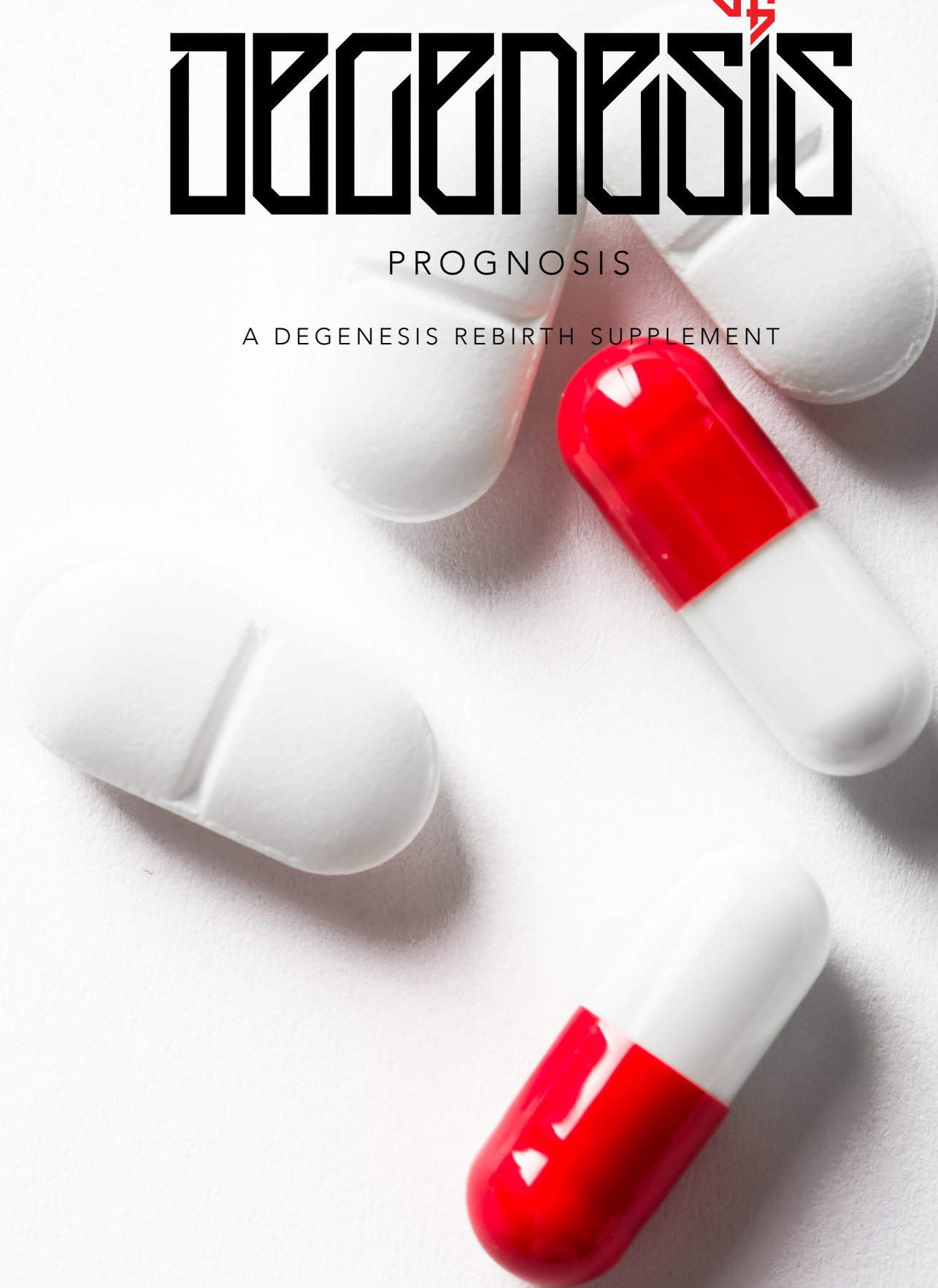




# DEGENESIS

PROGNOSIS

A DEGENESIS REBIRTH SUPPLEMENT



CROMO



# EDITORIAL

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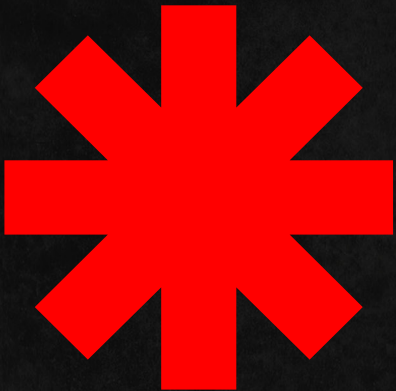
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DIY Pack from Degenesi Rebirth official site

DEGENESIS BY

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# L'uomo passa LA PRIMA METÀ della sua VITA a ROVINARSI LA SALUTE e la SECONDA metà ALLA RICERCA DI GUARIRE [LEONARDO DA VINCI]

## DEGENESIS PROGNOSIS

The content of this unofficial supplement requires a basic knowledge of KATHARSYS and ARTIFACT, the two proper rulebooks of Degenesi Rebirth. A good knowledge of the game's narrative and setting is advised to properly be able to understand the references and links to the already published official material. All the content of this expansion can be considered spoiler territory for a player, with some sections being more concerning than others. Large parts of the materials of this supplement were already part of the Degenesi setting, but were not featured in the official material. Weapons that were previously only part of a NPC arsenal, special instrumentation described in passages of Primal Punk or that were part of some of the official illustrations, are now listed in this supplement. What follows is a general index for how Prognosis and all the possible future content in the Sanctioned Material series will be organized.

TELLING THE STORY: Each chapter begins with an overview of the already well known cult and a set of ideas/suggestions on possible narrative ways it can be part of your story.

EXTRA CULT RULES: Some cults feature extra rules added to better integrate particular aspects of certain cults. Some examples can be a Score system for the Chroniclers, Ammo construction rules for the Scrappers and Merch/Vanities prices for the Neolybians.

SECRETS OF THE CULT: This section features a secrets chart which divides possible notions based on their level of secrecy. Secrets and Informations contained in this list come from the official Degenesi Rebirth publications. Bear in mind, that in the future, the chart could be expanded or altered by further publications. The section is intended to be a practical tool for the Narrator. It should not be intended as a substitute to the information contained in the manuals. The chart can help with the creation of a new character, assign information to players unfamiliar to the setting and control the type of info available in the story you want to play.

EXPANDED RESOURCES TABLE: A table containing all the previously featured items but also new ones introduced in Prognosis. The table is intended as a tool for rapid consultation and to facilitate the navigation of the manuals. Some of the items in this table were introduced in one of the official publications, but did not have a resource value for the cult before.

NEW POTENTIALS: Five new potentials are added to each cult's Potential Lists increasing the personalization choices of the characters. Each potential is inspired by an aspect of the cults that were not previously under spotlight or represent a specific archetype within the cult. In some cases NPCs' Potentials are transferred and altered to be also used by player characters.

NEW CULT ITEMS: This section mirrors the Bazaar section in Katharsys and contains descriptions and rules for new cult items introduced by this supplement. Not all the items featured have a predetermined function or a special effect. Some iconic elements (like a common Anabaptist pendant) have been added to the list of possibly purchasable items just to inspire the players in finding a clever use for them or to characterise their roleplay.





## MANKIND'S CRUSADER

Medics, scientists and warriors: a Spitalian is all of them. He heals and patches the wounds of those that stay on his side, mankind's side. He searches for answers in the labyrinth of the human genome and produces chemicals capable of burning life from Earth's harsh soil. On his side, he carries the Splayer and fights for the right to live on this planet.

To become one of these men, a Recruit will have to work hard from the beginning of his training. Each day they get bombarded by a bloat of information. Name after name is branded by force in their hippocampus. Muscles, bones, organs, cells: the moving parts of our human machinery. They learn how to tend to it and how to exploit its weakness on the battlefield. The name of the creature they demonize is what keeps them awake at night, until they no longer feel anything for them.

They start feeling nothing for none, altered by constant pressure and responsibility. Bodies and minds brake. Some don't reach the end of training and are left in the dust of the wasteland, waiting for someone else to save them. The others carry on, aiming to become the best humanity can offer. They have learned virtues the others dream about. They have become Famulancers and soon will try to follow the shining legacy created by the Preservists.

Indoctrinated by this myth, younglings grow believing to be someone special and to have the strenght to win the war for humanity. In reality, dozens lifes are wasted and many more lost on the battlefield. A cost that is starting to make its impact on the cult and could lead to its own destruction.

## HOW TO USE THE SPITALIANS

Spitalians are an almost omnipresent faction of Degenesis, and one that can offer dozens of cues for your story. As one of the largest cults and the one with the greater territorial presence, they can be part of almost any narration. In their struggle against an alien enemy, they incarnates many of the values commonly referred to classical heroes. However, instead of being revered for their success, their figure is constantly questioned. In certain regions they are feared more than the very enemy they fight. For these reasons, they often decide to force people to follow their principles. In Degenesis, Spitalians are used as a way to show to what level can a man be pushed when following strong ideals. In order to fight to save what remains of humanity, they end up loosing their own. "Sacrifice everything " is the motto that well describes the tragedy with they are represented. Spitalians may look detached at times and may be difficult people to create a bond with. They reword personal success, respect for the authorities and belief in a strong cause. Rememeber: exception are always possible. Many have fallen into the sweet temptation of burn or strive to have a normal life. As a narrator,the important part is always to remember that these should be exceptions and not the everyday standard.

## MISSIONS

The following are ideas that can be used as small narration hooks or even be the base of your entire plotline. You can adapt them to whatever use you want. Part of the narrator's role is to develop alliances your players have established with the medic cult or introduce the possibility of establishing new ones with self contained short missions.

- ◇ **NO MAN LEFT BEHIND:** Special corps are assembled to destroy Idols in Franka, to venture into the force fields of a growing Rift in Purgare or to create artificial discordance to stop the sepsis advance in Pollen.

Certain times these are missions which could have no return. Suicide operation, even when necessary, are not blindly accepted without any second thoughts. Not all the Spitalians are willing to sacrifice the lives of their fellow Famulancers. A desperate request of rescue can not be left unheard by the field operative.

If there is the possibility to save parts of a defeated platoon, it is worth trying. Most times the main obstacle is how. In these situations, the characters could be a perfect rescue expedition and be appointed to save what remains of the corp.

- ◇ **IN PURSUIT OF SUCCESS:** Hierarchy and success are everything for the Spitalians. One way or another, the scientist's ambition will push him further in a desperate match against the hidden truth. They want recognition. They have put all their life into a single objective and want their research to succeed. Researchers and military leaders are always racing for accomplishments, one against the others. They see their colleagues as adversaries. To achieve their objective, certain people start thinking unconventionally and are willing to hamper their competition to ensure success.

If something would happen to the samples in the other Epigenetist's lab, or some of his notes would find its way into his hands, nobody would be on his way anymore. The doctor can't possibly do these things himself. The characters could be perfect to sneak into the research lab or to threaten one of the Famulancers of the competitor's team.

- ◇ **UNSUSPECTED AGENTS:** Borca and the Protectorate are an island of safety for the cult. Here they have become the third major cult at command. Spitalians don't have

influence in every corner of the world. In the Balkans, the cult has been hunted and driven out by the Voivodes. In Franka, Spitalians would not have support if it wasn't for the Resistance and find difficulty gaining large successes with the local population.

While a full squad of Famulancer would raise suspicion when transporting a despored Pregnotic in the Guereros territory in Hybrispain, others would travel without problem. The local clans or factions would not suspect someone external could work for the Spitalians.

For these reasons, the characters could help the Spitalians transporting vital resources (Emergency supplies, patients, important samples or chemical compounds) or acting as secret agents on their behalf.

- ◇ **PANDEMIC:** Spitalian training requires a long time to be completed and this has started to impact the cult's numbers. Far from Spital, medical camps are always without the proper number of doctors and Orderly. Registrars deem the situation under perfect control, ignoring the desperate request made by the chief department. They know that they could not withstand a single emergency situation. The recipe for a disaster.

A sudden event like the outbreak of a pandemic

## SPITALIANS AS ALLIES

The characters' Allies background allows them to gain certain advantages. Spitalians are a powerful cult that can help the characters in a variety of ways. These are some ideas of the possible advantages characters can gain by using this background. Bear in mind that allies needs to be maintained, which means that sooner or later one of them will come back for a returning favour.

- ◇ **MEDICAL ASSISTANCE:** Spitalian medical assistance is the best you can find. This reality is widely accepted all over Europe. However, people have learned that this comes at a cost. The "Saviours of Mankind" don't offer their service for free. In case the condition of the diseased does not improve, the cost of the treatment would reach exorbitant prices. For many this expense cannot simply be affordable. They prefer to make use of natural medicine or end up trivialising their condition. Having contacts with a Orderly or the Village Doctor of their local hospital could help reduce the treatment cost or reduce the cost of drugs and pharmaceuticals.
- ◇ **EMERGENCY DOCTOR:** Ever since pit fights have been banned from Justitian, matches have to be played secretly. However, the violence of these fights has not lowered in intensity. Pit fighters emerge from these matches covered by their sweat and blood. An unconscious bleeding man would need immediate help. Healers of the Brenni clan might help out, but their knowledge can not be compared to that of a Spitalian. A medic that does not ask questions about the origin of the wounds or that would help even in these unclear circumstances would make the difference between life or death of the fighter.

would test their ability to react in these difficult situations. In these circumstances, every helping hand would be welcomed. The characters would make the difference. They could assist with the transport of the supplies, patients' accommodation or to keep the situation under control. If any of them has any medical training their knowledge would be put to good use.

- ◇ **BURN PURGE:** The Great Clanse's success was the proof that demonstrated the apocalyptic burn trade can be stopped. Despite this, Justitian is only the first burn free haven. Many other corrupted cities are next on the Spitalian's list. Like in the past, without any help the Spitalians would not be able to stop the outlets.

The characters would be perfect for their needs. The Spitalians would need insiders and informers. They could approach the dealers without raising any initial suspicion. If they already have contacts with the flock they could establish a stronger relationship with the intent of gaining its trust and obtaining vital information. Apocalypics who are already members of this flock could be asked to sabotage the internal structure of the system and help the medics tear down the entire organization.

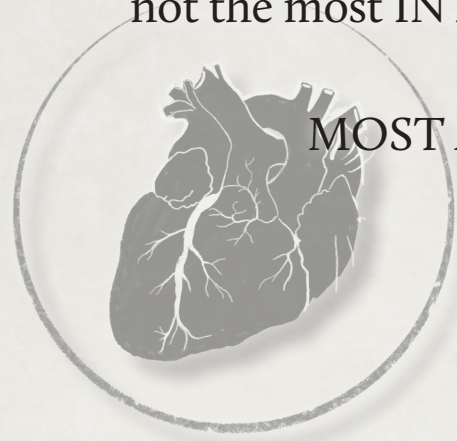
- ◇ **PREJUDICE:** Medical treatment is not equally available to everyone. Many Spitalians wouldn't help Apocalypics, and in Justitian only citizens are allowed to receive medical support in the hospitals. Allies would go over common prejudice and help you even when legally/technically not correct for its own cult.
- ◇ **WELL-GUARDED PATHWAYS:** Spitalians troops are dislocated all over Europe. Remote departments in far away Pollen or in the dangerous Balkans receive support from the Spital through well defended supply lines. To sustain the machine of war, these routes must be protected no matter the cost. This necessity has led to the creation of many safe and well-trodden paths that connect the various regions of Europe. The character could use their allies to gain safe passage to certain destinations through these routes or exploit the contract the Spitalians have with the Hellvetics to gain safe passage through the Alps.
- ◇ **DRONE PHENOMENON:** For a Spitalian the drones are just another product of the Primer's influence. When the Famulancers fight, on the other side they find friends and those they were fighting for weeks before. Every dead drone is a step closer to victory. The Hippocrates have taught them to see drones for what they are now: slaves of alien tyrants. They see in them what they will become in case of failure. Reintegration is not possible. The phenomenon has been overcome by someone only with long isolation and de-sporination, a costly procedure. An ally would think differently. He could try and recover the party from the Frankan swamps or even risk resources on the attempt to cure a drone's mind.





“It is not the STRONGEST of the  
species that SURVIVES,  
not the most INTELLIGENT that survives.

It is THE ONE that is the  
MOST ADAPTABLE to CHANGE”  
[CHARLES DARWIN]



## CONFLICT WITH THE SPITALIANS

Apocalyptics have found out that the doctors make a perfect depiction of the thirteenth tarot, the Destroyer. Spitalians fight for their cause and have high demands that the whole of humanity has to accept and follow. They have stopped centuries ago trying to reason with the hordes of savages. With high standards and ideals, it's easy to clash against their view of the world. The following are possible ideas to introduce conflict when dealing with the Spitalians:

- ◆ **HYGENE:** Spitalians who are used to living in Spital or far from the warfields, are used to a “cleaner” world. In the Protectorate they have established their regulations, but in the post-Eschaton world it is an exception rather than a common thing. Hygiene conditions are an element that can rapidly change the attitude of a Spitalian towards one of the characters or instead immediately instill prejudice. While not being the main reason for a conflict, it could be part of the reasons mistrust and despise started to take hold of the mind of what once was thought to be an ally.
- ◆ **SPORES:** Spores are carried through wind, rushing water, food and animals. Even a small amount of them is enough to make Spitalians go on alert. For these reasons, mollusks are used to check the conditions of food and goods. They distribute pesticides to the farmers to prevent the growth of the fungi. When spores are found, they immediately react. If the soil is already infested, flames or chemical destruction is the only option. Animals are cremated and villages burnt to the ground. The short introductory module Provider deals with this exact theme, showing what impact could such a discovery bring to a family.
- ◆ **BURN:** Burn is the curse of humanity. The spores erode the physical and spiritual strength of the humans and make them want more of the new enlightenment they have just found. Burn is the final temptation and for the Spitalians, the symptom that someone has been lost to

the primer. Burn dealers are a major reason the spores have been propagating this much through Europe. Casual burners can still recover from the intoxication, but long lasting addiction is untreatable. Concealing someone who has reached the Carrier of the Seed state is a great menace for everybody and will not go unpunished.

- ◆ **ANUBIANS:** The black priests are a mystery for the borcan medic cult. The Africans interact with the psychovores in ways no other human has been capable of. Their strange rituals and formulas evade comprehension the same ways the psychonauts phenomenon do. The similarities are too much to be dismissed. Anubians are not to be trusted and yet to be comprehended. What is really occurring in Africa?
- ◆ **CHAIN OF COMMAND:** Preservists are beyond the common line of command of the cult. The elite warriors follow the same ideals, but are used to a different modus operandi. Other Spitalians could very easily be disgusted or find their methods far from those of the Hippocratic Oath. The shades behind their actions had already almost caused the destruction of the order in the past, and only the intervention of the nowProvost Kranzler has purged them of their sins. Leadership and ethics discussion can easily erupt when Spitalians of these two different branches of the cult are caught up in the same mission.

## SPITALIAN SECRETS

### SECRETS 0

(Famulancer)

Knows the difference about the Primer, the different Ruptures and knows how to shield against the spores. He has pulverized Sepsis between his fingers and watched it grow in lab experiments. Knows the results of a spore field's metamorphosis, can use a vocalizer and knows the dosage of each basic drug;

(source Primal Punk)

### SECRETS 1

- ◆ One of the patience in the Appendix or in another hospital told him/her an important information, a massage that has to be delivered somewhere or a lead to find something valuable;
- ◆ Is the personal doctor of an important figure. Knows habits, things others could not imagine about him/her or informations bits could have slipped during one of the sessions;
- ◆ Has worked/is working on a restricted operation like the Great Cleanse, the purification of the Menden crater or in the Mercure. Knows few details and the name of the others who were involved;
- ◆ Has a long time experience with one of the Psychonauts' raptures. Has fought against them too many times and is an expert concerning their behaviour and phenomenon;
- ◆ Has witnessed a mysterious interaction between a Home Degeneration and a Human. Few will believe his/her words but the discovery could possibly be a turning point for future research;
- ◆ Knows that the Spitalian myth is long gone. The cult has lost its aura of invincibility and is struggling to keep the achievements earned. Allies are important in these hard times and difficult decisions have to be made;
- ◆ Has seen the corruption of the Spitalians, how they have long abandoned the Oath and are now moved by power and greed. The conscience of the cult has been tainted and no longer have mankind's trust;
- ◆ Knows the myth around the Preservist. How Provost Krenzler purified the order from the tainted methods of old and made the preservist the heroes they are today;
- ◆ Has heard stories about the HIVE research group and the singular agenda of Consultant Petrova;
- ◆ Knows stories about Vasco the fugitive doctor, the mythical figure that disappeared under mysterious circumstances;

### SECRETS 2

- ◆ Has a seat at the advisory board of one of the Registrar and knows the inner talking of the department;
- ◆ Has taken part in one of the research groups under command of an Epigenetist or a Consultant. Has limited information on the nature of the research;
- ◆ Has participated/is participating in a smuggling operation selling Burn, Ex or other Drugs to external customers. Has to keep this a secret from every other Spitalian;
- ◆ Has taken/is part of the African expedition in Quabis. Is considered an honorary african and has seen with his own eyes the power of the Psychovores;
- ◆ Knows about the Discordance. Has studied the phenomenon or has been part of seeding operations in spore fields to contain their expansion;
- ◆ Knows/Has witnessed the blooming of a Fractal Forest. A new phenotype produced by the primer's mutations which has to be burnt down as every other the spore field;
- ◆ Has entered the Warpage/Distortion and came back to tell the experience;
- ◆ Knows the story of Dr.Hernez Vasco. Has heard his theory and knows that the Consultants have prevented the spreading of informations;
- ◆ Knows/Has lived through the horrors of the Old Doctrine;

### SECRETS 3

(Epigenetist, Hippocrat or Commando Prime)

- ◆ Has access to restricted laboratories. Knows about the tests Epigenetist perform there and fully understand the objective of the research group;
- ◆ Knows about the experiments and tests done on Leperos and Psychonauts;
- ◆ Knows about the work of the Hippocrates and the Propaganda research team. Has gained the ability to manipulate the cult ideals into his own vision;
- ◆ Knows the location of important Arsenal storage facility or has vital information on strategies and military tactics;
- ◆ Knows the truth behind the Festering, the origin of the Cartridges and the reason the operation failed;
- ◆ Knows about the HIV-E virus, its danger and what it did to humanity in the past;
- ◆ Knows that the Old School is still lurking between the Preservist and that the new Way is not that different from the old;
- ◆ Knows the truth about Vasco and his incarnations;
- ◆ Has been asked to take part in the HIVE research group as special member and now follows the internal rites;





SECRETS 4

(Registrar)

- ◆ Controls the inner, outer politics and the bureaucracy of an entire department;
- ◆ Has access to pieces of what remains of the old archives containing the now lost history of the Spitalians;
- ◆ His/her research brought an incredible discovery to life. Soon he/she will get the recognition and a swarm of envious colleagues;
- ◆ Knows of the Sixth Chakra theory;
- ◆ Has access to the Data of the Pandora Crater. Has examined the species recovered there (Trilobites, Pandorans, Fractal Stars);
- ◆ Knows about the Ether and the true power of the collective, the loading process and the possible return of the major Homo Degensis;
- ◆ Knows the complete story of Vasco;

- ◆ Knows and can perform the old art of hypnosis;
- ◆ Knows about the assassination operation of the Old School and that the destruction of the archive was deliberate;
- ◆ Knows about the Czar, the various Nexus and his growing menace under Pollen underground;

SECRETS 6

- ◆ Knows about the Homo Geantis, the true ending of the Anubian cycle. Cairo hides the nurse of Humanity's doom;
- ◆ Has access to the Conservatorium who stores the complete Spitalian archive. Knows about Dr. Gusev and Operation Fornax;
- ◆ Knows the truth and origin of the Pure Strain;

SECRETS 5

(Consultant or Provost)

- ◆ Knows the goal of the Primer, the terraformation process and that humanity has reached the point of no return;
- ◆ Knows which representative of the cult have drifted away from the Oath and menace to damage the Spitalian Ideology;

EXPANDED RESOURCE TABLE

\*not all the items have a resource value and are therefore listed in this table

RESOURCES - 1

Name	Source	Type	Value
Chalk	Prognosis	Pharmaceutics	15
Tourniquet	Artifact [New]	Medical Equipment	25
Syringe	Prognosis	Medical Equipment /Brawl Weapon	30
Splint	Artifact [New]	Medical Equipment	50
Nurturing Vial and Mollusk	Prognosis	Transportation	1500

RESOURCES - 2

Name	Source	Type	Value
SP4016TH	Katharsys	Agents	50
Medical Case	Prognosis	Transportation	125
Soundproof Earplug	Prognosis	Hunting Psyconauts	150
EX	Katharsys	Pharmaceutics	200
Field Kit	Katharsys	Medical Equipment	250
Spitalian Suit	Katharsys	Armor	300
Spitalian Banner	Prognosis	Talismans / Insigna	500
Marker Luncher	Artifact	Heavy Weapons	1500
Bugs and Surveillance equip. (Hyppocrat)	Katharsys	Technology	2200
Fungicide Rifle	Katharsys	Rifles	2300

RESOURCES - 3

Name	Source	Type	Value
Firedust	Katharsys	Agents	80
Antibiotics lvl 1	Katharsys	Pharmaceutics	100
Antidote lvl 1	Katharsys	Pharmaceutics	100
Ozone Grenade	The Killing Game	Grenade	500
Hygenist Suit	Katharsys	Armor	900
Surgical Tools lvl 1	Katharsys	Medical Equipment	1000
Mollusk Mine	Artifact	Hunting Psychonauts	1000
Noumenon Vocalizer	Katharsys	Orienteering/Tracking	1500
Splayer	Katharsys	Melee Weapon	2800
Cartridge Launcher	Katharsys	Heavy Weapon	2800
Pharmabox	Prognosis	Medical Equipment	4750

SPECIAL RULE: ANTIDOTE

Trauma damage earned from Poison injection or poisoned blade can rapidly kill some one. An Antidote helps the body fighting the venom adding +2S x lvl to BOD+Toughness.

In addition, an Antidote allows ro recover Poison Trauma damage rapidly, at a rate of 1 a day. This regeneration substitue the normal Flesh Wounds healing process.





RESOURCES - 4

Name	Source	Type	Value
Chlorine Gas	Katharsys	Agents	120
Antibiotics lvl 2	Katharsys	Pharmaceutics	200
Antidote lvl 2	Katharsys	Pharmaceutics	200
Pain Killers lvl 1	Katharsys	Pharmaceutics	200
Stimulants lvl 1	Katharsys	Pharmaceutics	200
Narcotics lvl 1	Katharsys	Pharmaceutics	300
Mustard Grenade	Prognosis	Explosive	500
Gauging Substances lvl 1	Katharsys	Orienteering/Tracking	600
Presevist Suit Variant (Preservist)	Katharsys	Armor	800
Injector Gun	Katharsys	Melee Weapon	1400
Surgical Tools lvl 2	Katharsys	Medical Equipment	2000
Apothecarium lvl 1	Katharsys	Medical Equipment	2500

RESOURCES - 5

Name	Source	Type	Value
Simple Prosthetics	Artifact [New]	Medical Equipment	250
Antibiotics lvl 3	Katharsys	Pharmaceutics	300
Antidote lvl 3	Katharsys	Pharmaceutics	300
Pain Killers lvl 2	Katharsys	Pharmaceutics	400
Stimulants lvl 2	Katharsys	Pharmaceutics	400
Black Band	Katharsys	Agents	600
Narcotics lvl 2	Katharsys	Pharmaceutics	600
Gauging Substances lvl 2	Katharsys [New]	Orienteering/Tracking	1200
Truth Serum (Hippocrat)	Prognosis	Pharmaceutics	2000
Surgical Tools lvl 3	Katharsys	Medical Equipment	3000
Plasma Centrifuge	Artifact [New]	Medical Equipment	3500
Sequencer	Katharsys	Medical Equipment	4500
Apothecarium lvl 2	Katharsys	Medical Equipment	5000
PARTNER Support Arm	Prognosis	Artifacts	25000

RESOURCES - 6

Name	Source	Type	Value
Pain Killers lvl 3	Katharsys	Pharmaceutics	600
Stimulants lvl 3	Katharsys	Pharmaceutics	600
Narcotics lvl 3	Katharsys	Pharmaceutics	900
EX-Aerosol / EG-1	Katharsys	Agents	1500
Gauging Substances lvl 3	Katharsys [New]	Orienteering/Tracking	1800
Apothecarium lvl 3	Katharsys	Medical Equipment	7500
Advanced Prosthetic	Artifact [New]	Medical Equipment	25000
Intensive Care Equipment	Artifact [New]	Medical Equipment	40000

NEW POTENTIALS

HIPPOCRATIC OATH

**PREREQUISITE:** Spitalian, PSY+Faith  
**EFFECT:** He still remembers the day he was promoted and given permission to become a Famulancer. The words of the Hippocratic Oath uttered that day have never left him. He lives by the vow. He maintains a strict hygiene regimen, devotes his life to the cause and despises spore corruption. His mission is to save what is left of humanity and inspire others as an example.  
**RULES:**The character earns +1D per Potential Level each time he puts himself in danger to save a human life. If he succeeds, he also recovers 1 Ego point. His commitment to the Spitalian cause forces him to put himself in harm's way for the sake of the others. If he is unable to help someone, fails to do so or is forced not to, he loses 1 Ego point.

VETERAN

**PREREQUISITE:** Spitalian, BOD+Toughness 8, PSY+Faith/PSY+Willpower 8, Renown 3  
**EFFECT:** After the successes of the battle of Torun, the Famulancer is back in Justitian. He wanders through the streets for the first time after so many years; everything does not seem the same as before. Nobody can recognise him anymore. He is no longer the young man that used to wander the Forecourt. He was always ready to chit-chat with Stukovs, even during goods inspections. Now, whoever stares at his scar ridden face can see the challenges he has endured. He doesn't find any more sense of affiliation to those men and women that seems to elude his sight. Common problems have lost their appeal to him. The egotistical Borcans are safe and their belly full. They have yet to see what happens beyond the Protectorate's border..  
**RULES:** Many people may not consider Spitalians to be common people. While Orderly and newly promoted Famulancers still find appeal with the people, veterans of the Pollen warfare or the Frankans swamps have witnessed too much to be able to return to have a normal life. Ordinary people, clanners, criminals who oppose the Spitalian with a social Skill or a Mental Attack lose -1D per Potential Level to do so. If they end up in a fight with him, their Flight test has +1C for the rest of the scene. The GM should decide whether this potential could be applied in a scene or not.

KINESIC

**PREREQUISITE:** Spitalian, Hippocrat, CAR+Expression 6, INS+Perception 6  
**EFFECT:** An Hippocrat can make a precise diagnosis of a situation. Each sweat drop or strange tic of the person being questioned, is a clue that adds to the trail he is following. Years of medical training, evaluation tests and behaviour review have perfected his vision for detail and his understanding of the human psyche.

**RULES:** Hippocrat's psychoanalytic skills are used to assess the behavior and emotional reactions of an examined subject, as well as to assist him in his investigation. The Hippocrat can use INT+Science (3) in combination with INS+Empathy (3) when interacting with someone over a long period of time. If the roll is successful, he adds +1D per Potential level to understand the person's real intentions and to each social test against him.

BIOLOGICAL WARFARE

**PREREQUISITE:** Spitalians, Epigenetist or Pharmacologist, AGI+Projectiles 6, INT+Science 8  
**EFFECT:** Toxins and infectious agents have always been part of the Spitalian arsenal. Sepsis, the final foe, has tested the ability of the research branches of the cult and driven the Spitalians into an endless adaptation war. The rules are set by the Red Queen: either adapt and change, or succumb and accept extinction. As a result, several Spitalian Corps have included research operatives within their ranks. Togheter their expertise and military training, resulted in large success in de-sporations missions.  
**RULES:** With any weapon or tool, the Spitalians increase the chemical's Difficulty by +1 per Potential level when using Agents. Additionally, agents used by the operator may also reduce the Ego of their targets by a number equal to the triggers rolled in the Action number. A Level 3 Gas mask and Armor with the Sealed Qualities protect against this Ego damage.

HYPNOSIS [Keszler]

**PREREQUISITE:** Spitalian, Hippocrat, PSY+Domination 10, Secrets 5  
**EFFECT:** When common psychoanalytic practice failed, hypnosis succeeded. The method is based on simple inconspicuous actions, Rorschach patterns, rhythmical tapping of the fingers and constantly repeated words and suggestions. Hypnosis is a long-forgotten technique that derived from the rudimentary memetics of the RG. Records have stood the test of time and are now studied by the most loyal members of the Spitalians, the Hyppocrats. The secret police have found many ways to put the technique in practice.  
**RULES:** The Hippocrat sacrifices (1) Ego Point and rolls PSY+Domination to overcome the victim's Mental Defense. If the roll is successful, his victim is paralyzed (1 Round/ Potential level) and cannot act. He can then plant an order in the mind of his victim that must be fulfilled. If the victim tries to resist the manipulation they lose (1) Ego per hour in the process. If Ego drops to (0) the victim fails resisting any longer and performs the order like a marionette





## NEW CULT ITEMS



### CHALK

The white powder is a staple dotation for the medic cult. Chalk is replenished every week, and is a main component of every morning hygiene routine. Lime helps to protect the body against infection, but many treat it like it has much more properties. The mere act of chalk spreading is akin to a protective ritual. The cult consumes an enormous amount of chalk, which requires constant influx from the rich deposits of Chalk Breach. However, at the current state, the city is kept under siege by the Winged Ones. Hospitals' reserves won't last forever. The Spitalians will soon need to find a way to free the city or find another working solution.

**EFFECT:** Basic antimicrobial and igene for Spitalians. +1D BOD+Stamina against fungi and infections. Requires an INT+Medicine (1) and time to properly smear it all over the body.

◇ Pharmaceuticals

### SYRINGE

Spital and other smaller facilities supply public hospitals with every necessary basic medical equipment. One of the

largest production is that of syringes. Commonly part of every medical kit, they are used to administer various drugs, stimulants and peptide hormones. Thanks to the design of the Neoprene Suit, injections are quick and don't require the famulancer to be stripped naked of its protective layer. A glass syringe is purposely made to be used more than one time if correctly sterilized. On the field, plastic syringes are more common and are supposed to be used only one single time.

**EFFECT:** In dire circumstances, a syringe also works as a not so effective weapon. Nevertheless, this can sometimes be more than enough to scare or wound an aggressor.

◇ Brawl

### NURTURING VIAL AND MOLLUSK

During field operations, Mollusks are carried in glass cylinders at the top of the Splayer; a distinctive symbol of the cult. In laboratories, Mollusks are kept inside special Nurturing Vials. The vial is a reinforced transporting unit filled with a nutrient liquid called, in Spitalian gergo, Amniotic Fluid. Liquids and testing substances are injected through a valve until the mollusk is mature. The hardened exterior can resist possible hits during transportation. Some vials have handles or clips to better carry them.

**EFFECT:** Nurturing Vials are usually carried at the side of a backpack or on the Famulancer's belt. The mollusk's functionality remains the same with only one difference. Splayers are specifically created to transfer mollusk's vibration allowing the Famulancer to perceive them when gripping the spear. While inside the Vial, the reinforced structure blocks them, meaning that the mollusk's contraction can only be seen

◇ Transportations

### SPITALIAN BANNER

A bright red eight-legged cross flag waves under the cold winter winds. The ground of the plateau is stained by the blood of the Migrants and Famulancers that have fought for it. In the distance figures remove their gas mask and fire their last jets of fungicide gas. The battle has ended. The sporefield has been destroyed and the broken ground will finally be reclaimed. The Banners are a symbol of the Spitalian myth and an image of hope. The medics hoist the flags signaling influence and control. Every Spitalian that sees the tattered flag in the midst of the battle, renounces fear and immediately remembers the reason he's fighting for.

**EFFECT:** The banner works like a Talisman increasing the Mental Defense of each Spitalian who can see it by +2D.

◇ Talismans / Insignia

### MUSTARD GRENADE

In the older days of humanity, weapons like the Mustard

### PHARMABOX



gas grenade were considered to be an inhuman. The Spitalians' crusade against the Homo Degenesis and the Leperos has brought back the use of the gas. Their enemy is demonized at the point that the cult would use everything in their arsenal to defeat it. For many, no mean is too dark to achieve this objective. This way of reasoning has been one of the motives for a such big spike of psychological and moral degradation amidst the rank of the cult. Many erased archive tells this exact story.

**EFFECT:** The grenade generates a noxious nube that deals Trauma damage at a rate of 1 per round to everyone inside. Symptoms are intense irritation, formation of large blisters filled with yellow fluid and first- / second-degree burns. Eyes become sore and conjunctivitis starts. The inhaled gas causes bleeding and blistering of the respiratory system; the primary cause of death.

Only a BOD+Toughness (5) test can save from the cytotoxin. All the automatic successes added by the Sealed quality of equipment of someone exposed to the gas, are reduced by 2.

◇ Explosives

### MEDICAL CASE

Village Doctors, Field Medics or Famulancers at the lead of a corp transport medicals in small sealed briefcases. Each

case contains sensible pharmaceuticals or chemical agents. A bright red cross signal the importance of the case's content. However, this has proved to be more of a problem than anything else. Finches and thieves interested in the drugs contained in the cases have learned to recognise the packages and try to take advantage of the drugs' value.

**EFFECT:** Allow to transport up to 6x drugs/agents inside.

◇ Transportations

### PHARMABOX

Portable refrigerators like the Pharmabox are used to transport and keep important medicals and organic materials in the correct storage environment. The internal temperature can be adjusted, maintaining a stable 4 degree Celsius even in desert hot conditions. This cumbersome package is more than necessary. A field base is not always near and a blood transfusion can be the difference between the life or death of a man. Pharmaboxes are used to transport blood bags, stimulants and medicals. Epigeneticists use it to carry Degenesis samples and organs.

**EFFECT:** The cooling system of a Pharmabox requires 4 charged E-Cube to work, powering the cooling system for six days. Rule wise a portable refrigerator works as a heavier backpack reducing by 2 the encumbrance of everything inside. Medicals and organic samples like Psychonauts re-





TABLES

mains can be stored for (3) days after they have been correctly extracted.

◆ Medical Equipment

TRUTH SERUM

Truth serum is the name used to describe a mix of psychoactive drugs capable of moulding the functionality of someone psyche and induce a state of mental torture. The formula has been perfected by the Hippocrats of the cult and has found use in internal investigation.

**EFFECT:** Once dranked, the Serum requires a few seconds to influence the mind of the subject. Each time he tries to lie to the interrogator or is directly questioned, he has to pass a PSY+Willpower (4) test or be forced to answer with the truth. Each time he succed and resists, he loses 2 - trigger Ego point. Under a normal dosage, the psychotic state lasts for 4 hours but a BOD+Stamina (4) roll can be used to reduce the duration by the number of rolled triggers.

◆ Pharmaceuticals

SOUNDPROOF EARPLUG

After the first encounter with the Dushani rapture, the Spitalians began researching a way to defend their Famulancers against the mind-altering effect of the psychonaut's phenomenon. The answer was simpler than expected: Preservist operation in the region showed the effectiveness of common earplugs in evading sonic traps and resonances. The Consultants immediately ordered Research group Phenomenon to develop a better suited model. The earplugs now in use by the Balkhan Expeditions Force filters the abnormal vibrations and are designed to reproduce the natural sound curve of the human ear.

**EFFECT:** The earplugs protect against sonic waves halving all possible damage. Furthermore, they give +2S to each Mental Defense rolled against one of the Dushani sonic phenomena.

◆ Hunting Psychonauts

PRESERVIST MEDAL

The medal a preservist wear is a symbol of the accomplishment the soldier has earned. The training in Arnsberg forces the young famulancer into the mould of a super soldier. The transformation is harsh: years of mental torture, indoctrination, and physical pain. At the end, the man who comes out is no longer the same that had entered through the fortress's walls years before. The medal is the representation of all the labours he has endured. He now has a strong responsibility: he is humanity's finest creation and the one strong enough to carry it through its last dark hours.

**EFFECT:** A spitalian decorated with the eight-legged cross has proven himself through training in Arnsberg and is now a Preservist. As long as he wears the medal on the side of its cape he has a bonus of +1 Authority and wherever the Spitalians have influence gains extra +2D to PSY+Domination.

◆ Talismans / Insignia

ARTIFACTS

PARTNER SUPPORT ARM

The programmable mechanical support arm Partner, originally part of the old suit's equipment, has continued to find place in the Spitalian dotation. While the old suit model has been replaced for a more sustainable option, the robotic arms are still used in exploration missions and in important surgeries. Partners are an old relic of the pre-eschaton world. The artifact has two parts: the arm and a light weight program unit backpack which also contains the internal cell. Partners were originally developed by Leike Robotics as a programmable support platform for various possible instrumentations and tools. Leike Robotics immediately pushed high by claiming that their robotic surrogate could be able to do a better job than an expert surgeon.

The news stirred the Stream and the first prototypes of Partners started to be tested by major hospitals and research centers. The project didn't move too far from moderate success as the interest of the whole world slowly shifted towards the impending apocalypse.

Now 500 years later, only a few working pieces still remain. Spitalians find difficulties in the maintenance of the artifacts. For this reason, only highly financed research groups and departments can obtain these rarities.

**ACTIVATION: (3)**

**OPERATION:** The program unit can be carried as a light backpack. A Partner end effector can suit many possible attachments. All the Splayer tops are suited to be used with the artifact. The arm has to be programmed differently depending on the chosen end effector and require an activation test each time. The process takes 5 minutes.

For medical support, an Intelligent surgical knife, capable of real time sample analysis can be used as an end effector in high precision medical or biological studies (tissue composition, macromolecular anomalies). When equipped with these medical tools, the medic gains a bonus of +2D to INT+Medicine to perform the surgery.

When analyzing organic samples he adds the same bonus to his INT+Science.

BRAWL (BOD+MELEE)

Name	Hand.	Dist.	Damage	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Syringe	-	1	1+F/3	Piercing (1)	1	III	-	30	1	Spitalians

EXPLOSIVES

Name	Hand.	Dist.	Damage	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Mustard Grenade	-	10/40	Special	5C, -1 T per Round, Sealed -2S, Deviation, Cloud 5+ meters / 3 Rounds	1	IV	-	500	4	Spitalians

TRANSPORTATION

Name	Effect	Enc.	Tech	Value	Resources.	Cult
Nurturing Vial and Mollusk	Transport and protection unit for a mollusk	1	IV	1500	1	Spitalians
Medical Case	Allows to transport up to 6x drugs/agents inside	1	III	125	2	Spitalians
Pharmabox	Is used for transportation of thermosensitive material. Works as a backpack. Powered by Four E-Cubes.	3	IV	4750	3	Spitalians

HUNTING PSYCHONAUTS

Name	Effect	Enc.	Tech	Value	Resources.	Cult
Soundproof Earplug	Halves Sonic damage, +2S to resist Dushani phenomenon	-	III	150	2	Spitalians

TALISMANS/INSIGNA/SYMBOLS

Name	Effect	Enc.	Tech	Value	Resources.	Cult
Spitalian Banner	Talisman: +2D Bonus to mental defence	-	III	500	1	Spitalians
Preservist Medal	+1 Authority, +2D PSY+Domination	-	III	125	-	Spitalians

PHARMACEUTICS

Name	Effect	Enc.	Tech	Value	Resources.	Cult
Chalk	Basic anti-micotic and igene for Spitalians. +1D. BOD+Stamina against fungi and infections.	-	I	15	1	Spitalians
Truth Serum	PSY+Willpower (4) to lie under its influence	-	IV	2000	5	Spitalians

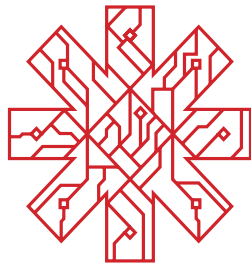
ARTIFACTS

Name	Effect	Energy Storage	Mag	Enc.	Value	Resources.	Cult
PARTNER Support Arm	Can be equipped with one of the Splayer Heads or with Medical Tools providing a +2D to INT+Medicine or INT+Science roll	Internal Cell (240 Qt)	-	2	25000	5	Spitalians









SANCTIONED MATERIAL