Spirit World you would find yourself in some location where there were objects not unlike desks and chairs about you. However, the spiritual nature of the world would make the desks look like organic variants of wood spirits, perhaps attempting to continue to grow despite their cut and shaped versions in the real world. The plastic chairs might be covered in the oils of the Earth, dripping onto the floor where they have made an oily mess. The chalkboard might be a great face of smooth stone with the walls looking like tangled branches of still growing wood.

The Spirit World is an otherworldly continuation of everything constructed with the resources of the Earth. Wooden walls look like overgrown tangles of branches and leaves, glass buildings look like monoliths of sand, and

automobiles almost look like magical stones moving about. All that is manufactured and constructed in the material world looks subdued and dying within the Spirit World. As resources have been separated from their natural or living order, they appear dark and decaying in the Spirit World. The plants, trees, animals, and people have a distinct vibrancy to them, looking like spiritual representations of their species.

Life in the material world has a brightness to it when viewed in the Spirit World, drawing power from their spiritual ancestry. That ancestry is the Totem, or spiritual avatar of the Great Spirit who had created it. For example, from a distance all dogs would look like the Totem of The Dog, but up close you could see through their bright Totem shell that it was 'Chip, your neighbor's dog.' A person's Totem would look like the first man or woman Grandfather Raven created. From afar, aspen trees would look like the aspen Totem, or a lodgepole pine would look like the pine Totem. Each would look to be uniform with others of its kind until you were close enough to see the distinct spirit of the individual person, animal, or plant within.

Places untouched by man's hand in the material world look almost magical in the Spirit World, where energy still flows, and the spirits gather in respite from the decay and withering of the modernized world. Of course, places where the Threshold has thinned have some of the most notable environments, where spirits frolic, and even the Great Spirits have chosen to make their home. These places seem to have their own physics, where the confines of the material world's rules are nearly absent. Here the spiritual forms of things are highly abstracted. An ancient rock formation might be a family of living stone spirits, a burial ground might be visited by all who have been laid to rest there, and a great tree might be a source of unending energy fueling a constant creation of new plant spirits.

There are also places of darkness in the Spirit World, where evil abounds, and Demons reside. These places may or may not be obvious based upon where they can be found in the material world. For example, in the material world a place of evil might be a forbidden gorge, or an abandoned warehouse where child trafficking takes place. In the Spirit World these places would be surrounded by murky smog, almost completely obscured from a distance. Up close they would look especially decayed and disintegrated, almost covered in a film of destructive ichor. They even give off an air of wrongness, repelling or otherwise corrupting the other spirits of the world.

### *Spirits & Totems*

Everything has a spiritual representation in the Spirit World, but each has a particular presence unto themselves. Spirits include everything, from the

mighty wind to a fertility spirit. The great sky, the rain spirit, even the spirit of laughter are all residents of the Spirit World. Each has a different look, and each possesses different powers and purposes.

Some spirits are the creations and offspring of the Great Spirits. These spirits reside within Totems – spiritual auras that mark and protect them. The Great Bear created the grizzly, the polar bear, and even the panda. Each of these are Totems to the Great Bear, and in the spirit world all grizzlies have the same Totem aura. This spiritual aura is that ethereal looking, ghostly glow that identifies each individual grizzly as grizzlies. Only when close enough to the Totem would one be able to see within it the image of the individual bear.

The same can be true for the greater plants within the Spirit World. The Great Oak has its Totems as well, the white oak, black oak, or northern red oak for example. Each of these Totems to the Great Oak would bear the same Totem appearance in the Spirit World, at least until one was close enough to see what the actual tree looked like within it.

Even humans have a Totem in the spirit world, each looking like the original man and woman created by Grandfather Raven, at least until one was able to make out the individual human within the Totem. Which means that it takes an effort to find a specific individual, animal, or plant in the Spirit World.

Plants, animals, and mankind are not the only residents of the Spirit World. Here resides every kind of spirit imaginable: the winds, the elements, even light and darkness. These spirits have a more enigmatic form and may be present throughout portions of the Spirit World or completely absent from it. The fire spirit might be fueling a four-alarm inferno engulfing a building in the material world and look like an orgy of strange elemental spirits in the Spirit World.

### *Raven Spirit*

All living creatures have a spirit, especially the Raven. Not only do Raven have the spirit of their human or bird selves, but they also carry with them a shard of Grandfather Raven's spirit. As such, Raven have incredibly bright spirits, which make them stand out in the spirit world. Perhaps this was to help the spirits identify them from all others, or perhaps this is a result of carrying with them a piece of a Great Spirit.

In the Spirit World, a Raven's Totem looks like that of other humans (or Ravens), save for the fact they seem to glow a very bright white. Some say this reflects Grandfather Raven's true color, others that it is because of the immense power that a Raven's spirit possesses.

Standing out in the Spirit World is a mixed blessing. On the one hand it means that the other spirits know what a Raven is, the powers they command, and their understanding of their place in the world. It also paints a target on them to anyone or anything looking to take issue with the individual Raven or the Raven at large.

## **Three of Nine of Twelve**

When Grandfather first looked to create the Raven, he brought together twelve of the best humans he knew. Each one had their own strengths, and together they would undoubtedly combine to overcome any complication that would arise. Each one had already proven their devotion to Grandfather and their fellow humans, and Grandfather knew that there were no better to be entrusted with the duties and responsibilities of overseeing the care and guidance of his human creation.

As fate would have it, three of the twelve had not the will or means to accept Grandfather's Gift. What had begun as twelve, was now nine.

The nine we know, for they have lived for generations, mentored and conducted the efforts of mankind, and have been diligent protectors of Grandfather's children. Each has their fingerprints on history, and from them came every other Raven who takes up their mantle today.

Unfortunately, the Raven are not immortal. Though timeless, ageless, they were never destined to see the end of this world. There have been many hardships thrust upon Grandfather's children and overcoming them often comes with a high cost. What were once nine of the initial Raven have been now thinned to only three.

These three Raven exist today, and are often referred to as Grandfather's Chosen, or the Chosen.

## **Witches**

Magic was once a greater part of the world. Those with the ability to work it did so either in hopes of helping others, or for their own selfish gratifications. Those with this ability have been called many things, from medicine men to sorcerers. Regardless of the title, the practice of magic eventually took two forms: Beneficium and Maleficium.

Beneficium, or Benefic magic, also known as white magic, high magic, or healing magic is the practice and use of magic in an altruistic fashion.



Maleficium, or Malefic magic, referred to throughout history as black magic, low magic, or lethal magic is the practice and use of magic in a selfish fashion. It is this latter practice that has caught more of history's attention.

Though not an original term, nor perhaps a correct term, the vernacular Witch quickly became a universal term for anyone capable of or practicing magic. Though the "witch" may go by any title or word, the world often falls back on its most simple term of summation.

Witches come in many different forms, especially today. Likewise, the practice of magic has never been rarer than it is today. Wielding magic takes a dedication and will that few have the wherewithal to commit themselves to. It takes tremendous study and practice, but there are those with natural talent who take to it quicker than others.

The use and practice of magic does not carry with it a particular belief or philosophy, aside from the obvious differences in Benefic or Malefic magic. Benefic magic entails the use of meditations, herbs and elements of the Earth, song or music, charms, and prayers. Malefic magic requires the use of animal parts, blood, sacrifice, idols of their enemies, and poisons. Benefic magic reenergizes, Malefic magic ruins.

Magic does connect the Witch to the Spirit World and those who reside within. Though this may be a direct or indirect result of the practice, some Witches have made substantial connections with the world beyond. Magic can be used to aid the spirits, just as it can be used to command them. Magic is just a tool, which can be used for either good or evil, and there are even instances where Witches walk that line between the two. Though these practitioners of so-called gray magic are viewed by the followers of Beneficium as nothing but black magic Witches attempting to convince themselves that they are somehow above the costs of their dark magic.

# What is a Raven?

So now that you know a bit about who the Raven are, let us take a look at what the Raven are. Ravens have many capabilities, most of them supernatural in nature, but there are also tendencies they have – universalities, if you will. Below is a breakdown of each of the commonalities possessed by all Raven:

## Servants of Grandfather Raven

Not every Raven meets their creator, but there are aspects of being Raven that are instinctual. Grandfather's will resides in every Raven's heart. An example of this would be the Exodus, where the Raven is chosen to guide a Fledgling through their first change. Another example would be being called to deliver the departed, knowing when someone else was Raven, or even having the tendency to be inquisitive or hedonistic. Ravens were created to guide and protect humans, and as servants of Grandfather Raven they are unconsciously driven to do so. How they go about it is their own will, but every Raven's instinct is to care for Grandfather's children.

## Ageless and Ideal

Following their first change, a Raven no longer ages. Their body no longer seems to grow or wane. This does not mean that Ravens are immortal, simply that their appearance seems forever frozen in time. Though Raven are a hearty lot, they can still be injured, or even suffer from disease (see Fast Healers below). Along with their inability to age, once having completed their first change, the Raven becomes the ideal version of themselves. They become slim, wiry, with broad chests and shoulders. They also become more beautiful, with their hair thickening and turning black, as do their eyes. Their skin becomes beautifully smooth, and they gain a compelling presence. Some say this is by Grandfather's design, to ensure the Raven would always be admired and esteemed. This transformation is typically complete after the first month following the change.

## Favored

Once successful in their first change, the Raven receives a gift, often referred to as Grandfather's Favor. This Favor includes a host of supernatural powers and capabilities. Some of these are consistent, possessed by all Raven, while others are unique to the individual Raven. Over time and use, these Favors become more familiar to the Raven and more powerful. Raven can also learn or teach others of their kind their gifts. This is a slow process, but over time can lead to a Raven picking up more and more Favors. In fact, some of the oldest of the Raven are said to have mastered many. Some even say that Grandfather's Chosen possess and have mastered all of Grandfather's Favors.

## **Of One Mind**

Raven possess an inherent form of telepathy. This connection with other Raven minds allows them to immediately identify another as Raven. It also allows them to speak to the mind of any other Raven they can see. This capability increases measurably when the Raven are of one Flock, allowing Raven who have grouped together to reach out to one another's minds across a city. Additionally, any Raven's Cock or Hen can reach their minds telepathically from anywhere on Earth.

A Raven's telepathy can also connect to the minds of humans, though this requires a great deal more effort. In the case of humans, Raven can even implant impulses, inclinations, and suggestions. Though nothing of an extreme nature is possible, it is possible for example for a Raven to sway the mind of an officer such that he lets them out of a speeding ticket, or to prompt a cute guy at the bar to let you buy him a drink.

## **Fast Healers**

Raven are robust, hearty creatures. They are quick healers, able to recover from injuries that would be debilitating to others. Simple cuts and bruises may take just a good night's rest to recover from, but the Raven are capable of far more. Alone the Raven will eventually recover from extreme injury like a broken hip or a gunshot through the arm, but when joined by another Raven they will heal much faster. There is an energy Ravens seem to have, and when one Raven is overcome in their recovery, other Raven joining them can speed their recovery. Ravens lie skin to skin, and each additional Raven joining cuts the recovering Raven's downtime by half.

A Raven's sturdy nature means that he is highly resistant to illness and disease. It also means that Raven must make an extreme effort to get intoxicated or high. Raven have been known to drink anyone under the table and put enough drugs into their systems to kill a horse.

## **Hyper Senses**

The moment a Raven is made, their view of the world forever changes. Their eyes become incredibly keen, and if they wore glasses before they no longer have use for them. They can hear with crystal clarity, smell the faintest of scents, taste more subtle and complex tastes, and feel the world around them in a whole new way. Raven could read a book from across the room, hear a conversation on the other side of a busy subway car, smell someone's perfume hours after they've left a room, taste if someone slipped a mickey in their drink, or feel someone approaching from their footfalls on the ground. Though these

keen senses can be overwhelming and take some getting used to, they are some of the Raven's greatest assets.

## **Fast and Graceful**

Raven are dexterous, agile creatures. Their fast twitch muscles are highly developed, and their supernatural senses are matched with speed to make Raven otherworldly fast. This ability increases over time, with older Raven capable of dodging bullets. With that speed also comes an incredible grace. Raven can quickly grab a glass before a drink spills or drops, catch someone when they stumble, and affords them an almost balletic smoothness on the dance floor. They simply seem to move with a refined cool that makes them stand out in a crowd.

## **Deliverers of the Departed**

Not every soul passes from this world to their next. Some get lost, some do not have friends or family to help guide them, and others cannot come to terms with the fact that they have reached their end of days. These souls left adrift in the Spirit World are known to the Raven. Whichever Raven is closest is compelled to help. They know where to find them, and even how long it has been since they left this world, but they do not know whose spirit they have been called to. Once reaching the location where the soul wanders, the Raven can reach out to its mind in the Spirit World, communicating with it, and directing it onward into the next world. This process can appear as a sort of meditation to anyone watching the Raven, and can take minutes, hours, and in extreme situations, even longer. Some Ravens possess the ability to step into the Spirit World and can directly interact with the lost soul, but those are either a Favored or spiritually powerful lot.

## **Hedonistic**

The carnal pleasures are argued to have been a purposed creation of Grandfather himself. Aside from prompting humans to procreate and multiply, it is also an incredibly sensuous and exciting act. It also happens to be one of the favorite pastimes of Raven. Grandfather made Ravens beautiful, gave them incredibly keen senses, and made them graceful beyond measure. So, was it any surprise that those accepting his gift would enjoy intimacy so much? All Raven are driven by an insatiable libido, and as such are more than willing to engage in non-discriminatory sexual acts with others.

Along with the pleasures of the flesh, Ravens are known to indulge in mind-altering narcotics, over-the-top music, sensory deprivation, sweat lodges, and anything more that can take their senses and consciousness to further and further reaches.

## **Curious**

Ravens are an inquisitive lot. This can range from the “Ooooo, shiny!” sort of personality, to one needing explanations when told of something they do not outright understand. This curiosity can be an unquenchable thirst for knowledge, or a fixation with learning a complex guitar riff. All Ravens are a curious lot, though what directs and captures that curiosity can vary from Raven to Raven.

## **Shifters**

Of course, let us not forget that Ravens are both birds and humans. They can, at will, transform from one into the other. They can transform anything on or about their human form when they become raven. Clothes, for example, just seem to transform with them when they switch. They leap into the air and transform like their human form is just a dissipating shadow when they do. When transforming from raven to human, they burst forth in an explosion of black feathers, leaving piles of plumage behind.

Ravens only have two forms, that of a human and that of a raven. They cannot freeze somewhere between the two, nor can they turn their arms into wings while the rest of them remains human. They are not limited in how many times they can change back and forth, and the process of doing so is no more complicated for them than it would be to blink.

## **Brother & Sisters**

Raven are inexorably linked to their fellow corvid brothers and sisters. They can speak directly with these birds, in an unspoken and telepathic fashion. Though the raven mind is a bit more simplistic, the Raven can ask questions, favors, and carry on conversation with the bird. This capability applies to all within the Corvid family: raven, crow, rooks, magpies, jackdaws, jays, treepies, choughs, and nutcrackers.

## **Of the Night**

It is said that Grandfather Raven was once darkness itself. As such, he always had an affinity with the night and shadows. Ravens, as Grandfather’s descendants, have the innate capability to disappear in shadows. Though not exactly invisible per se, they are otherwise indistinguishable to the naked eye as anything more than darkness amidst the shadow. So long as they remain in the darkness, they are all but absent from detection.

## **Otherworldly Sight**

With such dependence upon finding and delivering the departed, Ravens have an innate ability to see into the Spirit World. This allows them to locate lost souls or even see the spirits and totems they may have to interact with. This conscious effort to connect to the world beyond takes purposeful effort and isn't something that is always present. In as much time as it might take one's eyes to adjust to the dark, Ravens can see beyond this world into the Spirit World (and vice versa should the Raven find themselves in the Spirit World).

## **Fluent**

Charged with shepherding mankind, Grandfather Raven had the foresight to ensure Ravens had the ability to communicate with all peoples. Ravens have the supernatural capability to communicate with those around them regardless of language barriers. They pick up dialects and pronunciation with uncanny speed and can learn in mere minutes what might take others lifetimes to master. In a matter of days, Ravens can speak a language they have just stumbled upon as though they were native to it.

# Rules

Unkindness is a Modulus world, using the Modulus rules – and a few things unique to Unkindness. Now that you have a sense of Ravens and the world around them, let us look at how one goes about playing a game of Unkindness. We will cover everything from creating characters and explaining their capabilities, to encounters and combat and antagonists they may find themselves up against. Let's get started.

## Modules and Twists

There are several of the Modulus rules that are used for Unkindness. Below is a list of the Modules and Twists incorporated into the Unkindness game.

### Modules

Session Dice

Expanded Health: Health Tiers

Expanded Characters: Specialty Mechanics, Negative Dice

Powers: Innate Powers

Powers: Magic, Magic Traits

Expanded Characters: Specialty Mechanics, Trait

Gear

Antagonists: Antagonist Capabilities

Antagonists: Alternate Damage Location

Rewards (at the discretion of the GM)

### Twists

Traits: Training (NEW)

Gear: Charms (NEW)

Antagonists: Combat Capability Limits

Rewards: Development Points (NEW)

## Tailored Rules, Modules and Twists

### Core Rules

#### *Traits*

Unkindness uses three traits instead of five traits as stated in the Modulus rules. The vocational and recreational traits are instead replaced with a new Twist for Traits: Training.

# Modules

## ***Health & Healing (Module: Expanded Health: Health Tiers)***

Characters in Unkindness have five degrees of injury: Scratched, Wounded, Injured, Incapacitated, and Dead. Several of these degrees have mechanical effects on the characters.

Characters can recover in time. Training in Medicine can be used to allow anyone treated to lessen the injury penalty they are suffering from by one degree. Thus, an Injured character would only suffer the penalties of being Wounded. Otherwise, characters need time to heal. Characters heal at the following rates based upon the degree of their injuries:

Physical Injury	Wound Penalty	Recovery Time
Scratched	No Effect	A night's rest
Wounded	All Checks are rolled under Stress	One week
Injured	As above, and need 2+ successes (6's) to be successful	Two weeks
Incapacitated	Down and out of the fight	One month
Dead	The character has died	n/a

## ***Spirit (Module: Expanded Health: Health Tiers)***

Along with tracking a character's physical health, players will also track their spiritual health, known as Spirit. As every living thing has a spirit, it is possible that one's spirit can be attacked. Attacks on someone's spirit are rare (see *Children of Jumlin* and *Demons*), but they can have devastating effects. One's spirit is finite. It is energy, power, vitality, and when it is lost it can turn one lethargic, listless, and eventually strip life from them altogether. Only through supernatural means can one hope to recover losses in one's spirit. There are four stages of a spiritual injury: Slight, Sizable, Severe, and Dead. The effects of each of these stages is as follows:

Spiritual Injury	Wound Penalty
Slight	The victim feels a little tired, forgetful, or out of sorts (no mechanical penalty).
Sizable	They now feel lethargic, apathetic, constantly distracted, and unmotivated (lose half and begin each session with half your Session Dice).
Severe	By this point the victim has been reduced to a walking zombie, barely able to think and act for themselves (You lose all your Session Dice).
Dead	Their soul has been devoured, and their body falls lifelessly to the ground.



***Stress (Module: Expanded Characters: Specialty Mechanics, Negative Dice)***

The GM may determine that a Check a player needs to make for their character takes place while that character is under stress. This means that Training no longer offers automatic success without a need to roll. However, Training does bump a Catastrophic Failure to just a Failure should the Check result in one. Players add a unique die, a Stress Die to their pool. This die is rolled in the Check, with the Stress Die having one additional quirk: a 1 on the Stress Die will cancel a success (6) on one other die in the pool. Stress Dice can also bring about catastrophic Failures or Critical Successes. This results in the following possible outcomes (rolling a Check with two dice and a Stress Die):

Stress Die Result	First Die Result	Second Die Result	Check Result
1	1	2-5	Catastrophic Failure
1	2-5	2-5	Failure
1	6	2-5	Failure (Cancels 6)
1	6	6	Success (Cancels 6)
2-5	6	1-5	Success
6	1-5	1-5	Success
6	6	1-6	Critical Success

**Catastrophic Failure:** This result means that the worst of all possible outcomes has occurred. Items may break, characters may become injured, or any number of other calamities may have occurred. It is up to the discretion and creativity of the GM to decide what the results of the catastrophic failure are.

**Critical Success:** The character scoring a result of a critical success has achieved the greatest of all possible results. This may mean things were done incredibly fast, with little expenditure of effort or resources, or with additional beneficial results. It is up to the GM's discretion and creativity to decide the results of the critical success.

***Favors (Module: Powers: Innate Powers)***

Only Raven characters have access to Favors, which are considered innate powers, as explained in the Capabilities section.

***Rituals (Module: Powers: Innate Powers)***

Characters that have access to Rituals, which are considered innate powers, can enact powers when the ritual's requirements have been completed as explained in the Capabilities section.

### ***Witchcraft (Module: Powers: Magic, Magic Traits)***

Characters that have access to Witchcraft have magic traits that can be used as explained in the Capabilities section.

## **Twists**

### ***Training (New Twist - Traits: Training)***

Characters in Unkindness have skillsets that they are considered proficient in. These skillsets are the Training the character possesses. Training comes in many forms, each representing a certain competence in a vocational or recreational field. Characters with Training in a field need not make Checks when attempting something in line with one of their fields of Training. They are assumed to be successful, thus automatically passing any checks pertaining to their Training. The exception to this is in situations where the character is under Stress. In these instances, the Player rolls a Check under Stress, following the rules for Stress, with one exception: Characters with Training in the Check they are making do not suffer Catastrophic Failure, but instead simple Failure in their Check. Specific fields of Training used for Unkindness are detailed in the Characters: Training section.

### ***Gear (New Twist - Charms)***

Unkindness uses the Gear Module as covered in the Modulus Core Rulebook with the addition of Charms, pieces of gear with spirit powered, supernatural capability. Synonymous with medicine bags, talismans, fetishes (a term typically used for demonic charms), and phylacteries, Charms are magical items powered by spirits. Charms have a single specific power derived from the list of capabilities for the type of spirit or demon held within it. The greater the spirit or demon the more capable the Charm is. Charms have a number of uses based upon the Rank of the spirit or demon within. Thus, a Charm that has a Rank 2 spirit within it would allow the individual in possession of the Charm two uses of its power. As for the powers, those could be any of the potential powers listed for the spirit or demon (see *Antagonists*).

Some examples of charms include:

**Charm of Illumination (Rank 3):** Commonly bestowed with powers of the firefly, lanternfish, or glowworm this charm comes in nearly any form. When activated, this charm begins to glow with soft illumination. It is bright enough to illuminate a room or to be seen for miles at night.

**Charm Phylactery (Rank 1):** Having powers granted by armadillos, crabs, scorpions, or turtles this charm must be in contact with the wearer's skin. It protects the wearer from the next point of damage they take, negating it the moment it would otherwise affect them. Once the damage is negated the charm is destroyed.

**Charm of Translation (Rank 2):** This charm can be infused by the powers of any spirit but is more commonly infused by the powers of whales, parrots, or dogs. It is worn about the neck, such as a necklace, torc, pendant, or choker, and allows the wearer to communicate and understand any spoken language.

**Fetish of Corrosion (Rank 1):** Imbued with the decaying power of demonic filth, this charm can be nearly any object. When activated, the fetish begins corroding and decaying any inanimate object it is in contact with; walls destroyed, a car disintegrated, or a power generator corroded completely away.

**Fetish of Darkness (Rank 3):** Containing the powers of shadowy demons, this charm can be made from nearly any item. Once activated, the fetish swallows up the light surrounding it, creating an impenetrable darkness that can fill a room or otherwise create a dome of darkness to obscure anything going on within it.

**Fetish of Faces (Rank 2):** Powered by the most manipulative of demons, this charm is worn on or about the head (earring, face piercing, or circlet). It allows the wearer to change their appearance to any other person (known or imagined) without more than slight changes to their overall body mass.

### ***Rewards (New Twist – Development Points)***

Development Points can be spent during character creation and when given as a reward by the GM during game play to improve Training, Rituals, Witchcraft, and Favor.

## **Characters**

Characters, the persona that a player will take on, are the heart of the Unkindness game. Though Unkindness focuses primarily on Raven characters, there are several different 'Families' of character that the player can choose from. Below is a walkthrough for creating a character in Unkindness.

### **Building Characters**

Before worrying about the character sheet, ask yourself what kind of character you are. What role do you fill? Is there a specific function you serve in the group? What kind of Raven/Witch/Shaman/Human are you? What motivates you? Do you have a vocation? What is your relationship to and with the other characters? Having a solid concept of the character you want to play will make character

creation easier. Developing a character does not need to happen in a vacuum. Players are encouraged to create characters together, especially as it pertains to creating a Flock of Raven.

Once you have a concept of a character in mind, you can proceed through the following steps to get that concept drafted onto the character sheet:

1. **Name** – Your character will need a name. Be mindful that if you are a Raven that you could be going with your birth name, or an assumed name if you have had to change your identity through the course of a particularly long life.
2. **Choose Family** – If you are not creating a Raven, you can choose between a Witch, Shaman, or Human. Note that on your character sheet.
3. **Pick Traits** – You will need to select an adjective to describe each of your character's Traits (Mental, Physical, Societal). Feel free to peruse the list of Trait adjectives in the Modulus Core Rulebook. Note these adjectives on your character sheet.
4. **Select Training** – All characters begin with four (4) points with which to choose their character's Training. Mark four boxes representing the training that best describes your character's professional or recreational skills.
5. **Favors** – Ravens begin with the first power listed under each of the Favor categories. From there, they may select an additional four (4) Favors beyond the first they were given from each category. Write down the Favors selected under Favors on the character sheet.
6. **Witchcraft** – Those opting to play Witches can spend four (4) points on any one or more Beneficium practices. Note those expenditures under the corresponding practice in the Beneficium portion of the character sheet.
7. **Rituals** – Shamans begin the game with 10 Rituals (but cannot choose Rituals that are exclusive to Raven characters). Raven characters begin with one Ritual automatically: *Death's Release*. Record the Rituals selected under the Rituals section of the character sheet.
8. **Humans** – Human characters do not begin the game with access to Favors, Witchcraft, or Rituals.
9. **Development Points** – Characters have four Development Points to spend. Ravens may spend these points wherever they choose. Witches may spend these points on Witchcraft and Training. Shamans may spend these points on Rituals and Training. Humans can spend these points on Training. The table below indicates how Development Points (DP's) can be spent:

Improvement	DP cost	Notes
Training	1	Available to all character Families, add one field
Favor	1	Available to Raven only, add one power, must follow the path through the Favor tree
Witchcraft	1	Available to Witches and Raven, improve one Beneficium practice by one (1) point
Rituals	1 for 4	Available to Shaman and Raven, one Development Point allows the player to select four (4) Rituals for their character

## Families

There are several playable character types in Unkindness, what we will call families. Although players may lean more towards playing Raven characters, they can also play Witches, Shaman, and regular Humans. Each of these character types can play a different role, and certainly lend a different perspective, in the story. Below is a summation of each different Family and their prospective roles in the game.

### *Raven*

Ravens are at the heart of the Unkindness game. They are the shepherds of Grandfather's Children, their guardians, and the dutiful deliverers of the departed. They are physically represented by both a raven and human side and are the avatars of Grandfather's will on Earth. They can take on many different roles in the game. The Celebrants are those who inspire mankind through art and music, performance and festivities, carousing and revelry. There are Escorts who focus on delivering mankind's departed souls to their rightful place in the worlds beyond this one. Guides who are the scientists, inventors, and leaders of the world, pointing Grandfather's Children in new and constructive directions. Harbingers maintain Flocks of active Raven looking out for the welfare of a given city. Mentors, who focus on upholding the ancient ways through their teachings and stories, keep to the old ways. Protectors purposefully seek out and address the various supernatural adversaries of Grandfather's Children and Raven alike. Shepherds join the dedicated work of mankind's police, military, and security efforts. These are but a few of the callings Raven's answer, but all serve a purpose in upholding Grandfather's wishes.

### *Witches*

Those who practice witchcraft can be anyone, from anywhere. They are those who carry on the honorable tradition of the Beneficium, or white magic. It is an ancient art and can take a lifetime to master. Characters of this family have some sort of focus on practicing magic in the modern world. Though this practice may not directly relate to their calling in life, it is a sizable portion of

who they are. Witches understand that their powers can be used to make a tremendous impact upon the world, and as such are very responsible with its use and practice. They are often guarded about who they tell about their practice but are typically an altruistic lot. They seek to help others, if not do their best to turn dire circumstances into more hopeful ones. Witches can also be very mindful of those who practice the darker side of their art. It is not unheard of for some particularly bold Witches to go out of their way to seek out and address those who partake of the Maleficium, or black magic – safeguarding the world against their malevolence.

### ***Shaman***

Perhaps the smallest of the families, Shaman are those who practice the old ways of communing with the Spirit World. They can reach out to the world beyond this one, to speak to or beckon the spirits. Through Rituals they can ask for the means and capabilities to address problems and revere the spirits with sacrifice and honorifics. They also teach the old ways and serve as a connection in the modern world to a lifestyle that has been all but forgotten. The spirits are a complex lot, and reaching out to them to ask favors is no small request. Their rituals are complex, involved practices, steeped in tradition that has been repeated the same way for countless generations. Their focus is often on maintaining relations between the physical and spiritual worlds. They can be the emissaries between worlds and do their best to serve the spirits in any way they can.

### ***Humans***

Those who cannot change, cannot craft spells, and cannot perform rituals are humans – Grandfather's Children. Humans make up most of the world, and in many ways are the greatest actors in history. They are the thinkers and the doers, the worker bees, the ants of the colony. They are your waiter, your taxi driver, and your accountants. They are also the pride and joy of Grandfather Raven. Though they have accomplished much, they are often in need of guidance. Time has given humanity the gift of propagation, and they have been bountiful. There are eight billion people in the world. Grandfather's Children have indeed gone forth and multiplied, so much so that they have far outgrown his watchful gaze. This isn't to say that humans don't have their own champions, for there are many who look out for the welfare of their own kind, the social workers, the fireman, the doctor, the comedian. There are many who know in their hearts, as creations of Grandfather himself, that they were meant to live joyous lives.

### ***The Combination Platter***

As Ravens have the capability to live far beyond any normal lifespan or can have been given Grandfather's Gift from any walk of life, it is possible that they might dabble in witchcraft or know the ancient rituals. Rituals and witchcraft are

certainly within the means of a Raven to know or learn. That is a decision left to the player, and possibly the GM, as to how they want their worlds and stories to go. Rare would be a Witch also enacting Rituals, but this too is not impossible. What matters most is that the player has a character concept that best depicts why their character, Raven or otherwise, dabbles in fields of study and practice that otherwise go outside their given family. Your GM will be able to guide you through the character creation process to best help you get the character in your head onto the page and is the one who will best serve the story they are about to embark upon.

## **Traits**

All characters have three distinct traits: Mental, Physical, and Societal. Each one represents a certain aspect of the character, their most distinct characteristic. These are not traits representative of one's job, or even their calling in life, but rather individual aspects they leverage every day of their lives. A list of examples pertaining to the Mental, Physical, and Societal Traits can be found in the Modulus Core Rulebook.

### ***Mental***

This Trait reflects the pinnacle of your character's intellectual, creative, and cognitive mind. Though there are no doubt many differing aspects and capabilities of your character, you will need to choose the adjective that best describes your character's mental capabilities.

### ***Physical***

A character's bodily capabilities, their strength and speed, durability and coordination are represented by this Trait. There are many different facets to one's physical element, but you will need to decide upon their most noteworthy characteristic.

### ***Societal***

Finally, there is the social aspect to the character. The Societal Trait focuses on the relational, civil, behavioral side of the character. Once more, you will have to choose the adjective that best depicts your character's outward social demeanor or asset.

## **Training**

As characters, there are many skills and lessons they have learned over the course of their lives. Sometimes these are learned through one's formal years of education, some are learned on the job or under a mentor, and some are learned simply through time and practice. Below is a list of the available areas of training for a character, and what each specific Training entails.

Characters who opt to spend their Development Points on further Training do so at a rate of one (1) Development Point for one (1) additional Training of their choice. Following is a description of each of the various forms of Training:

### ***Athletics***

All things running, jumping, throwing, swimming, or climbing fall under this area of training. One might be a competent athlete, or simply someone who lives an active lifestyle to have training in Athletics. This means your character is physically active, good at sports, and otherwise capable of feats of bodily exertion and fitness.

### ***Biology***

The science of life and all living matter falls to this field of training. The origin of things, their growth, structure, and behavior are familiar to one with this area of knowledge. You might make use of this training academically or out in the field. It means you have a general understanding of botany, zoology, and ecology.

### ***Boating***

All things related to the sea are familiar to you. This pertains to both the academic side (knowledge of the sea, sea-craft, and navigation), as well as the practical side (running a sailboat or controlling a modern ship). You may be a fisherman, one who served in the Navy, or someone who is a recreational lover of boating.

### ***Business***

The professional trade of goods and services reaches across many aisles, but the practice of business has been alive and well for millennia. You are trained in the operations, processes, and procedures of all things related to commerce and free trade. Whether service or manufacturing, entrepreneurial endeavors or commercial operation, all are within your wheelhouse.

### ***Chemistry***

Dealing with the composition and properties of substances is your specialty. The basic forms of matter and their relation and reaction to all others fall under this area of training. You might be a chemical engineer, make fireworks, or are a pharmacologist. Your training here gives you a solid understanding of all chemical phenomena.

### ***Culture***

There are many peoples about the world, many countries, and many practices. Those trained in culture have a worldly understanding of these distinctions, and the traditions surrounding them. They have a grasp of the various ideals and values of the people of the world, as well as an understanding of their etiquette and taboos.



### ***Drive***

Wheeled vehicles are your forte. Whether you are one who drives commercially, recreationally, or professionally, there is nothing with tires and an engine you don't know your way around. You are just as comfortable driving a dump truck as you are a motorcycle, so much so that you have a level of skill that affords you to drive every bit as defensively as you can offensively.

### ***Economics***

The material welfare of the world at large is your field of study. The production, distribution and consumption of goods and services are familiar to you, as are the financial considerations and significance of these aspects. Whether pertaining to commodities, or merely the accounting of finance, you are well with your field here.

### ***Electronics***

The science of dealing with the development and application of devices and systems that involve the flow of electrons falls under this field of training. Gaseous media, semiconductors, and circuits are all familiar to you. You may be a technician, build robots, or design audio systems. Wires and circuit boards are your friends.

### ***Engineering***

Both art and science, engineering is the practical application of scientific knowledge. Applied in the design, construction, and maintenance of engines, machines, buildings, vehicles, and the like. Someone with engineering training might be an architect, surveyor, mechanical engineer, data engineer, or nuclear engineer.

### ***Fighting***

Since the dawn of man, people have used their bare hands to forcibly get their way with others. You have training in hand-to-hand combat, either as a means of self-defense or as a participant in a combat sport. You might be a martial artist, wrestler, boxer, or MMA fighter. You understand the use of your body as a weapon and how to protect yourself from others.

### ***Forensics***

You specialize in the discipline of scientifically analyzing physical evidence. This may be tied to another field of training (such as biology, chemistry, or medicine) or may be applied in criminal analysis. You might be a private investigator, pathologist, toxicologist, forensic accountant, or even a coroner to have training in this field.

## ***Gaming***

People have been playing games for centuries. Sometimes games are played with wagers. You have skills and experience with everything from video games to parlor games, even training programs utilized by business and military organizations alike. Games of chance, pervasive games, and mind games are all familiar to you.

## ***History***

George Santayana once said, "Those who do not remember the past are condemned to repeat it". You have deep knowledge of past events. The continuous, systematic narrative of past events relating to people, countries, time periods, or individuals is where you have spent a good deal of your time. From ancient writings to modern accounts, you love accounting for the past.

## ***Law***

Communities and authorities lay out vast lists of principles and regulations applicable to its people. This may be in the form of legislation or policy as enforced by local authority and judicial decisions. Any written rule or collection of rules under a people, city, state, nation, or countries constitution falls into this field of training.

## ***Linguistics***

The science of language is the focus of this training. This includes phonetics, phonology, morphology, syntax, semantics, pragmatics, and colloquialism. It is not only the understanding of a particular language, but of the families of languages. Germanic, Romantic, Slavic, Altaic, Baltic, Uralic, Semitic, Indo-European, and several other specialty language groups are familiar to you.

## ***Literature***

Written expressions and form, in connection with ideas of permanent and universal interest are the focus of this training. Poetry, novels, plays, biographies, and essays are all examples of potential literary works. You have a love for the written word, and may work as an editor, librarian, author, poet or playwright.

## ***Lore***

Often lost to history and avoided by literature, the knowledge of traditional, anecdotal, and occult subjects is the focus of training in lore. Folklore, dreams, and astrology are all examples of the study of lore. Subjects of a nature not fully understood or explained by science, some steeped in history and tradition, all stem from an understanding of lore.

### ***Marksmanship***

You have training in firearms and projectile weapons. This may include pistols and rifles, bows and crossbows, machine guns and pellet guns. Your training also includes the safe operation of these weapons, their maintenance and cleaning, as well as their various uses and accessories. You also have a great deal of proficiency when using these weapons.

### ***Mathematics***

The relationship between figures and forms, quantities and magnitude are all familiar to you. All mathematical procedures, operations, and properties are known to you. You may be a statistician, analyst, financial planner, actuary, or even just a mathematician with such training. You can solve complex problems by breaking them down into their mathematical basics.

### ***Medicine***

The art and science of health, its restoration and preservation, is the focus of this training. This may be done through surgical means, application of drugs, use of appliances, anatomical manipulations, or obstetrics. One with training in the field of medicine might be a physician, dietitian, surgeon, veterinarian, paramedic, or chiropractor.

### ***Nature***

This is both scientific and applied knowledge of the natural world. It includes everything from environmental science to meteorology, bushcraft to hunting. Those with training in this field include paleontologists, trail guides, oceanographers, mountain men, naturalists, and archeologists. You are just as apt to build shelter in the woods as you are to know if it will rain.

### ***Performing Arts***

You have training in the arts and skills that are performed in front of an audience. Acting, dancing, singing, or juggling are all examples of performing arts. You might be a musician, talent agent, puppeteer, ballet dancer, or clown. You are at home on the stage, in front of others, and can deal with performing under pressure.

### ***Pilot***

You are duly qualified to operate and navigate aircraft. You can fly planes, helicopters, balloons, and drones. If it takes to the air, you are familiar with it. You may do this privately or commercially, and may work as a flight instructor, cargo pilot, crop duster, aerial photographer, government service pilot, or firefighter pilot.

### ***Politics***

You are well versed in the practice of conducting political affairs. This can pertain to local, state, or federal agencies and organizations. It might be in relation to a particular political party, governmental body, or municipal organization. You can leverage your intrigue and strategy to meet your ambitious desires.

### ***Repair***

Everything wears out, breaks down, or comes apart. You have the training to take things apart, assess the damage, and fix the failure points. You might not have the specific training to design, reengineer, or manufacture parts, but you have the capability to determine what has gone wrong and come up with a temporary or even permanent fix.

### ***Security***

The world is an unsafe place, and you specialize in correcting that as much as possible. The protection, defense, and safety of people, places, and things are your specialty. You know security systems, counter measures, and locks or safes. You also know the means of bypassing such, either through stealth or through circumvention.

### ***Tech***

This training relates to the creation, manipulation, and use of technical devices as they relate to life, society, environment, and entertainment. Those with tech savvy skills know their way around computers, mobile devices, virtual reality, artificial intelligence, and the "internet of things". They are the coders and hackers, influencers and informers of the world.

### ***Visual Arts***

Art created for its visual aesthetic is the focus of this training. This may include drawing, graphics, painting, sculpture, or other decorative arts. You can create and recreate the world around you, down to the details of the human face and form. You might be an interior designer, photographer, tattoo artist, painter, or graphic designer.

### ***Weapons***

You have taken a keen interest in learning to fight with various forms of hand-held weaponry. Knives and swords, sticks and clubs, batons and axes are all familiar tools to you. Your understanding of fighting and defending yourself with a weapon provides both a sense of security and the means to intervene in times where violence has become the only alternative.

# Capabilities

Aside from their Traits and Training, certain characters may have additional capabilities. These might include Favors from Grandfather Raven, the knowledge of Rituals, or even skills in the practice of Witchcraft. These abilities are further defined along with their requisites below.

## Favors

Grandfather's Gift carries with it several supernatural capabilities. Some manifest immediately, but others are latent or require further practice to develop. Only Raven have access to Favors, and every Raven has a number of Favors automatically granted to them the moment they are made as such. Every Raven starts with the first Favor from each category. This means every Raven has the following Favors: Brother Corvid: *Thoughts*, Flowing Moves: *Grace & Speed*, Hearty Form: *Recovery*, One Mind: *Link*, Recognition: *Keen Senses*, Spirit Connection: *View*, Silver Tongue: *Fluency*, and Tricky Ruse: *Shadowed*.

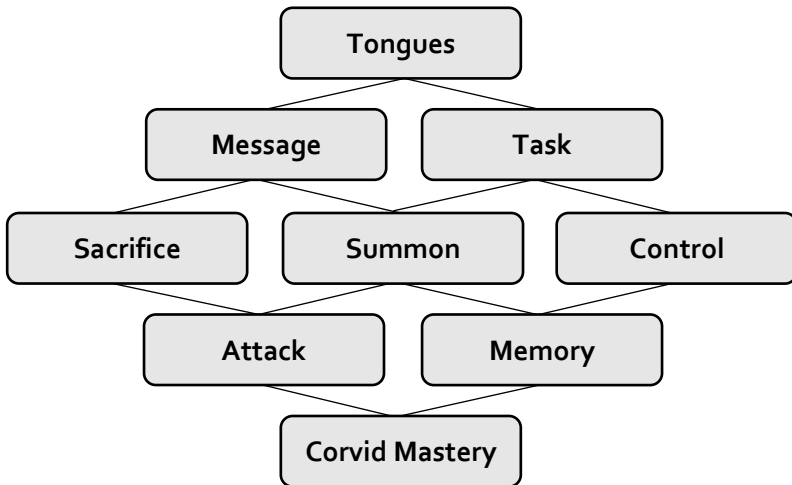
The capabilities granted with these Favors are automatic and thus do not require any kind of Check to enact. Favors are thematic, left to player creativity, and may be used in several different ways throughout the course of the game. Any Favor limitations are left up to the discretion of the GM.

Favors are laid out in a diamond form, with the first or top power being the first unlocked. From there, the player chooses the next power descended from it. They either continue down this established path, or select another power descended from a previously known power as they advance.

Characters who opt to spend their Development Points on Rituals do so at a rate of one (1) Development Point for one (1) new Favor of their choice. The categories of and individual Favors are as follows:

## ***Brother Corvid***

Ravens can easily develop a connection with their avian cousins. This connection can be so great that the Raven gains the ability to speak with, summon, and even task the birds around them to any number of specific ends.



**Tongues** – You can communicate directly with your fellow corvids (raven, crow, rooks, magpies, jackdaws, jays, treepies, choughs, and nutcrackers). This communication is done telepathically and the Raven doing so must be able to see the bird they are attempting to speak with. The Raven can understand the bird’s more simplistic mind and can question or ask for assistance but is otherwise unable to force anything from the creature. This Favor can last as long as necessary but otherwise has no lasting effect on the animal.

**Message** – Birds have been used to carry messages for ages. This Favor allows the Raven to compel a corvid to carry a message to another individual. This message may be something physical (a small item or note) to be delivered but may also be a telepathic message delivered to another Raven. The corvid only travels at their normal speed of flight but flies directly to the designated target to deliver the message.

**Task** – You now possess the ability to compel a corvid to perform a specific task for you. This task must be something that the corvid can both understand and complete. Additionally, it cannot place the corvid in direct harm. The tasks asked of the corvid cannot be any more complicated than a few simple commands. The corvid will remain compelled to complete the task until it is finished or the opportunity to complete the task expires.

**Sacrifice** – With this Favor your control over the corvids is so commanding that they will willingly place themselves in harm’s way for you. This can be done

individually, or as a group if the Raven possesses the Summon Favor. Using the corvids as a means of protection the Raven can avoid one point of damage a round by sacrificing other corvids. This power can also direct the corvid to protect someone else that the Raven designates.

**Summon** – By telepathically reaching out to the corvid in the area, the Raven can summon forth a giant collection of birds. Additionally, the Raven can control the group; having them distract others, spell out something in the sky, block views, or perhaps pick apart the flesh of a deceased enemy to obscure opportunities to identify the body. The corvid will not put themselves in direct harm but otherwise can be directed to move and fly around as commanded.

**Control** – You can not only take over a corvid, but you can use its senses as your own. A Raven would be able to see through the corvid's eyes, hear what it hears, smell what it smells, etc. You also have complete and utter control of what the corvid does. This Favor lasts as long as the Raven would like, but while commanding the corvid, the Raven is left in a sedate and somewhat disconnected state. They are unable to perform any tasks that would otherwise take their attention.

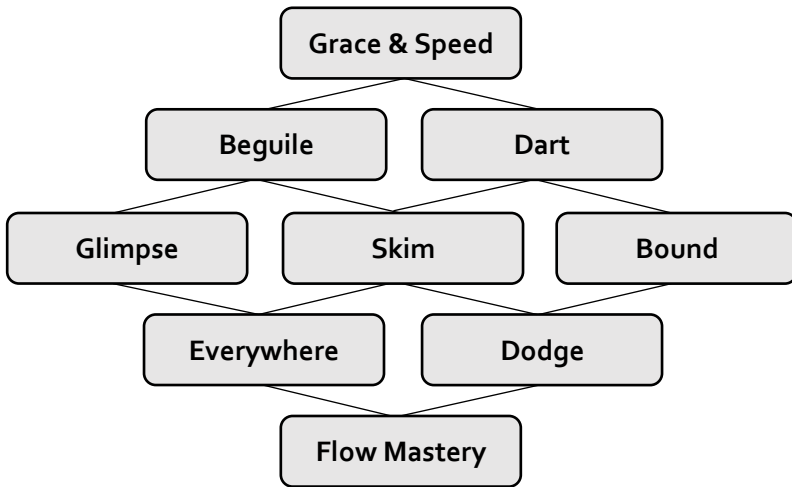
**Attack** – By designating a target or targets, the Raven can now command a corvid (or group of corvids) to attack. Using its talons and beak, the corvid dives and strikes at its target. This attack does one point of damage every other round (regardless of number of corvid), and the bird will continue to attack until either the target has died, fled, or dispatched the corvid (the corvid can only take one point of damage before it is slain).

**Memory** – Just as they have been messengers throughout history, corvids have been known to also carry memories. With this Favor the Raven can pass on a memory or experience to the corvid so that it can then pass it on to some other designated Raven. The recipient will then receive that experience or memory, having it added to their mind as though they had done it themselves. The corvid's mind is limited and thus can only carry a brief memory.

**Corvid Mastery** – By unlocking this Favor, the Raven not only has the capability of performing any of the listed Brother Corvid Favors but can now attempt any other capability as it relates to communicating with, commanding, or otherwise using other corvid birds. The limits of the use of this Favor are left to your GM's discretion.

## ***Flowing Moves***

Known for their legendary speed and grace, Ravens have the capability to move faster than the human eye can even detect. With this Favor, Ravens can transport themselves in supernaturally fast and creative ways.



***Grace and Speed*** – Grandfather’s Favor makes a Raven’s movement as smooth as they are quick. After the completion of their Exodus, a Raven immediately gains fine control of their motor skills, giving them a practiced, flowing grace. They also gain supernatural agility and quickness. Raven with this Favor automatically gain the Physical Traits of Graceful and Quick. Additionally, a Raven always acts first in combat and can outfly or outrun any other person or animal.

***Beguile*** – The motions of a Raven can be enchanting. With this Favor your movements have become so balletic and beautiful that you can impress and gain favor of others with ease. Through performance, physical expression, or even sleight of hand you can win over others. So long as you can gain someone’s attention, you can improve relations using your movement. This may turn an onlooker’s indifference to fondness, or scorn into apathy.

***Dart*** – Your speed has improved to the point that you can sprint or fly across a room in a flash. You need to be able to see where it is you are going, as well as where you’ll end up, to make use of this power. If your destination is within 100 feet, you can get there in but a second. This movement is undeniably supernatural and will certainly get attention from anyone seeing you do it. This movement takes no time and thus does not preclude other actions in a round.

***Glimpse*** – By this point your speed has afforded you the capability of perceiving time as though the world around you has slowed. This perception can be dialed



in or ignored at will but allows you to better anticipate the actions of others. In combat this allows the Raven to intervene upon the actions of others. A Raven with this Favor can cancel the action of another (who does not have this Favor) or otherwise require them to have an additional success on their Check to be successful, once per Round.

**Skim** – You now possess the ability to move so quickly that you can skirt across a body of water. Using water's inherent cohesive qualities, your quick steps can propel you across water of any depth. You can cross large bodies of water if you can see where you'll end up on the other side. Anything longer or larger than that is too far for your quick burst of speed to sustain you above water.

**Bound** – This Favor converts a Raven's speed into vertical momentum. Using this power a Raven can jump and vault themselves upward. The Raven would need to be near surfaces, such as walls, to continue to leap upwards. So long as the Raven has something to spring from in their upwards direction, the Raven's speed and momentum can carry them upwards a distance of 100 feet. This can be done even if the Raven's hands are otherwise occupied.

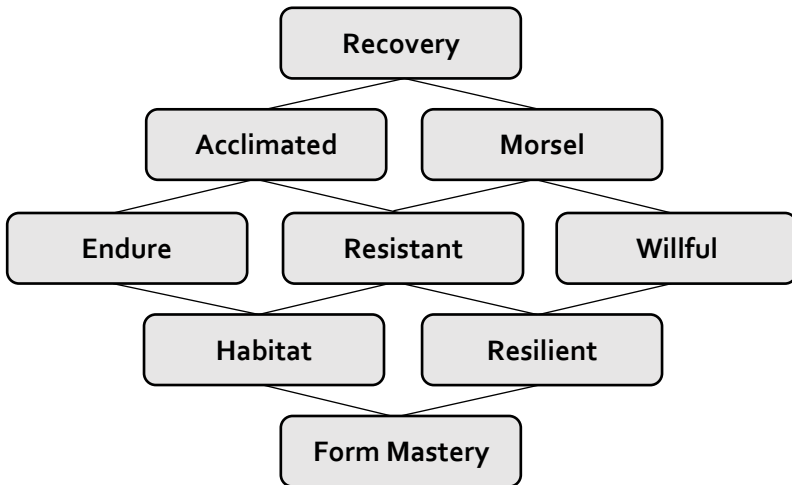
**Everywhere** – When the chips are down you have the speed and means to lash out against everyone around you. When in combat your successes rolled (damage done) can be applied to all enemies around you. Thus, if you were to roll 3 successes on your Check in combat, you can do three points of damage to everyone surrounding you. Enemies affected must be nearby, and it is up to the GM's judgement as to who all are within reach of you.

**Dodge** – Your speed and quickness are so great by now that you can bob and weave your way out of harm's way. You can choose to dodge any incoming attacks made against you that are not supernatural. This includes such extremes as weapons thrown at you or shot at you. So long as you can see the individual attacking you to know it is coming, you can automatically avoid their attempts. This degree of focus only applies to enemies in your field of view.

**Flow Mastery** – Once unlocked, this Favor allows the Raven the means to perform any of the Grace & Speed Favors. Additionally, the Raven can now attempt even further acts of supernatural agility, poise, quickness, or readiness. The Raven is limited only by their player's imagination and their GM's discretion.

## ***Hearty Form***

Ravens have always been a stout breed. Grandfather has seen to it that their agelessness is balanced with the ability to recover from the worst life can throw at them. The best Ravens can endure even the most extreme hardships.



**Recovery** – Ravens are hearty creatures, and as such can recover more quickly from the wounds and injuries they suffer. Ravens recover at half the normal recovery time. This time can be halved again for each other Raven that lays skin to skin with them while they are recovering. Additionally, illnesses and diseases can be healed. Illness takes a couple of days of bed rest, and disease takes but a couple of weeks.

**Acclimated** – Early man had no choice but to acclimate to the most extreme conditions Mother Nature could throw at them. Ravens with this Favor can ignore all but the most extreme temperatures. Being naked in winter or trapped in a sauna would make no impact upon them. The same is true for climate conditions: smog, smoke, rain, or hail.

**Morsel** – With this Favor you can manage your dietary and energy needs so well that you can get happily by with little. Not only do you need very little in the way of sustenance each day, but you are able to get the nutrients and calories you need from anything organic you are able to ingest. This also makes you extremely tolerant against hunger and starvation, lasting three times the norm before you suffer any ill effects from lack of nourishment and hydration.

**Endure** – You no longer suffer the effects of fatigue until the utmost extreme. You can walk or fly for days, sprint and exert yourself twice the norm, and have no problems being active for extremely protracted periods. Additionally, you

can easily keep yourself awake for 72 hours without suffering any negative effects from lack of sleep.

**Resistant** – No longer do you fear suffering from ill health. Illness, infirmity, nausea, and disease are things of the past. Not only can you no longer become sick or afflicted, but you cannot become a carrier or conveyer of such illness. This includes such extremes as radiation sickness, chemical weapon effects, poison, STD's, blood pathogens, parasites, and psychotomimetic drugs. Raven with this Favor can still choose to become drunk or affected by recreational drugs.

**Willful** – The Raven's heartiness extends beyond the body to the mind with this Favor, allowing them immunity against other's attempts to influence or control their minds. Additionally, a Willful Raven cannot be possessed. Their spiritual tie to their body is as adamant as their will over others attempts to take command of them. A Raven with this Favor is not susceptible to the controlling powers of other supernatural creatures – unless they choose (or are tricked) to lower their defenses.

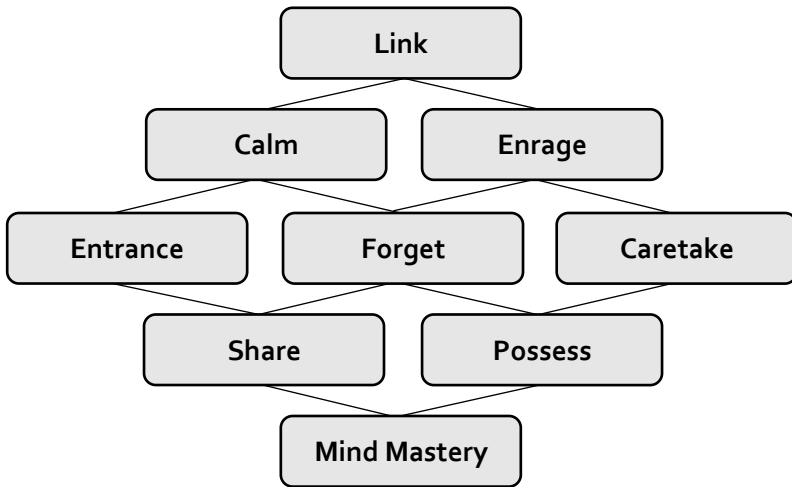
**Habitat** – This Favor is a blessing from the Winds. The Raven now has their own environment. They no longer rely on oxygen to breathe, don't freeze, don't burn, can't be affected by the winds, touched by the rain, or moved by the quaking Earth. The Raven's surrounding climate and setting no longer affects them. They can move and act as though everything on or about them is perfectly normal.

**Resilient** – The Raven now finds themselves capable of withstanding far more harm and abuse. You can completely ignore the first point of damage you receive in a round. Raven with this Favor can dust themselves off after being in a car wreck, after running through a sheetrock wall, or falling from 50 feet or less. What would normally injure someone in their day-to-day affairs seems ineffectual to a Raven with this power.

**Form Mastery** – By now the Raven can perform any of the listed Hearty Form Favors. They are also able to manifest other powers related to their health, tolerance, energy, and fitness. These new capabilities are left to the player's imagination, with the approval of their GM.

## One Mind

To keep Grandfather's shepherds of mankind able to work collectively, he gave them the ability to connect their minds to others. This Favor gives Raven the ability to communicate and influence those around them.



**Link** – A Raven can form a telepathic, mental link with other minds. This allows Raven to converse with mere thoughts, or to speak directly into the minds of others. Raven can even connect to the minds of spirits. The range of this telepathy is a couple of miles for minds they know, or line of sight for a new mind. It also affords them the power to plant subtle “suggestions” into the minds of non-Raven. These suggestions serve as compulsions and will not prompt one to act against their very nature.

**Calm** – Reaching out to the minds of another, the Raven can soothe and ease them. The closer the person is to a state of calm, the more relaxed and sedate they can make them. The more angered or agitated, the more the subject becomes cautious or skeptical. This Favor does not affect Raven. Its effects last for the scene, unless further antagonized.

**Enrage** – With this Favor, the Raven can agitate and incite others. They can do so quickly, turning someone who is distressed into outright angered in a round or someone who is otherwise sedate into the same in three rounds. Though there is no guarantee what an individual might do when roused to anger, the situation may give their anger a particular focus depending on what is going on around them. This Favor does not affect fellow Raven and lasts for the scene unless the individual is calmed by other means.

**Entrance** – By connecting to the minds of those you are interacting with, you can play off their interests and desires. This allows the Raven to charm and

delight the subject of their attention. With this Favor a Raven can more successfully ask for favors, gain information, or seduce the subject. The Raven can also simply keep someone's attention on them. This Favor does not affect fellow Raven and lasts for as long as the Raven is in their presence.

**Forget** – Reaching into the mind of their target, the Raven can pick out a particular memory and erase it. This can only be a relatively trivial memory, such as a face they might recall, or a phone number. A Raven could not erase someone's mother from their memory, or the fact they spent a semester abroad for a year. This Favor does not affect fellow Raven and is otherwise permanent unless the target is reminded of the memory they had forgotten.

**Caretake** – This Favor is a connection to the shard of Grandfather's Gift that is passed on from one Raven to their offspring or those they have given Grandfather's Gift to. The Raven is always aware of where their Raven offspring are, their overall health and state of mind, and can communicate with them telepathically regardless of the distance between them.

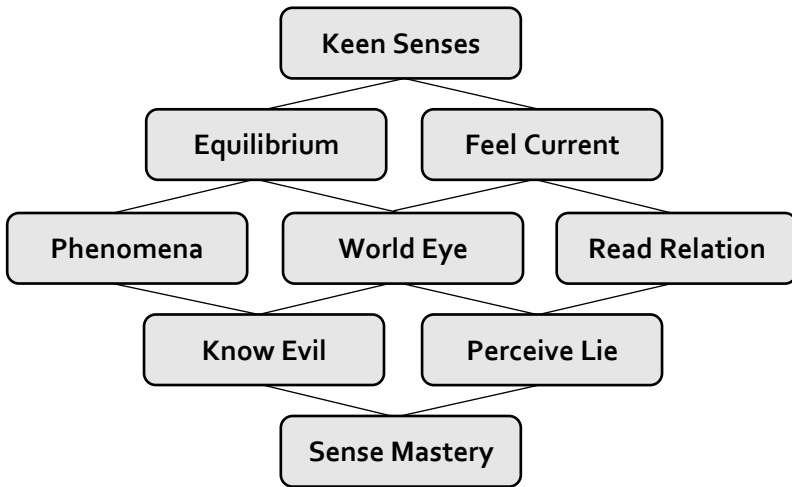
**Share** – When connecting to a willing mind, you can share any of your or their experiences. They will be able to experience the exact occurrence you are choosing to share and retain that experience as a part of their own memory. You can also reach into others' minds and share in their lived experiences.

**Possess** – Once you have connected to the mind of a human, you can take them over. You have the capability to control them as though you were them. While in this state of control your own body remains dormant. This Favor affects non-Raven targets in the following way: Rank 1 automatically, Rank 2 with a successful Stress Check, Rank 3 with 2 successes on a Stress Check, etc. Possessions last until they are broken by the Raven or the possessed target's dormant body is disturbed. The subject of this power retains all memories of what they did while possessed.

**Mind Mastery** – At this point, the Raven's control over the minds of others is nearly absolute. Anything related to communication with, analysis of, or impact upon the mind is available to them. Likewise, the Raven can invent their own supernatural capabilities along these lines, limited only by the player's imagination and their GM's discretion. The GM may require a Check or a Stress Check to affect targets beyond Rank 1 (as with Possess).

## Recognition

Ravens have very keen senses, so much so that they can be made aware of some of the most subtle clues. Those investing in this Favor have a powerful awareness, of the world and the people they encounter.



**Keen Senses** – As Raven, your senses are especially heightened. This applies to your vision, hearing, smell, touch, and taste. A Raven’s senses as dialed up to superhuman levels, allowing them to listen to conversations they are not a part of, make out license plates as cars speed by, or even feel the barometric pressure to know a storm is coming. They also provide the Raven the ability to supernaturally sense their own kind when in their presence.

**Equilibrium** – This Favor grants the Raven a supernatural sense of balance. You can walk a tight wire or balance beam easily. You cannot be knocked off your feet, mistakenly fall, or suffer from any kind of motion sickness. Even in total darkness or sensory deprivation you know up from down. You could even run a dizzy bat race without issue.

**Feel Current** – Energy becomes a measurable sense for you. At this point your senses have become so keen that you can sense electrical current around you. You know when electronic devices are being used, and where, where sources of power are, and can even sense devices that emit electrical or radio frequency-based signals.

**Phenomena** – Your senses have developed to the point that you can sense when supernatural phenomena happen around you. You can sense supernatural creatures, witchcraft, and even other Raven Favors being used. Your sense is so keen you can tell if supernatural phenomena has been used on a person or object – though you might not know exactly what was used or when.

**World Eye** – The spirit world is especially clear to you, whether in it or merely looking into it. Where most spirits would appear hazy or smoky, they are crystal clear to you. This is also true for other markings, writings, or pictures in the spirit world. If combined with the Favor Spirit Connection: *View*, you can see clearly through the threshold of one world to the other.

**Read Relation** – Combining your senses, awareness, observational skills, and deduction, you can tell relations between individuals when you see them interact with one another. You can tell if two people are family, friends, lovers, business partners, etc. So long as you have a few minutes to observe the interaction, you are able to tell what the relationship between them is.

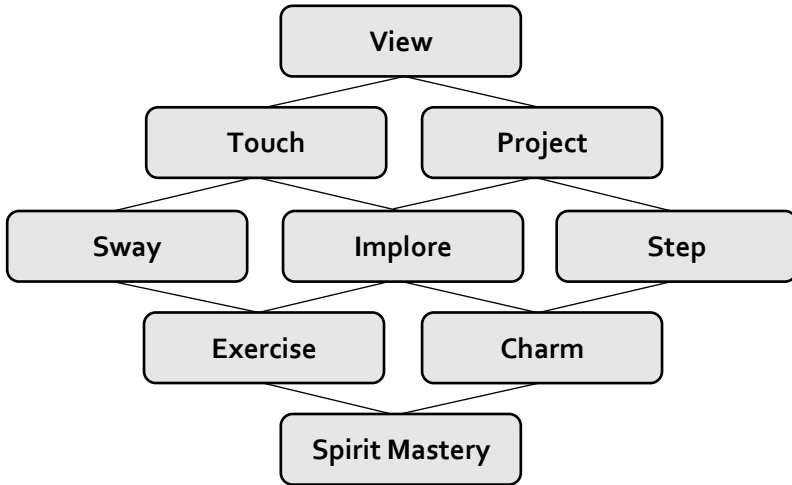
**Know Evil** – At this point you have developed an extra-sensory sensitivity towards evil. Something about all that is wrong and corrupt in the world stands out to you. With this Favor you are able to tell whenever you are in the presence of something truly evil. If able to concentrate, you can even identify the object or individual radiating the evil.

**Perceive Lie** – Being able to pick up on the subtleties of inflection, tone, body language, eye movements, and facial expression you can tell if anyone you are speaking to directly is attempting to deceive you. Though you wouldn't know the degree of the lie, or what the actual truth might be, you would become aware of their attempt at deception.

**Sense Mastery** – You have access to all the Recognition Favors. Further still, you have the capability of manifesting any other supernatural capability as it relates to the senses. This may even include senses as they relate to pain, temperature, body awareness, magnetism, movement, pressure, or even the supernatural. You are only limited by your imagination and GM discretion.

## ***Spirit Connection***

The duties and responsibilities of the Raven often point them to the Spirit World. This Favor grants the Raven the means to see into, step into, interact with, and even influence the spirits and the world in which they live.



**View** – You can pierce the threshold between worlds at any time, looking from the material world into the spirit world (or vice versa if in the spirit world). When looking from one world to the other, things are a bit nebulous, like looking through a haze or perhaps the surface of water. You can make out forms; what is a spirit, totem, or a person, but only the extreme characteristics of what you are seeing. This view lasts for as long as the Raven desires.

**Touch** – You can sense strong impressions on objects. By touching an object and focusing, you can gain knowledge about the object’s history. You receive impressions and images about its owner or user, where it has been, and about the item’s characteristics. You sense the strongest impressions first, regardless of chronology. This power lasts for as long as the Raven chooses.

**Project** – You can have an out of body experience, sending your spirit forth into the spirit world. Your physical form remains in an unmoving, sedate state, while your spirit is free to then roam and interact with the Spirit World. Your Physical form is vulnerable while your spirit is detached, and harm or death experienced by one is experienced by both. This power lasts until your spirit returns to your physical form.

**Sway** – Your ability to sense spirits has afforded you the ability to tell if another being has been influenced, controlled, or possessed by someone or something else. Not only can you tell if they have, but you are also able to determine what



type of spirit held sway over the subject. You must be near the subject being checked and able to look them in the eyes for this Favor to work.

**Implore** – You can reach out and send a call into the Spirit World. This call can be a plea for help, an appeal for assistance, or to solicit a spirit with a specific request. These requests must be within the spirit's capabilities (answers to questions, lending of powers, assisting with totems, etc.), and may require an offering, sacrifice, or other honorifics on the spirit's behalf. Any power lent by the spirit is temporary.

**Step** – You are now physically able to step over the threshold from the material world to the spirit world. Doing this takes little more than stepping into a dark or shadowy area, where the Raven seems to disappear into the darkness as they pass into the spirit world (or the reverse if returning to the material world). Otherwise, the transition from one world to the other is virtually instant.

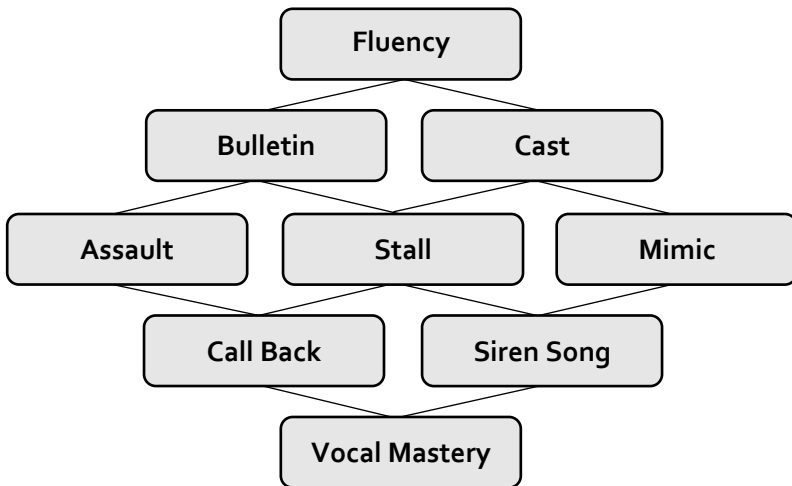
**Exercise** – By reaching forth and touching a subject you can pull spirits from their body. Pulling the spirit out of a living creature turns their physical form dormant, but the spirit self can still be interacted with. For someone who is possessed by another spirit, this favor would first pull the possessing spirit from their form. Spirits held from their host return the moment they are let go or work their way free. This Favor can also be used to pull spirits from Charms.

**Charm** – By contacting a willing spirit, the Raven can create a magical Charm powered by that spirit. The item used to create the Charm must be of a high or rare quality to honor the spirit. The process of creating charms is quick, and the power the spirit offers must be singular. The Charm's power lasts until the charm is broken, the spirit is removed, or the spirit feels its powers are being questionably used and departs.

**Spirit Mastery** – With this level of competency, the Raven is now capable of attempting any of the listed Spirit Connection Favors. They are also capable of attempting any other spiritual power related to communicating with, honoring, appealing to, or making concessions with the spirits. These possibilities are left to the player's imagination and the approval of the GM.

## ***Silver Tongue***

Ensuring that Ravens had the means to confer with all mankind, Grandfather gave them incredible powers of communication. Not only that, but also the capability to stir humans with incredible powers of their voice.



***Fluency*** – Grandfather’s Gift has given you the ability to comprehend and quickly understand efforts to communicate with you. As such you can pick up on language quickly, so much so that just hearing a language is enough for your mind to start piecing together how to communicate on a basic level. With this Favor you can communicate in any language.

***Bulletin*** – Sometimes you need to leave messages for others in discrete or clandestine fashion. With this Favor you can plant a spoken message on or about something such that when interacted with or otherwise activated, it conveys the message. This is a spoken, audible message that can be heard by anyone around the item or location when prompted.

***Cast*** – You can throw your voice like a ventriloquist or even lend your voice to someone else. You can cast your voice to any location or person within sight of you. Though a person’s lips may not move, your voice will emanate from them. Likewise, it will sound as though your voice is coming from the location you choose.

***Assault*** – By this point you can turn your voice into a means of attack. You can yell, scream, or holler to such a degree that you can stun all those around you. The stun effect lasts for a Round. Additionally, you can disorient someone by affecting their inner ear, causing them imbalance and bewilderment. This use of the Favor lasts so long as the Raven continues to choose to affect them.

**Stall** – Once you have engaged someone in conversation, you have the power to keep them distracted or fascinated with you. Though the subject of this power will only continue to listen for as long as the Raven talks, they will not interrupt or otherwise have their attention stolen so long as they are not physically affected in any negative way, which will break the connection.

**Mimic** – Mimicry is the sincerest form of flattery. You now can make your voice sound like anything you choose. So long as you have heard what you are trying to copy, you can recreate a specific person's voice, sound effects, or any other monophonic sound. This Favor can be used at will for as long as desired.

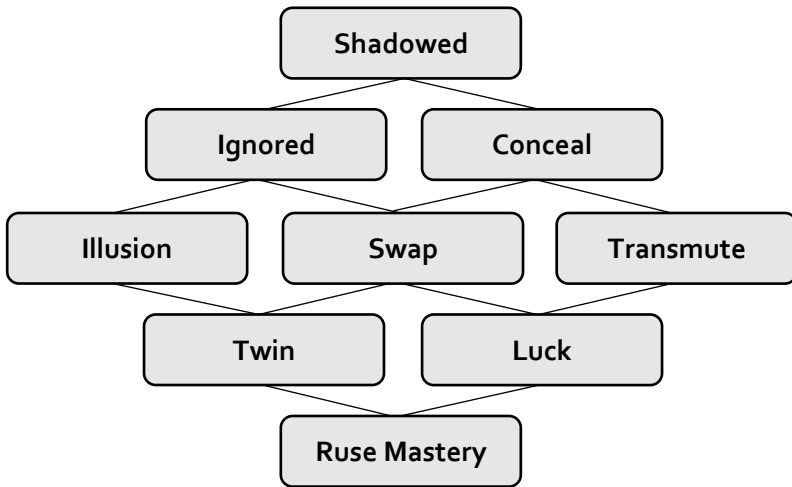
**Call Back** – Your voice has such an allure to it that you have the amazing capability to convince the dying or departed to stay just a moment more. This power allows those who would otherwise depart this world to have an opportunity to offer their final words to those around them. Once such has been offered, their spirits are then free to depart. Even those who have passed within the last hour can be called back for one last chance to speak.

**Siren Song** – This rare Favor allows the Raven to draw people to them with their voice alone. It can affect a specific target or anyone within earshot. Those hearing the Siren Song will be compelled to find and approach the Raven. The Raven's voice can also instill an emotional reaction as well, at the choice of the Raven enacting it. The allure and emotion last so long as the Raven's voice can be heard.

**Vocal Mastery** – From here the Raven's voice is legendary, allowing them to use any of the Silver Tongue Favors. They are also able to create their own unique vocal powers, as it relates to affecting the world around them. The capabilities of these powers and their limits are left to the player and the GM's discretion.

## Tricky Ruse

Known as tricksters, Ravens have several means to turn the tables in their favor. Those with this Favor can deceive, conceal, subvert, or otherwise cheat their way through the toughest of circumstances.



**Shadowed** – Stepping into the shadows gives you the ability to hide completely from notice. This Favor does not make you invisible, but those passing by or looking in your direction will lose track of you. This process is instant, and a Raven may remain hiding so long as the shadows around them remain. So long as the Raven remains in the shadow they can even move about unnoticed.

**Ignored** – Sometimes being ignored is better than being invisible. When this Favor is activated, you can hide in plain sight. You just become uninteresting, commonplace, and otherwise unremarkable. You can still be picked up on video, and people will know that you are around. You just won't command anyone's attention unless you draw their attention or do something alarming.

**Conceal** – You have the capability to make things on or about you completely disappear. You could pull a high-power rifle out of a jacket, a bowling ball out of a pair of shorts, or even a lawn chair out of a trench coat. You can hide something twice the size of whatever apparel you are wearing. Simple things like coins, watches, or cards can be hidden just with the use of one's bare hands.

**Illusion** – By picking a target, you can cause them to perceive something that isn't there. This illusion might be that you have walled off an alley to keep them from running from you, or to create a creepy looking monster behind you while you are talking to someone. This Favor only affects one individual and can be instantly broken if they actually come into physical contact with the illusion.

**Swap** – You have sticky fingers. With this Favor a Raven can swipe something from someone, and/or plant something on them. This is typically done from open receptacle to open receptacle, such as pockets, totes, open purses and the like. Taking something in the open, like a scarf or handkerchief, is also acceptable.

**Transmute** – Beyond the normal “what you have on you”, you can transform into bird form when you are holding onto or carrying large items. A Raven with this power could jump off a ramp on a bike and transform, bike and all, into a raven and fly off. Nothing larger than the Raven can be transformed with this Favor. When returning to their human form, the item reappears where it was prior to changing.

**Twin** – Using this Favor is a definite supernatural effect. The Raven creates a copy of themselves that acts independently, yet under the will and guidance of the Raven creating it. This is an identical copy of the Raven creating it, in every way. This copy of the Raven lasts for one minute, or until it has been harmed in any way.

**Luck** – Failure has consequences. When you fail a Check, you can spend a Session Die from your available, unused dice, to avoid the consequences of that failure. The Second time, you can spend two more Session Dice. The Third, three... This resets with each gaming session, or as otherwise determined by your GM. Session Dice spent are considered used and are lost.

**Ruse Mastery** – You now possess all the Favors of the Tricky Ruse, to use at your leisure. You may also attempt other capabilities within the themes of deception, obfuscation, filching, or otherwise cheating your way out of things. You are limited only by your imagination, and of course the discretion of your GM.

# Rituals

Communing with the Spirit World was once something mankind did throughout their lifetimes. Reverence, sacrifice, and honoring the spirits were almost second nature for people. Today, it is nearly a lost art. The Shaman was once commonplace among people. Now those who carry on the rites and traditions of honoring the spirits are a dying breed.

Rituals are the means for mankind to interact with the spirits and the world beyond this one. They are enacted in the same way as they have been done for centuries; there are just far fewer who know them. Shamans are those who carry on this tradition, honoring and serving the spirits, and even earning their favor.

There was a time when all Ravens knew the Rituals taught to them by Grandfather and the spirits, but today there are few who know the complete repertoire. There is one among them that is faithfully passed on from Raven to Raven, that of the Rite of *Death's Release*. All Ravens begin with familiarity with this Ritual. Any others may or may not be known to them. Some Rituals are unique to the Raven and are noted as such in the list below.

Characters who opt to spend their Development Points on Rituals do so at a rate of one (1) Development Point for four (4) Rituals of their choice. Humans who know Rituals are referred to as Shaman, whereas Ravens who know Rituals are just a Raven with a few more tricks up their sleeves. Rituals marked (Raven) are exclusive to Raven characters, likewise rituals marked (Shaman) are exclusive to Shaman characters. Below is a compilation of available Rituals, but feel free to work with your GM and come up with a few of your own:

## ***Altered Form***

This ritual appeals to a totem, to ask if the Shaman can borrow its form. Once complete the Shaman will transform into the totem animal and will remain in that form until such time as the Shaman wishes to transform back. This ritual takes thirty minutes to complete, but the Shaman must have a suitable offering for the totem animal he seeks to become (honey for the bear, meat for the wolf, cheese for the mouse, etc.). When completed the Shaman and whatever they may be wearing transforms into the chosen animal. The Shaman remains in this form until they release the spirit totem and transform back into their human self.

## ***Astral Projection (Shaman)***

Astral Projection allows an individual or group to separate their astral body from their physical body, facilitating travel through the spirit world. This practice is often used for exploration, spiritual growth, or acquiring insights from the spirit world. The ritual begins with the participants gathered in a quiet space, having

conducted a physical cleansing of their bodies. Mugwort or vervain is burned, then the Shaman then begins ritual chanting, casting their and others' spirits from physical bodies and into the spirit world. The ritual takes about forty-five minutes to complete. While in the spirit world, the participants' physical forms remain behind in the physical world, in a trance-like state. Any harm or death experienced by the spiritual or physical form is experienced by the other. The ritual allows for the Shaman and others to travel to the spirit world for up to an hour, returning to re-enter their bodies at any time therein.

### ***Blind Spirits***

Traveling in the Spirit World can be dangerous, as there are many inhabitants who would love the chance to possess a live person who found themselves wandering about. This ritual allows the Shaman to become invisible to everything in the Spirit World, allowing them to travel and interact without being seen. The ritual takes an hour and requires the painting of all exposed skin. The jaguar totem ensures the individual remains unseen in the Spirit World and remains so until they depart. This ritual does not get the Shaman into the Spirit World, it only protects them once they are there.

### ***Conveyance***

Sometimes the spirits can be convinced to carry something passed onto them, to someone else somewhere else in the world. This delivery is passed onto an albatross totem, who carries the item through the spirit world, before handing it off to the designated recipient back in the physical world. This ritual takes fifteen minutes, with much of that time being spent preparing the item with several markings to entice the albatross. It takes approximately one minute per mile of distance the totem needs to cover to make the delivery.

### ***Death's Tongue***

Another ancient rite, Death's Tongue allows the Shaman to allow anyone else partaking of the ritual to speak with the dead. This may be a departed spirit, or one of the many inhabitants of the spirit world. This ritual requires those participating to have their faces painted so they can be seen by the spirits, and that fragrant smoke be made to close the gap between the material and the spiritual world. It takes ten minutes to speak to a spirit known to the Shaman, and up to an hour to connect with a nearby or unknown spirit to the Shaman. This ritual beckons the raven totems to bridge the gap between this world and the next. The Death's Tongue rite lasts for the duration of the conversation, or until broken by the spirit contacted.

### ***Death's Release (Raven)***

Death's Release is the oldest rite of the Raven and has been practiced since time immemorial. It allows the Raven to get a departed soul to their final resting grounds. It is a relatively simple ritual and takes but five or so minutes for the

Raven to conduct. It involves calling out to the worlds beyond, to the ancestors of the departed, to take them home. Once complete, the spirit is then escorted by the departed's ancestors, family and friends, or by the Raven to where they should be in the next world.

### ***Departure (Raven)***

Opposite the rite of Welcome, the rite of Departure is performed by a Harbinger when a member of their Flock is moving on. This rite is often a bittersweet one, with fellow Flock members wishing the best for their fellow Raven. The Harbinger gathers their Flock and together they each offer their parting words before the departing Raven is given the opportunity to formally announce their withdrawal from the Flock. No special preparation is required for this ritual, save for the Raven's intention to depart. This rite takes but twenty minutes but can extend on as long as the Flock and Harbinger wishes to recount the departing Raven's worth.

### ***Doppelganger***

This devious ritual allows the Shaman to take on the exact form of another. This ritual's preparation is dependent upon who it is the Shaman seeks to become. By entreating a chameleon totem, the Shaman undertakes the disguise. Should the Shaman only seek to become a nondescript person of the same general size and sex, the ritual can be completed in as quickly as thirty minutes. If they wanted to become someone more specific, perhaps an exact copy of someone, it would take the Shaman an hour. Having physical articles from the specific person they want to appear as is required (hair, a photo, fingernails, saliva, etc.). This change is a complete physical alteration of the Shaman, allowing them to bypass all witness and security scrutiny. After completion, this change lasts for 24 hours and allows the Shaman to change back and forth at will during that timeframe.

### ***Fleet Flight (Raven)***

Ravens travel the globe, but even though they can fly it doesn't mean those journeys are especially quick. Sometimes a Raven needs to get somewhere fast. This ritual involves asking for assistance from a falcon totem. The Raven first enters a meditative trance, contacts the totem, and explains where they seek to go and why. It is merely a conversation out of respect for the totem and to clarify the importance of the journey. It takes fifteen minutes to complete the ritual, and once finished, allows for the Raven to fly at nearly supersonic speeds so long as they maintain an altitude that keeps them out of sight from those on the ground. This granted speed ends the moment the Raven reaches their destination.



### ***Free Fall***

Sometimes an expeditious retreat might mean jumping from a tall building or a bridge, and not everyone is a Raven. With this ritual, the Shaman reaches out to the Great Cat to ask for their blessing. Offerings of mice and milk are burned, and the ashes from there are used to draw symbols on a piece of clothing or even an individual. The process takes about an hour, and once complete, the next time the individual wearing or marked with the ash falls, they are gently descended to the ground below. These markings last as long as the symbols made remain undisturbed.

### ***Grandfather's Gift (Raven)***

Although one of the more coveted rituals in Raven society, Grandfather's Gift is something most mystic Raven learn first. This ritual allows for the Raven to bestow "The Gift" onto a human candidate. This ritual is elaborate and focuses on making the candidate relaxed and vulnerable. Candidates are often prepared by sweat-lodging, extensive sexual stimulation, or even psychedelics. The idea is to take the candidate to the extremes of their endurance and mental cognition. This is a lengthy process, taking several hours, and can involve many other ritual practices and preparations. Once in a blissful state, the Raven mystic can summon forth The Gift and regurgitate it into the mouth of the Candidate. This garners the watchful eye of Grandfather Raven himself, which is why this ritual can only be attempted once per candidate. Should the candidate fail to "accept" the gift (swallow the offered bile), Grandfather will never allow it to be offered again. Grandfather's Gift results in the candidate becoming a Fledgling, and they will feel the Exodus call before the next New Moon.

### ***Hidden Stash***

By calling upon the squirrel totem, the Shaman can ask that something of theirs be hidden in the Spirit World until called upon. This means that a Shaman could ask the squirrel to hide a firearm, then later have it summoned by the Shaman once they had bypassed security when visiting a courthouse. The ritual requires the sacrifice of a handful of nuts, and the cleansing of the item to be hidden by purifying smoke. Once complete the item is passed onto the squirrel totem, and can be called forth again, from anywhere, by a single command chosen by the Shaman. Once summoned forth, the ritual must be repeated to hide it once again.

### ***Hospice of the Breast***

Shaman are not immune to disease, but they can draw upon the energy of the Earth mother to purge toxins and foreign bodies from their system. The ritual cannot be done on oneself but instead is done upon another. Incense and burning fires are a large part of this ritual. The Shaman and patient must then have skin to skin contact for the ritual's effects to work. The longer the two remain together and the fires and incense burn, the more severe the disease

that can be cured. A cold might take only thirty minutes, but severe diseases might take weeks. Additionally, this ritual helps speed the patient's natural ability to heal quickly by doubling their innate healing ability. This ritual recognizes and invokes the blessings of Mother Earth.

### ***Make Sacred***

This ritual is used either on a specific location or a specific item. In the case of a location, once made sacred, it allows for the Shaman to conduct and complete their rituals in half their normal time. For a specific item, it makes it presentable and appealing to the totem spirits, so that they might inhabit them to bestow them with one of their powers – thus creating a Charm. In either case, this is a long and involved ritual as it cleanses, prepares, and decorates the location or item to connect it to the Spirit World. There is much burning of fragrant herbs, smoking pipes and blowing that smoke onto the item or throughout the location, chanting and meditation, and the cleaning of the item or location. It takes the better part of a day to complete this rite, and once done, the location or item remains sacred until destroyed.

### ***Mark Prey***

There is no worse grudge than that of the Shaman, and to ensure they know where to find you the Shaman can perform the Mark Prey ritual. Prayer to the Great Warrior begs his prowess in ensuring the Shaman can find their target. The more they know about the target the shorter the ritual is, the less they know about their target the longer the ritual takes. Knowing nothing of your target, save for something broad like "the one who first touched this fountain" might take an entire evening of prayer. A request such as "Thomas Joseph French, proprietor of the Au Francais restaurant in Chicago, Illinois, and owner of this lock of hair" might result in but a ten minute prayer. Sacrifices to a wolf totem play a large part of the ritual, as does conducting the rite under the light of the moon. Marked Prey remains marked until found by the enactor of the ritual.

### ***Pierce the Night***

Through the blessings of the frog totem, the Shaman gains the ability to see fully in the dark. A sacrifice of snails suffices to appease the spirit, and the entire ritual of beckoning and enticing takes forty-five minutes. The ability to see in the dark lasts through the night until the rays of the morning sun.

### ***Pierce the Veil (Shaman)***

Piercing into the spirit world to contact spirits, ancestors, or other entities is the purpose of this rite. Conducting this ritual allows the Shaman to communicate with the spirits, potentially gaining insights, guidance, or clarity on spiritual matters. It is also commonly used for divination, spiritual healing, or understanding unseen influences. The rite is conducted with a focus on what spirit or spirits the Shaman seeks to contact. This might be a symbol, personal

effect, or representation of the spirit. There will also be a means of reflection to assist in peering into the spirit world, such as a bowl of water or a mirror. The spirit world appears hazy and faint, only allowing for the Shaman and those gathered to make out the general forms of spirits, totems, or the deceased. Finally, those reaching out to specific spirits might have an offering to present to the appropriate spirit. It takes thirty minutes to conduct the ritual, but the spirit world connection lasts for as long as the Shaman deems necessary.

### ***Playful Ruin***

This ritual is typically enacted at the moment the services of a raccoon totem are needed. The Shaman beckons the totem with a few quiet words and the humming of a tune. They mark the device they wish to direct the raccoon's attention towards, and once complete, let the raccoons have their fun. The totem spirits then break into and play around in the device, wreaking havoc, and ultimately jamming or breaking the machine. The ritual takes but five minutes, and once the device is ruined, the totems move on.

### ***Pledge***

Since the dawn of time the most meaningful oaths were taken before the witness of the spirits. This was both a display of commitment from those participating, and to see the spirits hold each of them to their word. They say the Great Eagle bears witness to this rite and holds those partaking to their agreed upon oaths. This ritual is very involved, often involving drumming and chanting, creating fragrant smoke, and done under an open sky. It takes three hours to complete the rite, but once complete it makes for a binding contract between the parties involved, or else they shall never be able to beseech the spirits for anything ever again. It lasts until the oath is completely honored.

### ***Raven's Shadow***

This powerful ritual allows the Shaman to turn their target into a raven for an evening. This isn't to say that the target becomes a full-blown Raven, just that they are turned into a raven bird. The recipient must be willing, as a reluctant heart will not turn. This ritual requires the Shaman to implore a raven totem into the recipient's heart. This is often done with sacrifices to the raven, to the winds, and a song. It takes approximately thirty minutes to complete the rite. The ritual, regardless of when completed, ends the moment the first rays of the sun touch the target.

### ***Reflected Spirits***

Using a reflective surface, be it polished metal or mirror, the Shaman can empower it to reveal the presence of any nearby spirit reflected in it. This ritual includes beseeching an owl totem to lend its all-seeing eyes to reveal hidden truths, offering it sacrifices of food and tracing patterns over the reflective surface of the item with owl feathers. It takes about an hour to complete the

ritual, and once completed it allows the Shaman to see spirits near them in the Spirit World.

### ***Restore Spirit***

It is possible for one's spirit to be wounded, drained, or otherwise impaired. This is a devastating loss, and one that would be otherwise unrecoverable had it not been for the development of this Ritual. With this rite the Shaman can tap into the energy of the Spirit World, using it to help one's spirit recover from its loss. This is a lengthy process, taking a full day for each degree one's spirit has been harmed (1 day for Slight, 2 for Sizable, and 3 for Severe). Though no spirit in particular may be involved, any spirit familiar with the injured individual would be an asset to help expedite the process (dividing the time in half). Smokes and incense, fans of feathers, painting of the skin, and ash of sacred wood are all common assets of this ritual.

### ***Rite of Rebirth (Raven)***

After the Fledgling travels for their Exodus, they eventually arrive at the Raven who will help them undergo their first change. This sacred rite is the process by which a human-born or bird-born will undergo their first change into a Raven. This is a lengthy process, involving the calling of the Great Raven Spirit, honoring the winds, singing and dancing. This works up the fledgling's heart until it's compelled to make that first change. This ritual may take several hours, slightly less if this is not a Raven mentor's first time. Human-born take to the skies, and bird-born become human. This change is often celebrated by exploring this new form and learning its secrets from their Raven mentor.

### ***Rite of the Shared Wound***

An elaborate rite that allows the Shaman to mark each participant's soul, seeing to it that any wound done to one is dispersed amidst those who partook of this rite. This ritual solicits the help of several mongoose totems and includes sacrificing countless bugs to repay their kindness. This rite allows for any Damage taken by someone who has partaken of this ritual to be spread across any others who have also partaken of this rite. Distribution is determined by the individual who has taken the initial damage, and a single point of damage must be distributed across all recipients before any receive their second point of damage. This ritual lasts until the same time on the following day.

### ***Saving Grace***

This ritual, although ancient in origin, has become slightly less important with the advancement of medicine. As contraception wasn't at all common once upon a time, this Ritual was once quite commonplace. By brewing a very potent herbal tea made from bitter melon under the guidance of an elk totem, then consuming it 24 hours before or 24 hours after an evening of unprotected sex, the drinker is ensured that they will either be infertile or otherwise avoid

becoming pregnant. This brew's potency lasts 24 hours. This ritual does not protect against sexual-transmitted or other venereal diseases.

### ***Sense Evil***

The Children of Jumlin, Demons, Ghost-Witches, and Skin-Walkers walk among us. They appear no more out of place than any of the other disturbed or crazy people out in the world, but they are a far greater danger. This ritual implores the totems of the pig to help root out these evils from the rest of the crowds. The ritual is a long meditation taking at least two hours. Once complete, the Shaman will be so connected to the Earth's energy and Spirit World that they can know when they are in the presence of evil. Though the Shaman may not know exactly what evil something or someone is, they are certain of their evil nature. This sixth sense lasts for 24 hours after completing the ritual.

### ***Shadow Bound***

Once completed, this ritual allows the Shaman to step into a shadow and then out of any other they can see. The shadow acts as a portal, allowing them to travel from one place to another nearly instantly. The ritual must be performed in complete darkness, where the Shaman burns dried sweetgrass, and with its ash marks their feet or shoes. This whole process takes about ten minutes. When finished, the ritual allows the Shaman to step through shadows for the next 24 hours.

### ***Shadow's Shadow***

The shadow of the Spirit World is indeed a living totem, if not a Great Spirit unto itself. This rite is the request of the Shaman for assistance in reconnoitering someone's actions. The ritual includes a personal item from the subject to be followed, and covering it in tar, pitch, or oil. The ritual includes a series of chants and takes about thirty minutes to complete. Once completed a shadow is summoned and goes forth to follow the owner of the personal item. It acts as a spy for the Shaman, watching and listening over the next 24 hours before returning to the Shaman and reporting back all its findings.

### ***Silence is Golden***

This ritual is something to help either the back door lover, or the ambitious thief. Through a long and somewhat repetitive prayer, the Shaman beckons the very air around them to refuse to carry forth the sounds the Shaman might make. The Shaman appeals to the Winter Spirit, asking them to blanket them in silence. This ritual takes ten minutes, but for one hour after the ritual is complete the Shaman will be virtually silent in all their deeds and actions. Although this rite would make a Shaman's clothing silent, it would not make a firearm, or anything else the Shaman touches silent.

### ***Silver Tongue***

The rumors have always been true. This term silver tongued stems from this ancient rite. By grinding up pure silver into a fine powder, the Shaman prepares the ingredient they need to complete the ritual. From there a long song recounting Grandfather's words of wisdom are sung, enticing the Great Raven Spirit to once again offer his blessing to the powder. After the hour-long ritual is complete the powder is ready. Once the powder is placed upon the tongue of someone, the next thing they say becomes the most agreeable thing their audience hears. The powder can only be used once before the ritual has to be conducted again.

### ***Speak to Great Spirits***

Many of the dealings with the Spirit World connect Shaman to the totems of the Great Spirits, not the Great Spirits themselves. There are times, however, where the questions are so great, or the requests so big, that only the Great Spirits can offer a resolution. This immense ritual takes hours, both in preparation and execution. It includes the sacrifice of food and reward to the Great Spirit being sought, there is chanting, singing, and often dancing. The Shaman performing the rite must garner the attention of the Great Spirit with traditional garb, and the painting of their bodies. Then, if all is done correctly and uninterrupted, after the four-hour ritual, they may be visited by the Great Spirit they seek. The Great Spirits time is not given lightly, so the Shaman should be quick to ask their favors.

### ***Spirit Moor***

The Shaman performs this rite onto something pointed, in the presence of a departed spirit. It involves careful decoration of the item, using paints made from fresh berries and roots. It takes about an hour to complete the rite and is often accompanied by chanting or singing to eavesdropping crow totems. Once completed the prop used in the ritual begins pointing in a direction. Following the prop's direction eventually leads the Shaman to what it is that is so very important to the departed. Though this does not reveal who the person, object, or place is that is important, it does direct the Shaman directly to what it is that has the departed so fixated upon the material world. This ritual continues to work until the matter of the departed spirits' connection to the object has been resolved.

### ***Slay Deceiver***

Skin-Walkers are a blight upon the Spirit World. They are deceivers, manipulators, and murderers. They are often difficult to deal with, but the prepared have means to ensure they are put to rest once and for all. The Shaman first prepares a sacrifice to the coyote totems, setting it upon a small pyre and burning the offering until it and the wood are rendered to white ash. The white ash is then spread along a blade, or to cover a bullet. This process takes a couple

of hours but creates enough white ash to cover several weapons. Any Skin-Walker struck by a prepared weapon and reduced to zero health, is slain. These prepared weapons and ammunition remain empowered until used in combat.

### ***Transcend***

Shaman can often reach out to the Spirit World through the practice of ritual, but this rite allows for their very spirit to travel from the physical to the spiritual. The Shaman begins by preparing an area with a circle of salt, sitting inside of it, and then lighting fragrant herbs to connect this world to the beyond of the Spirit World. A long series of chants is then conducted, and after a thirty minute long ritual, the spirit of the Shaman leaves their body and travels into the Spirit World. From here, all within the Spirit World can be interacted with, likewise so too can the spirit of the Shaman by anything they run into. This ritual lasts until the Shaman's spirit returns to their body.

### ***Truth's Scent***

This ritual involves the creation of a thin cream-like substance that, once applied to someone's nose, gives them such an incredible sense of smell that they can discern incredible details about the world around them. An offering of leaves and fruits are made to the elephant spirit, crushing or chewing a portion of them into a liquid. That liquid is mixed with select oils to complete the ritual. The process takes one hour, and once created, the cream-like mixture stays potent for 24 hours. When applied, the recipient gains the ability to recognize anyone familiar to them, know where those people have been, went, and came from, know if they are ill or wounded, if they have eaten, and who else they have been in contact with. Anything smell related can be picked up on by the person wearing the cream.

### ***Unnatural***

The world is bound by laws and rules set forth by the Great Spirits, but this is not to say that there aren't times those laws and rules are broken. When they are, the spirits are always made aware. This ritual begins with the Shaman bridging the physical with the spiritual through the use of smoke. This smoke could come from a bundle of white sage, or from a deep puff of a cigar. A mere five minutes of Shaman chants and carefully using the smoke will determine if any supernatural powers have been used in an area, on a person, or on an item. Though the ritual won't reveal what specifically happened, the Shaman will know if it was a Raven's Favor, Witchcraft, another Ritual, or efforts of a spirit. This ritual can continue for as long as the smoke is produced.

### ***Water Wheeze***

The Shaman meditates before any body of water, reaching out to the pike totem. He offers a sacrifice and a song, and following the hour-long ritual, entices the pike to bless him with the ability to breathe underwater. The next

time the Shaman steps into a body of water, they can remain underneath and able to breath. This Ritual lasts until the Shaman steps out of the water.

### ***Welcome (Raven)***

This ritual is commonplace for Harbingers to know. To form a Flock, the Harbinger must conduct the Welcome rite. This is not to say that a harbinger cannot just form a group of like-minded Raven, but that if the Welcome ritual is performed upon the members of the Harbinger's Flock, the Harbinger is connected with them for as long as they remain in the Flock. The execution of this rite can take on any number of different forms, often unique to the Flock. It could include singing, dancing, drugs or alcohol, sex, or just general carousing. The rite is very loose, and not at all formulaic. It can take just an hour or two to complete and includes some one-on-one connection between the Harbinger and the new members to the Flock. This rite allows the Harbinger to "tag" his fellow Raven as members of the Harbinger's flock. Those members of the Flock who have had the Welcome rite performed upon them always have their location known by and can telepathically communicate with their Harbinger. This way the Harbinger can always collect and look after the members of their Flock. This Welcome into the Flock lasts until a rite of Departure is done by the Harbinger.



## **Witchcraft**

Magic is real, and it is said that at some point in the earliest of days, someone tricked Grandfather Raven himself to teach them how to wield its power. It has since been practiced throughout the ages, and across every land. Those who know these mystic arts have been called by many names: oracles, alchemists, enchanters, witch doctors, seers, sorcerers, and wizards. To Grandfather and the Raven, they are simply referred to as witches.

Witchcraft comes in two forms, the white magic of Beneficium, and the black magic of Maleficium. Beneficium stems from the positive energy of the Earth, bolsters nourishment, harmony, balance, and kindness. Maleficium does the opposite, tapping into evil energy and gifts from malevolent spirits. Maleficium always comes with two costs, the goodness in mankind's heart and the welcoming of evil into their spirit. The road of Malefic magic is corruption, tainting those who practice it from the moment their first spell is cast, opening them up to being influenced or overtaken by malevolent spirits, and leading them to a destiny of evil. Malefic magic is something left to the antagonists of Unkindness. Characters do not practice it, and those who choose to become antagonists (see Antagonists).

There are seven practices of Witchcraft, each focusing on a particular field or focus of magic. These include Augury, Fauna, Flora, Tinctures, Mending, Wards, and Weather. Witches (and Raven) may work within one practice of magic, or they may dabble in several of them. Of the seven witchcraft practices, characters may put points into whichever they choose for their character. These points become a practice magic trait from which they can roll whenever attempting their magic. Their score in a practice is equal to the number of points put into the practice, and their magic trait is made up of their practice's score plus their Fate Die, and any Session Dice they choose to add to the roll. Characters who opt to spend their Development Points on Benefic magic do so at a rate of 1 for 1 to improve their character's given practice.

Although Raven who practice witchcraft are not inherently Witches, this does not mean that Witches cannot be given Grandfather's Gift, nor that Raven are incapable of learning Witchcraft. Raven (or those who become Raven) are more commonly referred to as Raven than Witches (who happen to be Raven).

The following is a breakdown of each of the practices of Witchcraft:

### ***Augury***

For millennia mankind has looked to the heavens for answers in the stars, tossed the bones for explanation, interpreted the behavior of local animals, or looked for signs in pools of water. We have always sought answers, and Augury is the

practice of gleaning such. Witches who practice Augury have the capability of reading omens, leading others to relive moments of their past, interpret and share in dreams, and uncover the lost secrets of the world.

The answers to these auguries are rarely black and white. Omens can be cryptic, dreams have many interpretations, and even memories are viewed through perspective and bias. It takes a great deal of skill and understanding to glean and interpret Augury insights, but for those who can, it can offer perception into the meaning of things, to possible futures, and how a given outcome may play out.

This practice can be conducted through the use of cards, channeling spirit voices, casting objects and interpreting answers from how they land, reading tea leaves, automatic writing, or even the use of mind-altering means.

Practitioners of Augury Witchcraft can:

- Reveal whether a course of action is wise or not
- Allow one into others dreams for interpretation
- Let one return to a moment of their past to gain additional insight as to what may have happened
- Lead others through spirit journeys
- Tell fates and fortunes

## ***Fauna***

Man and beast have had dynamic relations since the beginnings of time. Sometimes animals are a means of sustenance, sometimes tools, and other times they are loyal friends and companions. The relationship between humans and animals has always been close. Witches who practice Fauna magic can tap into deeper connections between man and beast, befriending them, tasking them, and even relying on them for help in tough situations.

Animals are often instinctual creatures, but their minds and capabilities have never been fully understood. Practitioners of this magic are the exception to that distinction. Fauna Witches share a unique relationship with animals, such that they can handle them in ways most would think to be impossible – almost as though the witches are considered kin to them.

Fauna Witches might have one particular animal they have forged a strong bond with, or they might have several. Others simply connect with the animals around them, communicating with and working with them as they are able.

Practitioners of Fauna Witchcraft can:

- Befriend animals

- Call forth or otherwise summon animals
- Communicate with animals
- Task or ask of the animals
- Use the senses of animals

## ***Flora***

Plants have always held an almost mystic power, both in their use and their raw capability. Trees grow out of stone, herbs have incredible medicinal powers, and there are substances that create altered states of mind. The practice of Flora witchcraft is both an understanding of the plant world, as well as command over it. The ability to control and manipulate plant life from creating food to making tangible objects are all part of Flora.

Plants exist everywhere, in any number of forms. They grow from the earth, are raised and nursed in the home, and even exist in the most remote and harsh environments. Control does not end with growing or shrinking, but can include hyper pollination, grasping and moving, or even breaking apart the porous materials of other structures.

Fauna Witches have tapped into this organic world, giving them authority over crops, forests, flowers, and greenery. They can be managed, restricted, or grown at will, with or without purpose.

Practitioners of Flora Witchcraft can:

- Make plants grow or shrink
- Have plants manipulate or move things
- Produce food, pollen, oxygen, medicine, or materials
- Interlock to create barriers, bridges, walls, and the like
- Make bountiful harvests

## ***Mending***

Those who have had the ability to heal have been some of the most powerful and sought after Witches of all time. Injury and illness have plagued mankind since their conception, but there have been those who have found ways to tap into the Earth's energy to help remedy ailments and regenerate wounds. The practice of Mending can be involved, taking time and effort depending on the severity of the injuries to be addressed.

The means of treating the sick and injured can vary from Witch to Witch. This might involve a degree of ceremony or procedure, the use of sacred objects or even their being conducted at a certain time of the day. The Witch must also be in the presence of the individual being treated, with the ability to touch and interact with them.

The Witches who practice Mending need to give their undivided attention to those seeking their help. They cannot be disturbed once the magic has begun, and only when the individual they are helping has recovered can they then move on to helping another.

Practitioners of Mending Witchcraft can:

- Accelerate the healing process with each success (x2 with 1 success, x3 with 2, etc.)
- Cure illness (common illnesses cured within a day's effort, and severe illnesses with up to a week)
- Cure disease (with a solid week's effort to provide a full recovery)
- Repair the broken (return ruined items to the unbroken state)
- Restore someone's spirit (one point per success)

## ***Tinctures***

One of the earliest and most common practices of witchcraft has been the creation of potions, ointments, and vapors. These concoctions have been used to elicit positivity, connection, bolstering one's inherent capabilities, or even infatuation. The practice of Tinctures is the creation of tangible items that can then be passed on to others for use at their will and pleasure. One must be careful though that these powerful relics do not fall into the wrong hands.

Tinctures can come in many forms, some innocuous to some that are very unique. They might be as simple as a stick of incense, a vial of liquid, or a jar of balm. Tinctures remain dormant in their unused form, and must be applied, burned, consumed, or otherwise used up to have their supernatural effects enacted.

Tincture Witches may create these items ahead of time or when the need arises, however tinctures do not last forever, having a shelf life equal to a week per success of the witch creating them.

Practitioners of Tincture Witchcraft can:

- Make items that strengthen people (add an additional Trait)
- Compel someone to speak only in truths
- Allow them to see and communicate with the Spirit World
- Keep items in a stasis (knives cannot be broken, water cannot be frozen, etc.)
- Elicit a specific emotion

## ***Wards***

There are many dangers in the world, and those who have learned the practice of Wards have found means of protection against them. Whether protecting places, objects, or people, the practice of Wards has been used time and again to fend off threats and enemies. This form of witchcraft relies on the marking of items and objects such that specific groups, events, or individuals are otherwise unable to affect them.

Enacting a Ward might include marking the entry to a building, placing symbols on people, or imprinting magic on items. Wards are always clearly marked, and specific to protecting something against a clearly described and defined thing. It might be against a specific person, group of people, or even against an item or element.

The witchcraft of Wards is always done onto something or someone. These Wards last for the cycle of the moon (roughly 30 days), at which point the Wards end and will need to be redone should the protections they provide need to be continued.

Practitioners of Ward Witchcraft can:

- Protect people and places from specific animals or groups of animals
- Protect people and places from raw elements
- Prohibit people or groups from passing through a given portal or opening
- Protect someone from the powers of a known individual or group
- Protect someone from a specific practice of witchcraft

## ***Weather***

Power over the weather has been something only the most powerful of Witches have been able to do. Weather is wide and far-reaching, and control of such has allowed these practitioners to water crops, redirect devastating storms, and keep temperatures mild. This is a practice that involves a great deal of focus, and may prompt song, dance, or ritual to complete.

Altering the weather is always easier than creating something from nothing. To that end, the idea that a Witch can make it snow in the middle of August could only be done by the most achieved of this practice. The more opposite the current weather the Witch seeks to enact, the more successes needed to do so (at the GM's discretion).

Changing the weather takes time but can be done quicker the more successes the Witch achieves. One success results in a change within an hour, and each additional success halves that time for the Witch.

Practitioners of Weather Witchcraft can:

- Create fog or mist
- Create or subdue winds
- Raise or lower temperatures
- Summon storms
- Bring about severe weather (hail, tornadoes, blizzards, etc.)

# Combat

Unkindness follows the rules for combat as covered in the Modulus Core Rulebook.

## Antagonist Capabilities

There are many potential antagonists in Unkindness, some of which are very supernatural in nature. Use of antagonist capabilities are as outlined in the Antagonist Capabilities module in the core Modulus rules, with specific rules for Unkindness antagonists as defined for the specific Antagonist. The GM has final say as to what the limits and advantage of an antagonist's capabilities are while in combat. Refer to the Combat Capability Limits twist in the core Modulus rules for more information on possible limits.

## Charms

When used in combat, a Charm's capability follows any rules listed for the antagonist's capabilities. Otherwise, it may need to be interpreted by the GM as to what mechanical (if any) benefit applies in combat. It is recommended to follow the guidelines laid out in the Antagonist Capabilities listed above.

## Death (loss of spirit)

A character can meet their end either by taking enough damage to their health or their spirit. When the last box of either is checked, the character is dead. From that point, one of two things will play out. Either the character's spirit is freed of their material form (when one's health reaches Dead), or their spirit is destroyed and their body in the material world falls lifelessly to the ground.

## Antagonists

In the beginning, the Raven merely had to guide mankind, to deliver the departed, and to shepherd them to bright futures. Time has not been kind to mankind, nor the Raven. Evil spirits have come to feed on the curiosities of man, corrupting him, and in some cases turning him into something far more sinister. Even Grandfather himself has set in motion foul creatures that plague his beloved world. These creatures have reared their ugly heads and turned their attentions on Grandfather's creation, humanity, and on the Raven.

## Children of Jumlin

Jumlin are supernatural creatures, able to live infinite lives thanks to the spiritual energy they can syphon off others. Like the Raven, Jumlin are ageless, but not immortal. They can become very hearty, powerful creatures the longer their life,

and are a challenge to deal with. They can have many powers, and the older they are the more they have.

Jumlin have the following inherent characteristics:

- **Ageless** – Children of Jumlin do not age past their forefather, Jumlin (30 years old).
- **No Totem** – Jumlin do not have Totems in the Spirit World as they are not truly humans, they just appear as themselves.
- **Self-Sustaining** – Jumlin do not need to eat, drink, or breathe, only to feed off spiritual energy each day.
- **Tireless** – Jumlin do not need to sleep, or rest in any way.
- **Unsettling** – Jumlin are not human and as such exhibit a disquieting aura about them, their lack of breathing or blinking contributing to that fact.

Jumlin may also exhibit any of the following empowered capabilities:

- **Astral Projection** – Able to send their spirit into the Spirit World.
- **Aversion** – Can cause others to become distracted and lose their train of thought when around them.
- **Bestial** – Can take on animalistic characteristics.
- **Durability** – Ignore pain and survive mortal wounds.
- **Flexible** – Beyond double-jointed the Jumlin can move and endure the most peculiar and impossible movements of their body.
- **Flight** – Capable of telekinetic flight.
- **Follow Spirit** – The ability to track down anyone whose spirit they have fed upon.
- **Hold Gaze** – They can hold victims paralyzed if they maintain eye contact with them.
- **Hypnosis** – Can control anyone whose spirit they have fed upon.
- **Manipulation** – Can instill and throttle emotions in others.
- **Mask** – Can change their appearance to look like others.
- **Necromancy** – They can animate anyone whose soul they have completely drained.
- **Night Vision** – The ability to see in total darkness.
- **Photographic Memory** – Can remember all they have experienced.
- **Power Sensing** – Can sense magic or supernatural capability.
- **Recovery** – Can heal their wounds by draining spiritual essence from others.
- **Shadow Form** – Can turn into a shadow of themselves.
- **Share Memory** – With this ability the Jumlin can know the memories of those whose spirit they have fed upon.
- **Shared Dream** – Can view and appear in the dreams of anyone whose soul they have fed upon.
- **Silent** – The Jumlin makes no sound when it so chooses.



- **Strength** – Incredible strength.
- **Superhuman Reaction** – Can react and respond to things in a blink of an eye.
- **Summon Demon** – Can summon forth Demons to do their bidding (less than their Rank).
- **Telekinesis** – The ability to move things with their mind.

**Rank:** 2-3

**Capabilities:** Based upon the Jumlin's age (up to the GM's discretion)

**Notes on Combat:** Jumlin can attack both the physical and the spiritual forms of their enemies. Physical attacks are done following the normal combat rules. For a Spiritual attack, the Jumlin must forgo a round of damage to grab an opponent. On the following round, the Jumlin can do damage direct to the individual (thus the Rank 3 Jumlin could do three points of damage to one's spirit, resulting in major damage to their spirit).

## Defiant

Not everyone can move on into the next life. Sometimes there is unsettled business that cannot be left unresolved. Defiant are the souls of the departed that are not willing to move on into the next world. Though they may not understand what has become of them, or where they now find themselves in the Spirit World, they are insistent upon resolving whatever unfinished matters they have left in their former life.

Defiant have the following inherent characteristics:

- **No Totem** – A Defiant's spirit no longer has a Totem in the Spirit World. They look like ghostly forms of their former selves.

Defiant may also exhibit any of the following empowered capabilities:

- **Apparition** – With concerted effort, the Defiant can vaguely appear in the material world for a short time.
- **Float** – Though the Defiant may be convinced they are walking or running when moving, they are merely floating.
- **Insubstantial** – Because the Defiant is without their Totem, their form is free to ignore the spiritual structures of the Spirit World. They can float through walls and floors with ease.
- **Move** – With incredible focus the Defiant can attempt to move something in the material world.
- **Overtake** – The powerful amidst the Defiant (Rank 2) can momentarily overtake and possess a person in the material world.
- **Silent** – The Defiant is able to move about incredibly silently.

- **Whisper** – The Defiant can attempt to whisper into the material world. Their voice is as if carried on the wind and is so quiet that it is most often missed unless in the quietest of circumstances.

**Rank:** 1-2

**Capabilities:** Based upon the Defiant's Rank, one per Rank.

**Notes on Combat:** Defiant's do not have any particular combat capabilities, save for that they will damage one's spirit while within the Spirit World.

## Demons

In the dark recesses of the Spirit World, there lies the Demons. These are malevolent, evil, cunning creatures who are looking for opportunities to ruin Grandfather Raven's creation.

Demons vary in their level of power. Some are mere minions, little more than an annoyance. Some are beasts of legend, capable of horrible destruction. As spiritual creatures, Demons can have numerous capabilities. The higher Rank the Demon the more capabilities it is likely to have. Typically, a Demon will have a number of capabilities equal to their Rank.

Demons have the following inherent characteristics:

- **Attack Spirit** – Demons attack one's spirit in the Spirit World, doing damage to it rather than physical damage to their targets.
- **Indomitable** – Demons are immune to any attempts to affect their minds.
- **Night Vision** – Capable of seeing regardless of the presence of light.
- **No Totem** – Demons do not have a Totem in the Spirit World. Though they can take any number of forms, their spirit looks distinct and unlike anything living.
- **Spirit Form** – Unless capable of possessing a living host, Demons exist only in the Spirit World.
- **Supernatural Sensitivity** – Being otherworldly, Demons can sense and detect supernatural powers and creatures.
- **True Name** – Every Demon has a true name, and knowing it provides an individual power over it. Demons must follow commands given to them when their True Name is used.

Demons may also exhibit any of the following empowered capabilities:

- **Attach** – Demons in the Spirit World, or while possessing hosts, can crawl up walls, suspend themselves on ceilings, and even cling to moving vehicles.
- **Alter Form** – The Demon can look like anything it wants.

- ***Bend Light*** – By controlling light waves, the Demon can make itself nearly invisible – looking like a strange distortion of their surroundings at best.
- ***Compel*** – A Demon can prompt candor and confession through conversation with whomever it is speaking with.
- ***Control Elements*** – The capability of manifesting and manipulating the elements.
- ***Decay*** – With but a touch the Demon can corrode, degenerate, or otherwise crumble non-living materials.
- ***Darkness*** – Can levy complete darkness upon an area.
- ***Emote*** – Can elicit an emotional response in others.
- ***Encourage*** – The presence of the Demon can inspire those they have given favor. Recipients of the Demon’s Encouragement can add the Demon’s Rank to their die pools for Checks in their presence.
- ***Gift*** – At will, the Demon can grant a banked success (one 6) to another – to be used at their discretion.
- ***Haunt*** – The Demon has the capability of visiting the dreams of anyone they have met face to face.
- ***Implant*** – Can plant an idea or memory into the mind of someone else.
- ***Keen Senses*** – Can see, hear, smell, feel, and taste at supernatural levels.
- ***Lend*** – The Demon can lend some or all of its powers to another.
- ***Multi-Limb*** – Having countless arms, tentacles, or limbs, the Demon can do a point of damage equal to their Rank to anyone around it.
- ***Possess*** – The ability to possess a willing host.
- ***Raise*** – While within a host the Demon can summon forth minor Demons (Rank 1) to inhabit and raise the bodies of the dead around them.
- ***Recognize*** – Can know their target’s true self, their motivations, interests, and beliefs.
- ***Route*** – The Demon is aware of the shortest means of achieving or reaching its goal.
- ***Separate*** – Able to make anything they come into physical contact with become ethereal and passable, or otherwise render inoperable.
- ***Seize*** – The Demon can possess anyone whose spirit it has destroyed.
- ***Solidify*** – Can make the air or water under their feet seem to solidify, allowing them to walk on water, or run through the air.
- ***Speed*** – The Demon can move supernaturally fast.
- ***Summon Demon*** – Can summon forth Demons to do their bidding (less than their Rank).
- ***Thrall*** – Can control spirits or living beings around it that are two Ranks lower than them (minimum Rank 3+ Demon).

- **True Form** – While possessing a host, the Demon can transform into their spiritual form, causing fear and havoc around them.

**Rank:** 1-3 (4 in the most extreme instances)

**Capabilities:** Based upon the Demon's Rank, one per Rank.

**Notes on Combat:** Demons are always willing to make deals (especially to ultimately meet their ends) and only turn to combat as a last resort.

## Ghost Witches

Ghost Witches are those witches who have dared to use magic for selfish and evil purpose. Their spirits have become corrupt, turning them into vile and tainted creatures. Though they may appear as men or women, they are foul and heinous creatures, bent on selfish ends, revenge, vengeance, and power.

Ghost Witches have the following inherent characteristics:

- **Evil** – Ghost Witches are one of the many shades of evil, but evil nonetheless.
- **Magic** – They wield powerful, deadly, destructive magic.
- **Tainted Totem** – Ghost Witches have a Totem in the Spirit World that looks corrupted by dark, malefic energy.
- **Undead** – When their human soul departs this life, the demon can fully take over their bodies – turning them into undying creatures who must be utterly destroyed.

Ghost Witches may also exhibit any of the following empowered capabilities:

- **Anti-Magic** – Malefic magic devours any attempted Benefic magic.
- **Barrier** – Can put up magical walls and barriers to restrict and protect.
- **Conceal** – Hide something in plain sight.
- **Control Forces** – Can command magnetism, gravity, and friction.
- **Control Matter** – Authority over liquid, solids, and gasses.
- **Control Space** – Able to teleport or be in multiple places at once.
- **Curse** – Target's Checks are rolled under Stress until the Ghost Witch is slain.
- **Darkness** – Can levy complete darkness upon an area.
- **Disassemble** – Break something apart, into its various components.
- **Durability** – Ignore pain and survive mortal wounds.
- **Fear** – Drive away all Rank 1 people and animals.
- **Flight** – Capable of telekinetic flight.
- **Hatred** – Make all Rank 1 people and animals hate a specific target.
- **Melt** – Metal, stone, glass, and plastic melts away at their touch.
- **Muddle** – Cause a target to be confused and disoriented.
- **Paralyze** – Can hold a target frozen in time.

- **Repel** – Push someone or others away.
- **Take** – Make an object disappear from someone else and appear in the Ghost Witch’s hand.
- **Telekinesis** – The ability to move things with their mind.
- **Telepathy** – Can speak telepathically to others.
- **Slow Aging** – Through the use of their malefic magic, they can cling to life longer than most.
- **Steal Sense** – The Ghost Witch can take one sense (sight, hearing, smell, etc.) from their target.
- **Weakness** – Dark energy taxes those around the Ghost Witch, reducing their die pools by one (1) die.
- **Word** – The Ghost Witch can say a single word and their target will obey it unconsciously.

**Rank:** 2-3

**Capabilities:** Based upon the Ghost Witch’s Rank, one per Rank.

**Notes on Combat:** Evil always seeks to destroy, but not beyond its own survival. Ghost Witches will fight, lashing out against all around them, but if their own life is at risk, will flee to fight another day.

## The Great Spirits

The Great Spirits are the most capable of all spirits in the Spirit World. They have the power of creation and the power to pass the worthy souls of their departed children from the material world to the next. They are awesome spectacles to behold, with incredible wisdom, and voices so powerful they can create and destroy with but a word.

The Great Spirits have the following inherent characteristics:

- **Awesome** – Every Great Spirit is awe inspiring. They are unimaginably impressive and can inspire and terrify all at the same time.
- **Creation** – The Great Spirits can create anything they deem worthy in both the spiritual and the material worlds.
- **Eternal** – Of all in both worlds, only the Great Spirits are truly immortal.

The Great Spirits also exhibit the following empowered capability:

- **Mastery** – The Great Spirits can do anything within the bounds of their inherent nature, ties to the Spirit World, or command over their kind.

**Rank:** 5

**Capabilities:** The Great Spirits are capable of the most incredible and awesome influence, potential, talent, and capacity.

**Notes on Combat:** If you’re choosing to fight with a Great Spirit, I can tell you how it ends. You lose.

## Librarians

Members of this secret society have existed ever since first learning of the existing of the supernatural. They have gathered what knowledge they can, recorded it in volumes of tomes, and kept it safe for study and reference for countless generations. They are the keepers of ancient and sacred lore.

Librarians have the following inherent characteristics:

- **Anonymity** – Librarians do not carry anything that would otherwise tie them to their secret society. Identifying them as such is extremely difficult.

Librarians may also exhibit any of the following empowered capabilities:

- **Knowledge** – They say that knowledge is power, and it is the single greatest asset that a Librarian can leverage.

**Rank:** 1-2

**Capabilities:** All Librarians are knowledgeable of the supernatural.

**Notes on Combat:** A Librarian would rarely find himself in combat, save for in defense of themselves or a loved one. They are always willing to talk and are not especially combat capable.

## Proctors of the NMIC

It is unknown what the Proctors have uncovered, but it is believed that most of the “para-humans” of the world (Raven, Jumlin, Witches, Ghost Witches, Skin-Walkers, etc.) have been identified to some degree or another. What the NMIC’s intentions are at this point is unknown, but their tenacious efforts have undoubtedly yielded them any number of dangerous answers.

Proctors have the following inherent characteristics:

- **Agency Authority** – NMIC Agents have carte blanche authority to access and utilize any other intelligence agency information and assets.
- **Anonymity** – Proctors do not carry identification designating them as members of the NMIC, and all personal information carried is that of a carefully crafted cover identity.

Proctors may also exhibit any of the following empowered capabilities:

- **Tech** – The NMIC has access to bleeding edge technologies, allowing them to track, surveil, monitor, and collect data on subjects in very effective and covert fashion.
- **Weapons** – Proctors are always armed, especially so when their fieldwork places them in position where their covers or efforts are put at risk. Like their tech, their weapons are highly capable and specialized.

**Rank:** 1-3

**Capabilities:** Proctors will likely have both Tech and Weapons as needed.

**Notes on Combat:** As intelligence gatherers, direct action (DA) is usually reserved only for target acquisition (taking into custody). If under DA orders, Proctors will typically work under the cover of FBI agents.

## Spirits & Totems

The Spirit World is filled with many inhabitants, spirits of all walks, and of course the Totems created by the Great Spirits. Spirits are those within the Spirit World that are not tied to the material world. Totems are the avatars of the Great Spirits, which guard over the spirits that are tied to the material world. They are a form of protective shell that guards the living from the hostilities of the Spirit World.

Spirits do not necessarily have a connection to the material world and thus can look like nearly anything. Their purposes need not apply to the material world, and thus they would seem alien and abstract from the perspectives of anyone accustomed to the world we live in.

Totems are very uniform. When each of the Great Spirits made their contribution to the world, they carried with them a hint of their creator in their form. Thus, all bears in the Spirit World are guarded by the Totem of the Great Bear. From afar they all would wear the Totem of their given type (grizzly, black, polar, etc.), but only when approached would you see the individual spirit of bear within. Those spirits within the Totem look like the individual animal.

Both Spirits and Totems can be found throughout the Spirit World, but unlike Totems, Spirits do not have the protections of the Great Spirits. As such, the Spirits in the Spirit World can and do come under attack from the Demons. Sometimes the Spirits are corrupted, becoming Demons. Sometimes the Spirits prevail. This endless war has been waged in the Spirit World since long before Grandfather created the Earth.

Spirits have the following inherent characteristics:

- **No Totem** – Spirits do not have a Totem in the Spirit World, they appear as unique ghostly forms.
- **Unique** – Each Spirit is distinctly unique, both in size and shape.

Totems have the following inherent characteristics:

- **Aglow** – Totems in the Spirit World have a luminescent glow to them.
- **Protection** – Totems protect the spirits within them from the Demons of the Spirit World.

- **Uniform** – Every Totem is identical to any other Totem of its type. All bear Totems look the same, just as eagle Totems, or wolf Totems.

Spirits may also exhibit any of the following empowered capabilities:

- **Communication** – The Spirit has a means to communicate.
- **Energize** – Tapping into the Spirit World’s energy, the Spirit can speed healing, power electronics, and increase the effectiveness of supernatural powers (doubling their effects or capabilities).
- **Glow** – Spirits can glow or illuminate itself and the surrounding area.
- **Protection** – Having a supernatural defensive means, the Spirit can negate a point of damage a round.
- **Purge** – The mere presence of a Spirit can purge tainted and corrupted areas. The longer it stays in such an area, the more cleansing of the area it can accomplish.
- **Materialize** – The Spirit can pull itself together into a more tangible and recognizable form. This form can be anything the Spirit chooses.
- **Speed** – A Spirit can be capable of moving supernaturally fast.

Totems may also exhibit any of the following empowered capabilities:

- Totems have no additional capabilities.

**Rank:** Spirits: 1-3, Totems: 3

**Capabilities:** Spirits: Based upon the Spirit’s Rank, one per Rank. Totems: None

**Notes on Combat:** Every Spirit is different. Most Spirits just want to go about their lives, doing whatever it is they have their mind focused on. They are not especially hostile, nor are they always interested in being interrupted. This is not to say they cannot be angered, or that they will not defend themselves. If forced into hostilities, they will be especially dangerous, either interested in eliminating threats against them, or getting out of harm’s way.

Totems merely seek to protect the living spirits within them. They are otherwise autonomous and not free-willed entities. The destruction of a Totem leaves the Spirit it protects vulnerable to attack.

## Skin-Walkers

Skin-Walkers have the power to transform back and forth between their human form and their animal form. They can do this at will, and as quickly as a blink of the eye. They also may exhibit other supernatural capabilities associated with their respective animal spirit. Gaining the strength of the bear, the tough hide of the armadillo, the venomous fangs of the viper, the durability of the sloth, or the speed of a hawk. Skin-Walkers also draw upon the pure spiritual energy of their stolen spirit and are thus forever ageless.



Now a super-powered human beast, the Skin-Walker can have its way with the world around it. It can appear as either self, working its way in and out of society in any manner it so chooses, and use its supernatural capabilities to fulfill its evil wiles.

Skin-Walkers have the following inherent characteristics:

- **Ageless** – Skin-Walkers do not age from the moment they take on their additional spirit.
- **Animalistic Quirks** – The strength of the animal spirit within them will often prompt a Skin-Walker to exhibit the tendencies of their animal side: being distracted by their preferred prey, finding peculiar things intriguing in the human world, etc.
- **Despised** – The animals of the Skin-Walkers spirit know it is corrupt and evil. No similar animals will accept it as one of their own, and if pushed will attack it.
- **Evil** – Skin-Walkers are one of the many shades of evil, but evil nonetheless.
- **Mark of the Totem** – Skin-Walkers typically have some sort of shared characteristic with the Totem that inhabits them. It may be excessive body hair, animalistic eyes, limbs or features more closely resembling the animal, etc.
- **Twin Totems** – Skin-Walkers have both their human and animal spirit in the Spirit World.

Skin-Walkers may also exhibit any of the following empowered capabilities:

- **Camouflage** – Can hide perfectly when unmoving.
- **Chew** – Can chew its way through extremely tough materials.
- **Claws/Fangs** – The ability to extrude natural weapons.
- **Control Animal** – Has the ability to control other animals of its Totem.
- **Dig** – Can dig quickly through the earth.
- **Durability** – Ignore pain and survive mortal wounds.
- **Electrical Sense** – Can detect energy, even life around it.
- **Keen Senses** – Can see, hear, smell, feel, and taste at supernatural levels.
- **Leap** – Can bound tremendous distances and heights.
- **Night Vision** – The ability to make its way about in the dark.
- **Poisonous** – Able to excrete toxins.
- **Recovery** – Can heal their wounds exceptionally fast.
- **Regeneration** – Can regrow lost appendages.
- **Silent** – The Skin-Walker makes no sound when moving.
- **Seismic Sense** – Can sense vibrations and movements around it.
- **Speed** – The Demon can move supernaturally fast.

- **Spit** – Whether to attack from afar, deliver poison, or to blind targets.
- **Strength** – Incredible strength.
- **Thermal Resilience** – Only the most extreme heat or cold affects the Skin-Walker.
- **Venomous** – Has the bite and means to inject poison into its prey.

**Rank:** 2-3

**Capabilities:** Any and all applicable to their animal Totem.

**Notes on Combat:** Whether imprisoned or overtaking a willing host, the Totem within the Skin-Walker is not at risk in combat. As such, they may be more than willing to sacrifice their human host, either to gain their freedom or to move on to tricking another potential host.

# Alternate Timelines

Unkindness does not have to be played in the modern day. There are many instances where one might like to explore a story set in an earlier time. As Ravens are ageless, it is possible to start a story in an earlier timeline, then jump ahead periodically to perhaps bring it forward into modern times.

Any of the following eras are all points of interest with regards to the Raven and their constant pursuit in carrying out their duties. Switching time periods will likely mean that your GM will need to remove, add, or replace certain Trainings with those more suitable for the timeframe. Such decisions are left to the GM, but it is suggested they lay out all the rule modifications to their players prior to starting a game of Unkindness in an alternate timeline.

## Early Days

In the native days of North America, the tribal people fought for their survival. Warring tribes, providing food, and harsh environments proved an ongoing struggle. Each day was filled with long labor and overcoming hardships. Though it was a simpler time, humans had to do more with less. Danger lurked around every corner, and the labors of the Raven were every bit as difficult as they are today.

### Important Milestones

2100 BC: Indigenous peoples first conduct agriculture.

1800 BC: The first large settlement is created.

200 BC: Basket weaving and pottery begins.

500: The bow and arrow are developed.

1000: Norse begin trading with the indigenous peoples.

1100: Cliff dwellings are constructed.

1492: Christopher Columbus makes his first voyage to the Americas.

1494: The Treaty of Tordesillas divides North America between Spain and Portugal.

1496: Santo Domingo, the first European permanent settlement, is established.

1497: John Cabot reaches Newfoundland.

1521: Hernán Cortés conquers the Aztec Empire.

1533: Francisco Pizarro conquers the Inca Empire.

1535: Jacques Cartier claims the North American region of Canada for France.

1565: Pedro Menendez de Aviles, a Spanish admiral and explorer, establishes the first permanent European settlement at St. Augustine, Florida.

# The Colonies

In the days of early North America, the white man arrived, settled, and explored. Soon after relations with the indigenous people of the land were formed, trade began, and many new technologies were introduced. Some good relationships were formed, and in other instances the trust and kindness of the indigenous peoples were abused. Many tribes struggled with what to make of these new arrivals to their lands. Some attempted to run them off, others sought to welcome and integrate. It was a tumultuous time, filled with uncertainty and risk. It also proved to present a whole new way of living, of civilization, and of culture to the indigenous people. Some sought to assimilate with this new lifestyle, others looked to abolish it.

## Important Milestones

- 1607: Jamestown Settlement is established.
- 1620: The Pilgrims found the Plymouth Colony.
- 1622: Native Americans massacre hundreds of colonists in Virginia.
- 1626: New York is established as a colony.
- 1624: Mohawks defeat the Mahicans.
- 1630: Massachusetts is established as a colony.
- 1633: Maryland is established as a colony.
- 1636: Rhode Island is established as a colony.
- 1638: Connecticut is established as a colony.
- 1643: The New England Confederation is founded.
- 1644: The Second Native American massacre occurs in Virginia.
- 1653: North Carolina is established as a colony.
- 1656: The first Quakers arrive in New England.
- 1663: South Carolina is established as a colony.
- 1664: New Jersey is established as a colony.
- 1681: Pennsylvania is established as a colony.
- 1685: The Dominion of New England is created.
- 1690: New York is devastated by French and Native American troops.
- 1692: The Salem witch trials begin.
- 1711: North Carolina begins the Tuscarora War.
- 1712: Slaves revolt in New York.
- 1718: Blackbeard is killed by naval forces of the Colony of Virginia.
- 1732: Georgia is established as a colony.
- 1754: The French and Indian War breaks out.
- 1765: The Stamp Act is passed.
- 1770: The Boston Massacre occurs.
- 1774: The First Continental Congress meets in Philadelphia.
- 1776: The United States of America declare independence from Britain.

# The Wild West

One of the more iconic and romanticized times in American history is the Wild West. This timeframe included some of the most radical and devastating impacts on the Native American tribes. American expansion and the pursuit of manifest destiny forever changed North America. It also preceded and followed the American Civil War. The Wild West furthered U.S. colonization, created pioneer sensibilities, and birthed American egalitarianism. The Frontier Thesis proclaimed this is what formed American culture and distinguished it from its European brethren. It reshaped customs, fostered a sense of liberty, and bolstered America's sense of democracy. It was also a time of infighting, slaughter, and the seizing of land. The American Frontier was a test of mankind's limits, intellect, capability, and humanity – not all of which were successfully passed.

## Important Millstones

1803: The Louisiana Purchase adds United States territory from the Gulf of Mexico to the Northwest.

1803: The Lewis and Clark expedition begins its exploration of the West.

1810: Mexico revolts against Spanish rule.

1821: The U.S. government begins moving the "Five Civilized Tribes" of southeast America (Cherokee, Creek, Seminole, Choctaw, and Chickasaw) to lands west of the Mississippi River.

1824: Congress creates the Bureau of Indian Affairs.

1825: The first mountain man's rendezvous occurred on Henry's Fork of the Green River in present-day Wyoming.

1830: The Indian Removal Act passes.

1833: Samuel Colt invents and begins producing the revolver.

1836: Mexican forces attack the Alamo.

1838: The Cherokee tribe begins the Trail of Tears, a 1,200-mile forced march from the eastern United States to present-day Oklahoma.

1841: The first covered wagons travel the Oregon Trail and arrive in Sacramento, California.

1849: 80,000 forty-niners make their way to California in search of gold.

1860: The Pony Express is created.

1861: Crews working on completing a coast-to-coast telegraph line meet at Fort Bridger in Utah Territory. The Civil War begins when Confederates fire on Fort Sumter.

1865: A cholera epidemic strikes many American cities.

1869: The Central Pacific and Union Pacific Railroads join at Promontory Point, Utah, creating the first transcontinental railroad.

1876: Custer and his troops are slain during the Battle of the Little Bighorn.

1883: The Northern Pacific Railroad, connecting the northwestern states to points east, is finally completed after a 19-year struggle.

1887: Congress passes the General Allotment or Dawes Act, effectively dissolving tribal landholdings and tribal leaders.

1889: Fifty thousand homesteaders enter Oklahoma on the first day of the land rush.

1890: The massacre at Wounded Knee, South Dakota, ends the Indian Wars.

1890: The U.S. Department of the Interior announces that the frontier is officially closed.

# Plot/Story Ideas

There are any number of stories, themes, and plots to explore with Unkindness. Whether this is your first roleplaying game (or attempt at running a roleplaying game) or you are a seasoned veteran, the following might inspire a few different ideas as to the types of games you can run and explore with Unkindness.

The plots listed below are story kernels, small little ideas that can be expanded upon or combined with others to make a greater story.

## Plot Kernels

- The Raven must deliver the departed and find that there are similarities in the spirits they are moving on. Each has been murdered, and it appears that there may be a serial killer in the city. The Raven then must find and bring the culprit to justice.
- A Defiant is insistent about not moving on to the next world. Turns out that they were formerly a Witch involved in attempting to thwart a Demonic plan to thin a Threshold in an area so much that they will be able to possess anyone who passes through it. The Raven must complete the ritual that the Witch didn't have time to finish to strengthen the Threshold.
- One of the Flock has been kidnapped. They were slipped a mickey and are in a drug-addled state, held with tens of others. They are getting ready to be transported, and all of them have been fed off of by a local Jumlin working for a human trafficking ring.
- The Raven encounter or are pointed at an individual in the city who deserves to be given Grandfather's Gift (possibly a PC). The individual needs to be found trustworthy, learn who and what the Raven are, and ultimately see if they have the capability to accept the gift.
- Someone discovers a secret cult that's become the latest "thing". It is headed by a Ghost Witch that is using malefic magic to make his followers obsessed, eventually turning them into unwitting soldiers who lash out against their enemies.
- One of the Raven has a vivid dream with a specific but otherwise unknown person. The following day they see that person, catching a glimpse of them in passing, amidst helping someone else. Then the day following there is a news story where this person was found brutally murdered in what seems like a ritual sacrifice.

- A Skin-Walker has been bullying a small town through intimidation and buying up land. They are buying up acreage of a low threshold area tied to the Spirit World, hoping to eventually help others in town become possessed by malevolent spirits.
- An online influencer manages to catch one of the Raven while streaming a video. They caught them turning into a raven and flying off into the bright sky. The internet is now a buzz, the influencer is playing it for all its worth, and it is up to the Raven proper to decide how to deal with the situation.
- An older Raven gets word from a long-lost but once dear friend. They need help in another city and are asking for assistance. Once the PC's arrive, they find that an entire Flock has been killed, with evidence that points in very supernatural directions. It is up to them to stop whatever has hunted down and killed their brethren.
- In an ambitious and horrifying act, a Jumlin has taken over a prestigious sperm bank, replacing its entire stock with his own seed, slowly creating a vast network of Jumlin. Already there have been scores of spawn created, and if left unchecked, there will soon be thousands.
- A new Raven arrives in the city, asking to take up residence and join the Flock. In their wake comes a Ghost Witch bent on revenge. It seems that the newly arrived Raven was involved in a terrible tragedy costing the Witch and their beloved their lives.
- The Proctors have been carefully watching a Skin-Walker for months now. The Raven then catch wind of what the Skin-Walker is doing, learning he has been stalking a victim. The Skin-Walker is looking to turn his victim into another Skin-Walker, and the Proctors want that to happen so they can learn how the Skin-Walkers are made to understand more about them.



# Story Idea 1: Sara

The story begins with the Raven being called to a departed spirit in need of delivery to the next world. They are compelled towards a local hospital, where they sense the spirit inside. Finding their way towards the surgery wing, they learn that there is a young girl (Sara) on the operating table. They also find that the departed soul is not the little girl, but her father (Tom), standing by her side in the Spirit World. The girl and her father were hit head-on by a drunk driver. The Raven learn that the father is the little girl's only parent, and without him she has no one. The Raven then must see through the child's recovery, eventually helping ensure she gets into a good family for the father's spirit to move on. Unfortunately, the social system is not very good, and the little girl's troubles are just beginning.

## Cast

*Sara Winters* – Injured 9 year old girl left alone in the world

*Tom Winters* – Sara's father, deceased, spirit in need of moving on

*Alice Moore* – Social Worker

*Liz Martin* – Foster Mother

## **Scene 1: The Call**

The Raven have joined together for some small celebration/congratulations. Since they are all together, they all feel the compulsion of a departed in need of deliverance to the next world.

## **Scene 2: The Hospital**

Their compulsion leads them to the local hospital, more specifically a wing of the hospital they discover is the surgery wing. Getting past security at the main doors or in the surgery wing will be a challenge.

## **Scene 3: Operatory Room 2 (Sara)**

Eventually, finding their way into the surgery area of the hospital the Raven discover that there is a young girl on the table having surgery to deal with internal bleeding. The spirit calling the Raven is her departed father, who is now at the young girl's bedside. He is trying to fend off some sort of minor Demon that is trying to pull the little girl's soul from her body.

## **Scene 4: The Demon**

A minor (Rank 1) Demon is attempting to hurry the young girl's death. The father attempts to deal with the Demon and begs the Raven for help if he becomes aware of their presence. The Raven must intervene to ensure the surgery is successful in saving her life.

### **Scene 5: The Father (Tom)**

After dealing with the Demon, it becomes quite clear that the father has no intention of leaving his little girl alone. He explains that his wife had died some years ago when she lost her fight with cancer. His daughter is all he has, and he cannot move on without seeing that she's taken care of.

### **Scene 6: Surgery**

The little girl survives her surgery and will be placed in the hospital's recovery. She wakes up the following day and wants to know where her father is. When she learns her father is dead, she quickly becomes catatonic. While the Raven figure out what to do, the little girl seems to develop an infection.

### **Scene 7: The Social Worker (Alice)**

A couple of days later a social worker arrives, asking for information about the little girl, and attempts to speak with her. She asks a few specific questions and gets no answers. Some questions include, "Is there no other family who could look after you?" or "Do you have any friends who are in foster homes?" Without hearing from the child, the state looks to place the child into a foster home.

### **Scene 8: Placement**

Having bested her infection, the little girl gets released from the hospital and taken to meet her foster mother, Liz Martin. Liz seems nice enough on the surface, but Sara is her seventh foster child (four currently living with her). Her home is, at best, satisfactory. Sara will have to room with another girl, and none of the other children look especially disciplined. The Ravens learn that Liz is not much of a mother, spending most of her day in front of the TV or on her phone. The other kids are rambunctious and sometimes verbally or physically abusive to each other.

### **Scene 9: The Seed**

The combination of the loss of her father, her mental instability, the abuse at her foster home, and having her soul touched by a Demon, Sara gives in to a Demon's suggestion that she lash out at the other kids. She does so, using something nearby as a weapon and does some physical harm to the other child.

### **Scene 10: The Race to Resolution**

The Raven have to deal with this new Demon, Sara's need for a good family, a social worker bent on putting Sara in different (likely worse) care, getting Sara a good family, and moving the father's spirit on once that has happened. It is a lot to do and left completely up to the creativity of the PC's.

## Story Idea 2: Pink

The news has started reporting a dangerous new designer drug hitting the streets called Pink. The problem is that the drug is extremely dangerous and leads to likely overdoses. Pink is the synthetic opioid U-4770 that causes hyper-relaxation, euphoria, sedation, drowsiness, and respiratory depression. It is popping up everywhere, but not without reason. A Child of Jumlin has seen to its cultivation and distribution, using it to enslave helpless victims to feed their endless thirst for souls. Following the trail of Pink leads to horrific discoveries that have impacted numerous lives. Though the Jumlin can be dealt with and the drugs distribution broken up, it turns out that this Jumlin is but a pawn of a larger Jumlin ring that has been receiving slaves from all around a multi-state area. They too will have to be stopped, but they are far more capable than the Raven may expect.

### Cast

*Krystal & Randy* – Drug users

*Max* – Stoner and drug aficionado

*Rolan* – Drug dealer

*Semyon* – Algerian Jumlin, owner of the Vibe nightclub, and drug distributor

*Zhanna* – Jumlin and head of the Larbaa Nath

### **Scene 1: Overdose**

The Raven are having a night on the town, and just when things were wrapping up and everyone was heading home, there comes a cry from the alleyway. Someone is overdosing. A girl, Krystal, is there with her boyfriend, Randy, as they were trying out some of the new drug Pink. It turned out to be too much for Randy. The Raven must look after him, and upon investigation will learn that the baggie holding the Pink has a strange symbol on it. Krystal does not know where the packet of drugs came from.

### **Scene 2: Max**

Asking around about the packet of drugs eventually leads the Raven to a guy named Max. Max is a stoner of old, and a true connoisseur of drugs. He's reluctant to speak about where the packet of Pink comes from and will need to be charmed or convinced to do so. Reluctantly, he will tell the Raven that the pack comes from a guy named Rolan.

### **Scene 3: Rolan**

Rolan sells drugs out of an apartment in the worst part of town, with lots of people about, and several gang-members keeping an eye on things. He is in apartment 424, and there is a guy outside who won't let anyone in he doesn't know. Inside the place is in shambles, and there are loads of high people hanging about. One such person is dead from an overdose, though no one seems to

know it. Rolan is in his bedroom, filming having sex with underage girls who are too high to know what is going on. When interrogated, he is reluctant to talk about where he gets his Pink. He will need to be convinced. If convinced, he will eventually drop the name Semyon. Semyon owns the Vibe nightclub and is a badass dude.

#### **Scene 4: Vibe**

The Vibe nightclub is very exclusive, with a long line outside around the block every night. It is one of the more happening places in town but is believed to be run by the mob. Getting in is extremely difficult without having your name on the VIP list or bribing the two bouncers at \$1,000 a piece or more. Inside the place is hopping, techno music booms throughout the many side rooms with all sorts of sex and drug activity. Upstairs is another bar, more rooms, and an office with a mirrored window overlooking the club. The office is guarded by two huge guys.

#### **Scene 5: Semyon**

Once entry to the office is obtained, Semyon is sitting behind a huge cherry desk. There are three other men in the room, two of which look like thugs and one who looks quite capable. Semyon is a curious man and will ask a lot of questions. He'll explain that overdosing in his product isn't his fault, that everything is sold in a single hit, and those who take more than that are taking their lives in their hands. If threatened, he'll explain that the Raven are messing with forces they cannot even understand, that things are bigger than they could ever imagine. Semyon has a tattoo on the inside of his arm that connects him to the Larbaa Nath, a secret Jumlin society based out of Algeria.

#### **Scene 6: Kidnapping**

After dealing with Semyon, the Raven are about their business when a panel van and two other SUV's pull up. Huge guys jump out and attempt to kidnap the Raven at gunpoint. Whether the Raven play along or not, the men are willing to let the Raven surrender and be taken to meet with Semyon's betters. They can also learn this from the men, as well as where they were planning on taking them. Either way, the Raven are headed to this rendezvous.

#### **Scene 7: The Manor House**

The Raven are taken to, or learn of the location the kidnappers were taking them. It is a remote location just outside of town, in a very affluent neighborhood. The estate is more of a compound, with loads of armed guards. Inside the place there are several buildings, the largest one is a decadent manor, and another is a large building with no windows. The building without windows is surrounded by evil spirits in the Spirit World.

### **Scene 8: Zhanna**

Once the Raven enter the manor, they will eventually find their way to meeting Zhanna, head of the Larbaa Nath. She knows of Raven and explains how her efforts are allowing users of Pink to live joyously. She's even willing to partner up with the Raven, offering them handsome salaries, and even the running of the Vibe nightclub. She'll even let them try to handle the overdosing by better communicating to people that they need to limit their Pink use to no more than one hit at a time. She is surrounded by many other Jumlin, all of which look especially capable of dealing with the Raven.

### **Scene 9: Fresh Meat**

While talking to Zhanna a box truck arrives out in the main courtyard. They start unloading abducted people who are clearly under the influence of some narcotic. They start channeling them into the large building without windows. One of the people being moved is Krystal.

### **Scene 10: The Slave House**

The other building on the estate is a huge building hosting many abducted people. Each is placed in their own room and is constantly administered narcotics to keep them in a perpetual high. Though the rooms are decent, these people are being abused and fed upon by the Jumlin. There are a couple of guards about, but any of the Jumlin in the building will become alert and attempt to fend off anyone looking to free the slaves.


# Experience & Development

When and how often opportunities for experience and further character development arise are left to the discretion of the GM. Any of the modules and twists within the Rewards section of the core Modulus book can be used. Unkindness additionally offers rewards for Development Points.

Since every Development Point can be spent on Training or Capabilities, players are awarded such for their characters as they advance. It is recommended that only a single (1) Development Point is awarded at a time. Unlike the restrictions imposed for the expenditure of Development Points at character creation, Players are free to spend their points however they choose. The GM may decide (for purposes of their game or the story) that certain restrictions should be implemented (such as a Shaman character spending a point in Beneficium Witchcraft, for example).

# Character Sheet

You can download a copy of the Unkindness character sheet. Otherwise refer to the following:

 <b>UNKINDNESS</b>		
Name: _____		Family: _____
<b>Mental</b>	<b>Physical</b>	<b>Societal</b>
<input type="checkbox"/> Athletics <input type="checkbox"/> Biology <input type="checkbox"/> Boating <input type="checkbox"/> Business <input type="checkbox"/> Chemistry <input type="checkbox"/> Culture <input type="checkbox"/> Drive <input type="checkbox"/> Economics <input type="checkbox"/> Electronics <input type="checkbox"/> Engineering	<b>Training</b> <input type="checkbox"/> Fighting <input type="checkbox"/> Forensics <input type="checkbox"/> Gaming <input type="checkbox"/> History <input type="checkbox"/> Law <input type="checkbox"/> Linguistics <input type="checkbox"/> Literature <input type="checkbox"/> Lore <input type="checkbox"/> Marksmanship <input type="checkbox"/> Mathematics	<input type="checkbox"/> Medicine <input type="checkbox"/> Nature <input type="checkbox"/> Performing Arts <input type="checkbox"/> Pilot <input type="checkbox"/> Politics <input type="checkbox"/> Repair <input type="checkbox"/> Security <input type="checkbox"/> Tech <input type="checkbox"/> Visual Arts <input type="checkbox"/> Weapons
		<b>Health</b> <input type="radio"/> Scratched <input type="radio"/> Wounded (Stress) <input type="radio"/> Injured (2 Success) <input type="radio"/> Incapacitated <input type="radio"/> Dead
		<b>Spirit</b> <input type="radio"/> Slight <input type="radio"/> Sizable (1/2 Session) <input type="radio"/> Severe (no Session) <input type="radio"/> Dead
<b>Favors</b>	<b><u>Beneficium</u></b>	<b>Rituals</b>
_____	Augury: _____	_____
_____	Fauna: _____	_____
_____	Flora: _____	_____
_____	Mending: _____	_____
_____	Tinctures: _____	_____
_____	Wards: _____	_____
_____	Weather: _____	_____

