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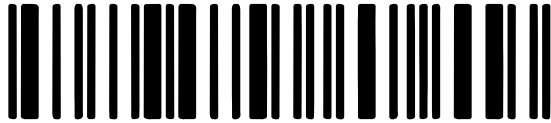
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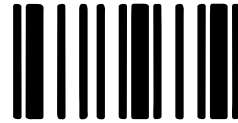PANTERRAN MERITOCRACY
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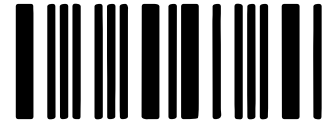
UNAPPROVED CONTENT:

• DISTURBING IMAGERY
• FRIVOLOUS USE OF IMAGINATION
• HEROIC PORTRAYAL OF CRIMINALS

A B A N D O N   A L L   H O P E

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CHAPTER 1:
HISTORY

Abandon All Hope is a horror role-playing game with strong sci-fi themes for two or more players (one game master, hereafter known as the "Warden", and at least one other player, though more are suggested). The game features mature themes including psychological terror, insanity, extra-dimensional horror, and survival.

SETTING

In *Abandon All Hope* players take on the role of prisoners in the far future, all of whom are condemned to serve life sentences aboard a megalithic starship on an automated, circuitous route on the frontier of known space. This ship, the "Gehenna", will serve as the characters' home and haunt, as well as the backdrop for their struggles for survival throughout the course of the game.

BACKGROUND

For its planners, the creation of the starship *Gehenna* was the final stage in a revolutionary era for humanity. Following a series of catastrophic nuclear, biological, and chemical wars, the unified empire of Earth (consisting of planet Earth and its fledgling colonies in nearby star systems) entered into a terrible age of chaos and instability. Familiar nation states and their outposts on neighboring stars were wrecked by war and sundered by powerful weapons of mass destruction; populations plummeted due to the fracturing of the empire's infrastructure, the disintegration of trade, and the wholesale slaughter of millions in the grueling conventional campaigns that followed. Even during the brief periods of armistice that pock-marked this century of war, economic crises and soaring crime rates created a human race rife with wickedness comparable to Biblical Sodom.

This era of chaos was only ended by what scholars of the 25th century now term the "Unification Movement". To end what they perceived as the dissolution of the fabric of human civilization, an alliance of beleaguered nations and colonies haggard by a century of intermittent warfare came together to end the violence, uniting humanity into one "utopian" body.

As many former nations collapsed under the weight of an empire-wide depression, or rotted within from the laxness of morality brought on by post-war amorality,

PLANET EARTH
2657 AD
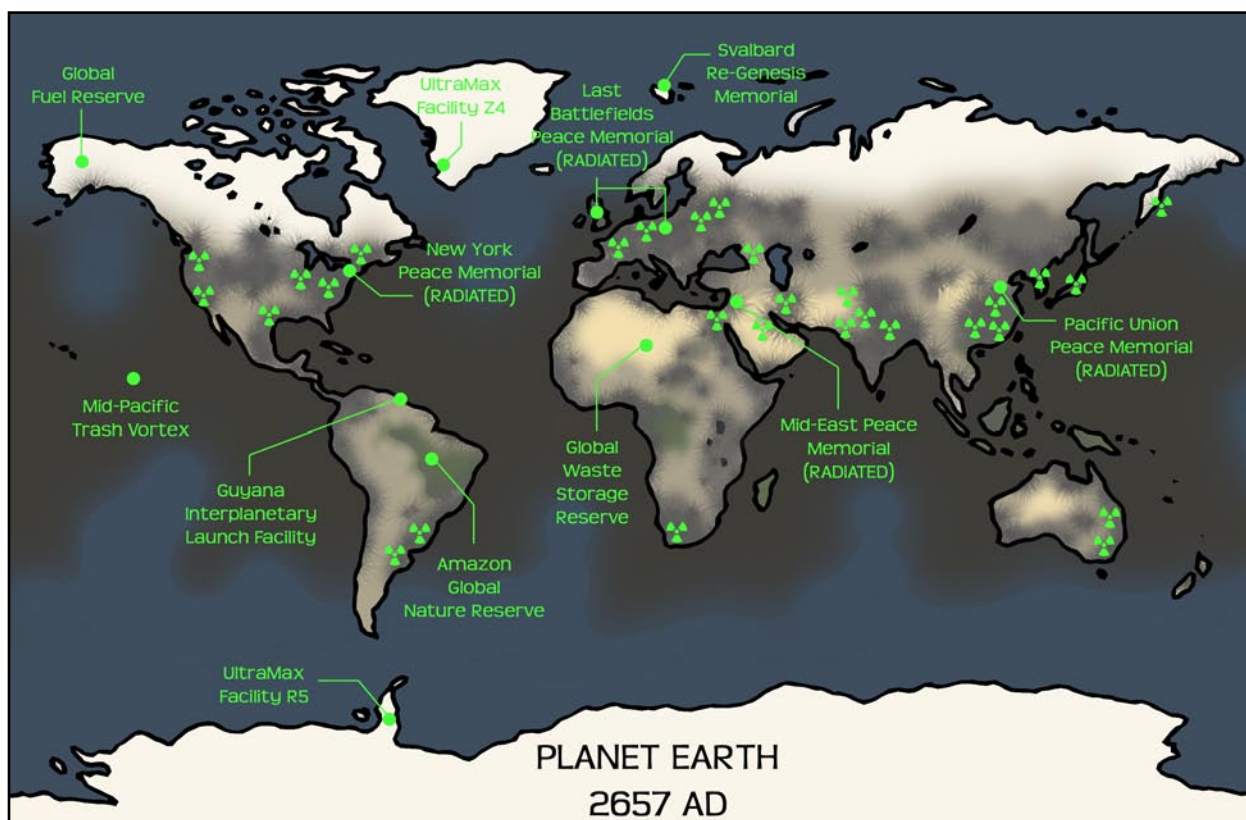
those who worked for a utopian humanity somehow survived to see their vision fulfilled. When the last fitful war came to a close, the planets seeded by Earth - scorched, irradiated, decimated - stood united. At the closing of hostilities, it seemed the unlikely vision of a generation of well-meaning politicians was finally to come true. With high hopes bordering on the radical, the Unification Movement (now influencing the highest levels of government) turned with a burning optimism to eradicate bloodshed altogether. As war-torn states submitted to the sweeping pacifistic laws of the so-called pan-Terran "New Regime", it was decided that there was no longer any need to maintain the vast standing armies, navies, and aerospace armadas of the past. Armed forces were universally disbanded; only a token police force was maintained for the protection of Earth's citizens and the enforcement of the New Regime's laws.

MEASURING EVIL

For the New Regime, however, simply *disarming* was not enough. Those who had known violence, those who had perpetrated it (even in the cause of duty) fell into a sort of "gray area" in the new political landscape. Fearing that they might "taint" a new generation being born in a world without war, those soldiers and technicians who fought or contributed to military endeavors were put into "re-education" camps, ostensibly until they could be re-introduced into the new, "violence-free" Utopia.

During this period of revision and re-organization, radical legislation was pushed through by a crime- and war-weary human race. Extremist liberal policies came to fruition. Attempts were made on an unprecedented scale to explore human psychology, categorize psychoses, and perfect man's understanding of why violence is committed, and, more importantly determine who among the population was genetically pre-disposed for it.

These efforts culminated in a system of behavioral prediction known as the "Ludovico Gauges" (after the infamous "Ludovico technique" of drug-aversion therapy once used on the most reprehensible criminals to enforce docility and servility), in which - at least in theory - human beings could be broken down into categories by past experiences, upbringing, environment, and genetics. The three main fields of the human psyche measured were *despair*, *guilt*, and *insanity* - factors that scientists of the time believed worked together to determine whether a person was likely to commit violent or predatory acts. It was now a crime to merely be *capable* of committing an offense, even if it had yet to happen!

Whether insane or not, the concept of the Ludovico Gauges caught in a violence-weary, peace-embracing dystopia. These pseudo-scientific efforts resulted in the creation of a vast database listing all criminals, deviants, and sociopaths, as well as those who were merely likely to be pre-disposed towards mental illness or "anti-social" behavior. Tragically, many former patriots who had served loyally were among those targeted, as were many who were wrongly categorized, victims of a massive bureaucratic system through whose cracks many unfortunates fell.

Despite this, developments in an ever-more radical view of political correctness, and forced social conformity, were matched by technological achievements in mass media manipulation, subliminal broadcasting, mind control, and citizen monitoring that made "Utopia" possible. A rigid and terrifying police state soon began to take shape.

PROJECT GEHENNA

The forced peace of the New Regime (now officially known as the *Pan-Terran Meritocracy*) came under attack not long after its inception. Inevitably dissidents began to appear as the brutality necessary to implement such sweeping reforms/social changes were realized. Nationalists, patriots, visionaries, dissidents from the most distant colonies, and even religious institutions (formerly squashed by the New Regime to create a more homogenized society) began to rise up. Crime rates began to rise throughout human-controlled space as the New Regime struggled to maintain control.

Under the guise of expanding humanity's reach regarding space exploration and colonization, the New Regime instigated an aggressive campaign to settle more distant star systems. With crude space facilities already existing on the Moon, Mars, the Kuyper Belt, and outposts on a scattered handful of star systems, the New Regime began an ambitious project that would serve two purposes. Like the penal colonization of Australia in early Earth history, the project was conceived to eradicate Terra's disenfranchised and send them to some far off corner of the galaxy. To this end a mega-colony ship, the *Gehenna*, was converted into a "prison-ship"; all remaining dissidents, criminals, political radicals, ex-soldiers, and anyone else who knew about war, was deemed "anti-social", or whom the New Regime simply wanted to disappear was rounded up and sent into deep space, hopefully never to return.
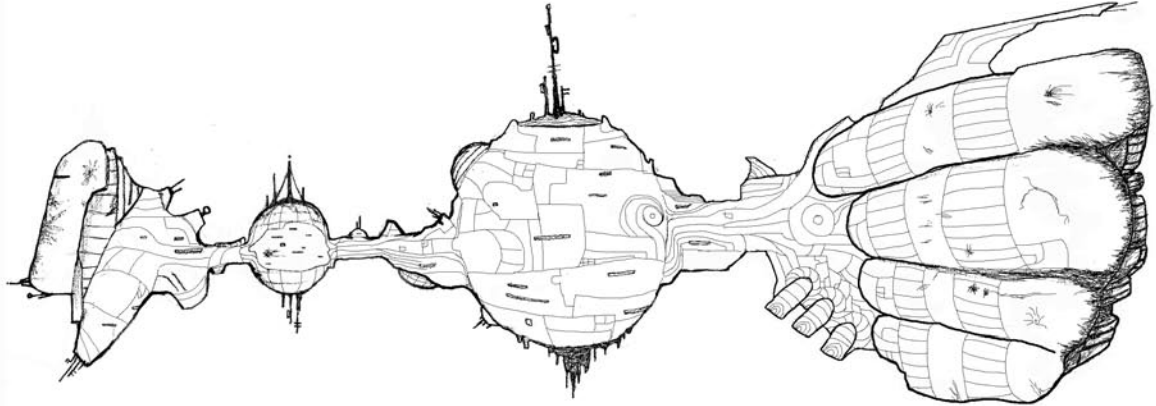
GEHENNA

THE SHIP

The interstellar prison ship *Gehenna* was not only devised as a holding vessel for all of Terra's unwanted masses, it was designed to be as self-supporting and self-sufficient as possible. An enormous vehicle requiring colossal effort and resources, the finished ship, nearly five miles long, was finally completed in orbit after eight years of construction.

The vessel itself was essentially a series of eight *Daedalus*-series nuclear engines set around a single, spindly core. The *Daedalus* engine was a resurrection of pre-war technology, a propulsion system first envisioned in the 20th century and now finally implemented with the technical skill of the 27th. At the heart of each *Daedalus* engine was nuclear power; instead of conventional rocket fuels for providing thrust, the *Daedalus* engine created a series of .5 kiloton nuclear blasts which propelled the ship through space. Not simply a super-powerful means of propulsion, the *Daedalus* concept also provided the New Regime with a means to dispose of the last remaining fissile material on Earth, which became outlawed after the last war.

The majority of the ship's outer hull was constructed of beryllium, a material capable of withstanding both the temperatures of dead space and close proximity to the galaxy's hottest stars. The design consisted of an automated telemetry and communications level, with an enormous engineering section powered by six independent fission power plants (also fully automated, taking up almost a full fifth of the ship's mass). This rear half of the ship was sectioned off from the rest of the *Gehenna* by a grand, umbrella-like "shield". This shield served to protect the forward parts of the ship from the radiation emitted by the *Daedalus* engines, yet its forward face was also festooned with quarter-mile long solar collectors to complement its own nuclear

power as its voyage guided it past distant stars and red giants.

Forward from the radiation shield was a central terminus for the ship's "custodians", a colloquial term for the robots, androids, and automatons that were designed to help run the ship, maintain her, and most importantly, oversee her human population. Complete with repair facilities, foundries, and manufactories, the custodian center was intended to provide maintenance/support for the AI contingent's continued operation.

Past the custodian level was the main bulk of the ship, which comprised the primary prison module, a gargantuan structure nearly three miles long, consisting of five hundred levels complete with a labyrinth of over ten million cells and dormitories, riddled with food dispensaries, independent agriculture ecologies, infirmaries, commissaries, gymnasiums, etc. In addition, in fulfillment of its original mission, embarkation pods (ejectable "colony ships") were fitted to the *Gehenna* in the event she came upon a habitable planet (at which time the prisoners, in theory, would be allowed to disembark to start a new life). Fully loaded the *Gehenna* contained nearly ten million prisoners, which at the time consisted of every living soul catalogued and entered into the Terran Criminal Database, rounded up from both Earth and her fledgling space colonies.

At the top of the ship sat an enormous complex comparable in size to several city blocks, where rested the ship's TTU Legate "Warden" computer, an enormous multi-functioning AI designed and developed to maintain virtually every aspect of the ship's functions. With a single artificial sentience, the Warden computer controlled the ship's astrogation and engineering, maintained and directed the prison's population of custodians (over 150,000 in number),

and oversaw the precise routines of the ship's human prisoners as well. This seemingly omnipresent computer would care for and keep intact the inmate contingent until, ostensibly, it found new worlds to settle.

VANISHING

It is unclear when exactly things went wrong. Like other colony ships the *Gehenna* was fully capable of interstellar travel, but unlike those that went before her, she was sent into an uncharted region of space beyond the bright Pleiades cluster. Essentially "written off" and forgotten so that the Terran New Regime could pursue its dreams of a utopian existence, the *Gehenna* disappeared from all primary microwave relay communications once it passed Merope (in the Pleiades), vanishing entirely once it passed through the cluster into the unknown.

Having faded from all Earth-based sensors and even the most powerful space telescopes in orbit around Terra's other colonies, the prison-ship *Gehenna* was forgotten, left to continue its mindless course into deep space in perpetual exile.

Beyond Merope and the Pleiades, the *Gehenna* entered a region of deep space both empty and lifeless. She passed through ice-impregnated asteroid belts shrouded in eerie shadow, cruised alongside the husks of dying stars and solar systems long ago burned out. She encountered unlit debris fields from the dawn of time itself, refuse from the Big Bang flung out to the furthest edges of space. It was somewhere in this pitch black expanse that the *Gehenna* encountered some sort of spatial anomaly; a worm hole, a black hole, or some other undiscovered cosmic feature as yet unstudied by man…

PERDITION

Whatever it was, whatever happened, the *Gehenna* was somehow drawn through this vortex or "tear" in the very fabric of the universe, where she plunged through and crossed into extra-dimensional reaches long believed unattainable. How it happened is currently impossible to tell, but as the *Gehenna* crossed this "barrier" she also breached an inter-dimensional "membrane" of sorts, passing through the fine line that holds reality and the impossible apart. Some survivors aboard the *Gehenna* say the ship found Hell itself, not a Hadean place located underground as medieval men once imagined, but a twisted and insane dimension waiting out there among the stars.

However it happened, when the *Gehenna's* Warden computer piloted the massive prison/colony ship through and over the very Edge of the Universe, the ship plunged into a nightmare plane whose existence was never before suspected - or even imagined. This event, which not only trapped the vessel in a hellish plane, but also left the inmates to their own devices, has come to be known by the survivors as "Perdition".

HELL

In the setting for *Abandon All Hope*, the megalithic colony ship *Gehenna* is following an automated course through the outer fringes of what can only be described as "Hell", having crossed the barrier between dimensions and plunged headfirst into an unimaginable maelstrom. For the prisoners onboard the *Gehenna*, the horror of their situation (caged on a robot-controlled ship while rogue prisoners, maniacs, and worse run loose) has manifested itself in numerous ways.

First and foremost, crossing the "barrier" has done immense structural damage both visible and unseen (as yet) to the ship. The disruption caused by the dimensional breach known as Perdition has caused mayhem in the ship's computers, electrical network, and even its physical integrity. Bulkheads have collapsed, fires still rage, entire modules have been compromised and their contents sucked into the void beyond the ship's outer hull. Millions of trapped prisoners were killed in the initial chaos of this event, snuffed out by explosions, blow-outs, and life support failure, or in the frenzied panic following soon after.

Second, and certainly more horrific, has been the discovery that the realm beyond reality, "Hell" (a.k.a. the Other Side, the Nether realm, etc.), is not empty space, but an alien and wholly indescribable place not devoid of life, but apparently *teeming* with it. It wasn't long after Perdition (the crossing of the ship over the dimensional threshold) that *entities* native to Hell began to be attracted to the ship's intrusive presence, drawn to her - or, more accurately, drawn to her *occupants* - like moths to a flame. These entities have proven to be extremely hostile to human life, an entire zoocopeia of predatory, parasitic beings that seem lured by and sated on human fear, suffering, guilt, and insanity. Rather appropriately, these beings have come to be known as "demons".

It is in this incredibly hostile environment that the player characters are thrust, as fellow convicts and prisoners aboard a ship sailing straight into Hell itself. What they do - seek redemption, personal gain, escape, or embrace damnation - will be their choices to make.

Player-controlled characters (or "PCs") in *Abandon All Hope* are all inmates on a prison ship floating towards imminent destruction at the hands of extra-dimensional forces, many of which are beyond human comprehension. Yet despite their shared origins, no two characters need be the same. Whether they were unfairly sentenced to *Gehenna* merely for being dissidents against the radical New Regime, were "unproductive", or were in fact criminals worthy of being cast out, is up to each player to decide.

The character generation rules of *Abandon All Hope* allow players to make the ultimate decision about who their characters are, and how they came to be aboard the *Gehenna*. Regardless of how he/she came to be sentenced to the ship, all characters follow the same rules during creation.

The steps to making a character are:

1. Roll your "Convict Identification Number" (or "CIN").
2. Determine your "Prison Status".
3. Roll your starting "Attributes", "Gauges".
4. Determine your starting "Build Points".
5. Pick your "Conviction".
6. Purchase additional traits with Build Points.
7. Purchase gear and equipment with Build Points.
8. Roll your "Identifying Feature".
9. Pick your "Personal Goal" (secret).
10. Devise a "Back-Story".
11. Choose your name.

NAME AND IDENTIFICATION NUMBER

The two attributes that define a character most to their associates (name) and to the robotic custodians of the prison-ship (identification number) are arbitrarily determined.

Convict Identification Number: An inmate's convict identification number is a unique seven-digit number each prisoner was assigned upon sentencing to the *Gehenna*. A character's Convict Identification Number is determined by rolling D10 seven times arranging the numbers in order as they are rolled. A character's CIN number is the "name" she is known by to the robotic custodians of the ship, all automated systems and computers, etc.

Name: Your character's "name" is what she is known by to the human inhabitants of the ship. This can be her actual name, or a name given to her in prison (a nickname). Most players like to name their characters as a last step, after they've generated traits and features that help define her in the player's imagination. As such, determining your character's name is listed as the "final" step of character generation.

PRISON STATUS

A character's "Prison Status" is a measure of how long she has been incarcerated, reflecting her experience with prisons and prison life. It is basically a measure of

DICE

As is the case with most role-playing games, *Abandon All Hope* makes use of common polyhedral dice to determine success or failure for many actions where chance could play a factor. This ranges from figuring out whether skills are used effectively, to whether a person hits a foe in combat, to the damage that weapon inflicts.

Throughout these rules you will notice traits and effects that alter which dice a character rolls. The default dice used is D12, but certain traits (such as *Find Weakness*, or *ganging up* in combat) can either increase, or decrease, the dice used in a given situation by what is called a "step". The steps, in increasing order, are D4, D6, D8, D10, D12, and D20 (the maximum).

Sometimes multiple traits/effects will come into play, altering the dice up, down, or both. *For instance, a character with* Find Weakness *gets to increase her Attack roll – normally a D12 – to the next step, which is D20. But an effect that reduces her Attack rolls by a "step" would leave her rolling D12s again.*

TABLE 2-1: PRISON STATUS

C. I. N.	STATUS	DESCRIPTION
0000001 – 0999999	Old Timer	Older prisoners who have spent more time on the Inside than on the Outside; generally pitied, but often also feared and respected for their knowledge of the inner workings of prison life.
1000000 – 3999999	Lifer	Prisoners who have lived at least 10 years or more in various prisons; very knowledgeable and generally respected (if not feared).
4000000 – 7999999	Convict	Typical prisoner; 2 or more years in prison, may have developed enemies, friends, or joined a prison faction before being sentenced to the Gehenna.
8000000 – 9999999	Fresh Meat	New to prisons; less than 1 year on the Inside before being sentenced to the Gehenna.

whether or not a character is new to prison, whether she has become absorbed by (and adapted to) the convict population, or whether she has been imprisoned for so long that she hardly remembers life on the Outside.

Prison Status is determined by *Convict Identification Number*. There are four "tiers" of Prison Status ranging from "Fresh Meat" (someone new to prison) to "Old Timers" (prisoners who have spent more time behind bars than they did living free). Specific attributes will be higher or lower depending on a character's Status (reflecting attributes which deteriorate in prison, or those that improve due to necessity), and certain Traits become available (or unavailable) depending on how long a character has been incarcerated.

ATTRIBUTES AND GAUGES

In an effort to better understand human predisposition for violence and deviancy, the Pan-Terran Meritocracy developed a system of categorization in which all humans could be classified by certain attributes. In game terms, these same dehumanizing statistics are used to define a character's abilities, strengths, and weaknesses.

First are *Attributes*. Attributes correspond to the Pan-Terran Meritocracy's "standardized categorization system"; in *Abandon All Hope* they are used to quantify the physical and mental abilities (as well as limitations) of each character. Since every character is, like humans themselves, different, each character's attributes are likely to vary considerably.

Second are *Gauges*. As with attributes, the Pan-Terran Meritocracy attempted to predict the likelihood of potential offenders through measuring

predispositions for deviant behavior. These psychological gauges were known as the "Ludovico Gauges", and gave a specific portrait of an individual's despair, guilt, and insanity. In game terms these "Gauges" are measured a little differently than Attributes, as will be explained later.

TABLE 2-2: ATTRIBUTES

ATTRIBUTE	FRESH MEAT	CONVICT	LIFER	OLD TIMER
Prowess	1D10	1D8+2	1D8+2	1D10
Reflexes	1D10	1D8+2	1D6+4	1D8+2
Wit	1D8+2	1D8+2	1D8+2	1D6+4
Willpower	1D6+4	1D8+2	1D10	1D10
Social	1D10	1D8+2	1D8+2	1D6+4
Intimidation	1D10	1D8+2	1D6+4	1D6+4

TABLE 2-3: GAUGES

GAUGE	FRESH MEAT	CONVICT	LIFER	OLD TIMER
Despair	0	0	0	0
Guilt	1D4	1D4+1	1D4+2	1D4+2
Insanity	0	0	0	1

Attributes are rated from 1-10. Gauges range from 0-10. These characteristics are determined by a dice roll, linked to a character's *Prison Status*, as shown on the following tables Attributes and Gauges.

ATTRIBUTES

In the bureaucratic monstrosity that was the Pan-Terran Meritocracy, a system of six attributes was used to describe the potential strengths and weaknesses of offenders. These attributes are the same primary attributes used in *Abandon All Hope,* as described below. *All attributes range from 1 (minimum) to 10 (maximum).*

PROWESS

The Meritocracy's measure of fitness, skill in a fight, and the ability to perform feats of strength. In game terms, Prowess is used for:

- Determining your ability to hit successfully in a fight;
- Determining whether or not you can force doors or break objects;
- Determining if you can perform strenuous activities and survive trials of endurance.

REFLEXES

A measure of quickness, ability to dodge, seize the initiative, perform sleight of hand and feats that require dexterity. Dexterity is used for:

- Determining your ability to dodge hits in a fight;
- Determining the order in which you act in a fight;
- Determining how stealthy you are.

WITS

A measure of intellect, technical aptitude, cunning, and especially survival sense. Wits is used for:

- Determining your ability to sense an ambush or set up an ambush;
- Determining your ability to analyze a situation and compose a plan of action.
- Perception, the ability to notice things (details, subtle movements, etc.).

WILLPOWER

A measure of mental resistance, as well as resilience against fear and insanity, and the ability to withstand primal instincts and conscience. Willpower is used for:

- Resisting the accumulation of Despair, Guilt, and Insanity;
- Resisting instinct to allow you to act with a rational mind;
- Resisting corruption.

SOCIABILITY

A measure of a character's ability to interact; the ability to get along with others, to persuade, to blend in, or rise to prominence. Sociability is used for:

- Determining how others see you and react to you; gauging your popularity with other prisoners;
- Determining your ability to lie and/or persuade others;
- Determining your knowledge of other convicts by their reputations.

INTIMIDATION

A measure of a character's reputation, specifically her ability to impress her will on others through force or coercion. Intimidation is used for:

- Determining your ability to force information or cooperation from others;
- Determining your ability to resist coercion;
- Gauging how tough you appear and how others react based on this appearance.

CHECKS

Often "checks" are called for to determine whether a character successfully completes an action or resists an effect. *Attribute* checks are determined by rolling D12; if the result is equal to or below the attribute, it is a success.

Opposed Checks: Often "opposed checks" are called for to determine who between two or more characters/ creatures succeeds at a contest or action. Opposed attribute checks are determined by rolling D12 and adding the result to the attribute in question; whichever among those opposed has the highest total succeeds.

Multiple Checks: Sometimes there will be an opportunity where characters can attempt checks multiple times; for example, when characters try to bash down a door and they all take a turn, or when they try to convince someone to join them. Instead of letting players roll over and over until they inevitably succeed, a penalty is imposed on each additional re-try. This penalty is -1 for the first re-try, and increases by -1 with each additional re-roll after the first.

LUDOVICO GAUGES

While *Attributes* describe a character in terms of physical, mental, and social strengths and weaknesses, *Gauges* are three aspects of a character that have less to do with her capabilities, and more with her ongoing psychological status. Based on radical concepts that attempted to root out deviants based on their past experiences, emotions, and current mental state, the three Gauges of *Abandon All Hope* measure *Despair*, *Guilt*, and *Insanity*.

DESPAIR

Despair is a measure of a character's level of tension, anxiety, and terror. In a game about dimensional horror, it serves as the Warden's means of simulating fear, the natural hesitation to act against overwhelming threats, and panic. During play, terrifying events, encounters with extra-dimensional creatures, etc. will increase a character's Despair level, requiring checks to avoid succumbing to panic or other *fear-induced reactions*.

Despair is measured from 10 to 0. A character who has a Despair score of 0 is considered to be at ease, in full control of her mental faculties. As a character is exposed to more and more terrifying experiences or encounters, her Despair score will *increase*.

Starting Despair: Unlike Guilt and Insanity (see later), characters do not begin play with Despair; it is accumulated solely through encounters with terrifying creatures or events.

Accumulating Despair During Play: Despair is generally accumulated through stressful encounters and frightening phenomenon. Some examples of situations requiring
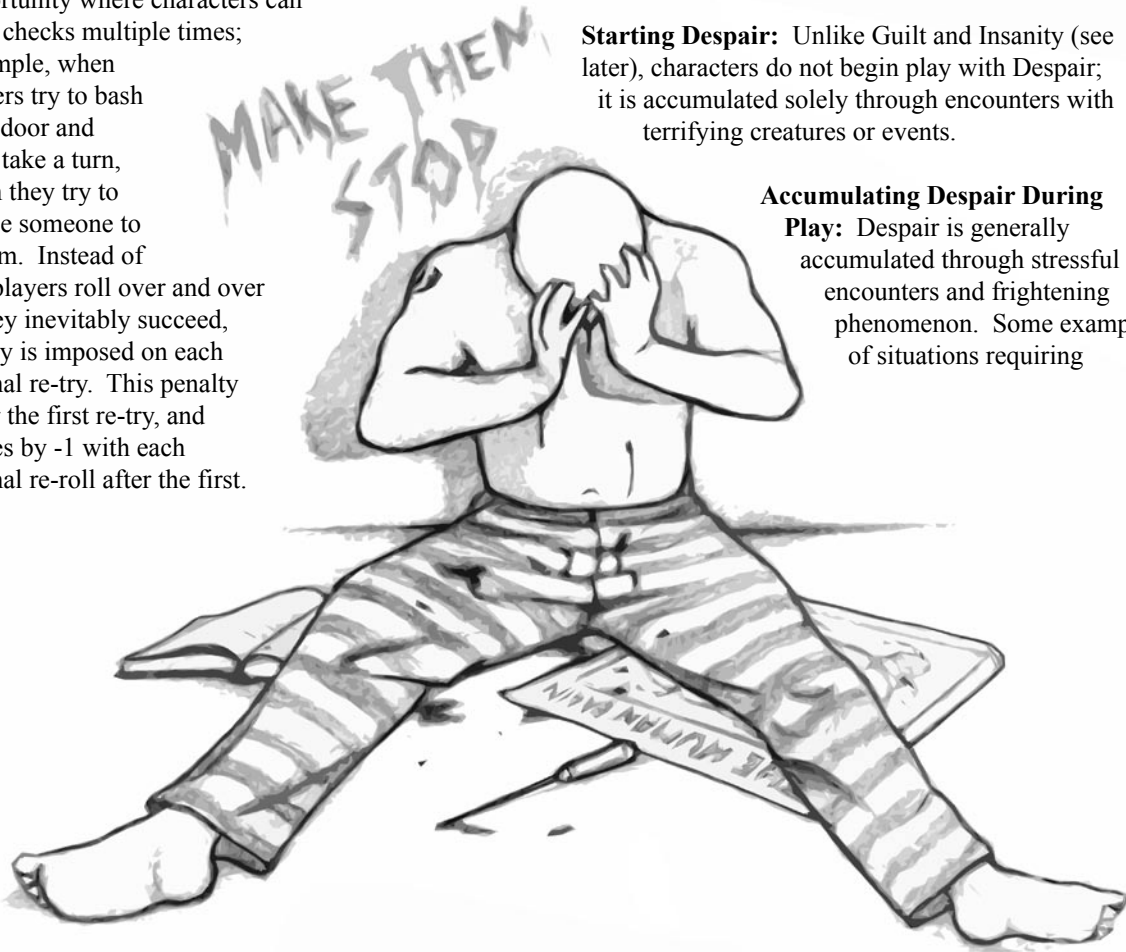
Despair checks would include facing overwhelming odds (i.e. 2 to 1), facing sure death (having to run out in front of two automated turrets), staying to fight if half the character's comrades are killed, staying to fight if the character is the last party member standing, facing a custodian in one-on-one combat, becoming trapped with no way clear way out, if the lights suddenly go out, etc.

SOURCE	EFFECT
Facing overwhelming odds	+1 Despair
Facing sure death	+2 Despair
A comrade is taken down in combat	+1 Despair
½ party killed or incapacitated	+2 Despair
Last man standing in combat	+1 Despair
Resisting/confronting a custodian	+1 Despair
Trapped	+1 Despair
Trapped and in imminent danger	+1 to +3 Despair
Lights go out suddenly	+1 Despair

To limit excessive dice rolling, in situations where multiple sources may potentially come into play, the Warden may rule that only the one giving the highest Despair applies.

Despair Check: A Despair "check" is made whenever a character faces one of the above circumstances (or when otherwise called for by the Warden). A check is made by rolling 1D12 and comparing with the character's Willpower. If the result of the roll is equal to or less than the character's Willpower, she accumulates no Despair. Otherwise she accumulates Despair as noted.

GUILT

Guilt is a measure of a character's conscience. Many characters in this game begin with high levels of Guilt, since most were guilty of some crime or another back on Terra.

Besides actual criminals to whom the sentence to *Gehenna* is deserved, even average citizens, dutiful soldiers, and others may be plagued with guilt over what they did in the past (such as the faceless enemies they killed in wartime, or the deeds they had to commit to stay alive on the ship).

Guilt is measured from 10 to 0. A character who has a Guilt score of 0 is basically innocent, or at least at peace with herself. However, certain situations and scenarios during play may force a character to make tough choices that can potentially lead to an increase in her Guilt score.

Starting Guilt: Characters begin play with Guilt usually ranging from 0 to 6, depending on her Prison Status (rare is a prisoner who has not committed some evil act even if only to survive in prison) as well as Traits. A character's starting Guilt is always considered permanent; that is, she can never fall below her starting amount.

When recording a character's starting Guilt, it may be helpful to use a pen; Guilt gained through gameplay later on should be kept track of with a pencil, making it easy to differentiate "permanent" Guilt from "temporary" Guilt.

Accumulating Guilt During Play: Guilt is generally accumulated when characters take actions that harm (or potentially harm) others. Typical examples might include killing someone for personal gain, leaving others to die, leaving wounded friends behind (even if compelled by panic), stealing, hoarding valuable supplies when others might need them, or performing actions that later result in someone's suffering and/or death.

SOURCE	EFFECT
Killing someone in cold blood	+3 Guilt
Abandoning friends in combat	+1 Guilt
Leaving others to their certain death	+1 to +5 Guilt
Stealing	+1 Guilt
Stealing vital supplies	+2 Guilt
Actions result in someone's suffering	+1 Guilt
Actions result in someone's death	+2 to +5 Guilt

To limit excessive dice rolling, in situations where multiple sources may potentially come into play, the Warden may rule that only the one giving the highest Guilt applies.

Guilt Check: A Guilt "check" is made whenever a character faces one of the above circumstances. A check is made by rolling 1D12 and comparing with the character's Willpower. If the result of the roll is equal to or less than the character's Willpower, she accumulates no Guilt. Otherwise she accumulates Guilt as noted.

INSANITY

Insanity is a measure of a character's mental stability. Like *Despair* and *Guilt*, characters in this game may potentially begin with Insanity scores of 1 or more, indicating a character who is not entirely "sane". Since the *Gehenna* was conceived as a prison for the mentally insane as well as normal criminals, this is not entirely uncommon.

Insanity, as a Gauge, measures not only a character's mental stability, but also her slow slip into madness. It is measured from 10 to 0. A character who has an Insanity score of 0 is essentially sane and stable. However, there are events and encounters in *Abandon All Hope* that can and will affect a character's Insanity score - though compared to *Despair* and *Guilt*, these instances are generally rare.

Starting Insanity: Characters generally begin play with 0 Insanity, but gain Insanity from Prison Status (generally speaking, only Old Timers are likely to start play with Insanity, which reflects their disconnect with humanity and morality, the effect of a lifetime behind bars) as well as Traits.

Accumulating Insanity During Play: Insanity is by far the least frequent "gauge" to be affected during game play. Generally speaking, Insanity is only accumulated when characters reach level 10 in other gauges (*Despair* and *Guilt*), or under special circumstances which are known only to the Warden. However, some examples are included below:

SOURCE	EFFECT
Reaching Despair 10	+1 Insanity
Reaching Guilt 10	+1 Insanity
Seeing close friends butchered	+1 Insanity
Witnessing reality-bending phenomenon	+1 Insanity
Surviving a near-death experience	Conditional
Manifesting a psychic ability	Conditional

To limit excessive dice rolling, in situations where multiple sources may potentially come into play, the Warden may rule that only the one giving the highest Insanity applies.

Insanity Check: An Insanity check is made by rolling 1D12 and comparing with the character's Willpower. If the result of the roll is equal to or less than the character's Willpower, she accumulates no Insanity. Otherwise she accumulates Insanity as noted.

HEALTH

Health is not a gauge or attribute, but an independent marker used to measure a character's physical status, in terms of injury, sickness, etc. Being injured by weapons, environmental effects, falling, and poison all affect the Health gauge.

For most characters Health is measured from 0 to 10 (or higher for characters who have gained enough Build Points to purchase the *Extra Health* trait). A character who is at full Health is considered to be in top shape, uninjured. As a character takes damage, or becomes physically stressed (from poison, for example, or from an untreated wound), her Health score will decrease.

A character who is reduced to precisely Health 0 falls *unconscious*. An unconscious character is immobile, defenseless, and cannot act until brought to Health 1 or better.

A character who is reduced to any level of Health *below* 0 is *incapacitated* (unconscious, coma, or even dead). The ultimate results of being so badly injured are determined by rolling on the *Recovery Table* (see the *Warden Only!* section of this book).

Starting Health: All characters begin play with 10 Health. By purchasing the *Extra Health* trait a character may increase her Health score in 10 point increments, but only through accumulated Build Points reflecting "veteran" status (see *Extra Health* for details).

Losing Health During Play: Health is generally lost through injury, poison, and other forms of physical stress. Typical examples are listed below:

SOURCE	EFFECT
Injured by weapon	See individual weapon descriptions
Fire	1d6 Health per turn of exposure
Explosion	4d6 Health to everyone in blast area
Fall	1d6 Health per 10 feet fallen
Poison	1 Health per minute until cured or dead
Electric shock	1d6 Health per turn of exposure

BUILD POINTS

Unlike most role-playing systems that use "classes" to dictate playable abilities based on a character stereotype, *Abandon All Hope* uses *Build Points*. Build Points are expendable points with which players "build" their characters from the ground up, buying abilities in the form of *Traits*. Traits, in *Abandon All hope*, combine with Attributes to determine what characters can do.

Build Points allow a player to customize and equip her character. When a character is first made, Build Points are used to generate the character's abilities, which in turn can be used as a springboard for coming up with her background (how she got sentenced, for example). During play, Build Points are given out as "rewards" for actions taken and challenges defeated, and can be used to further improve a character during the course of the game.

Starting Build Points: *Abandon All Hope* uses an abstract system for assigning starting Build Points, awarding more BPs to characters with lower Attributes, to make them more competitive options for players to run.

To determine starting BPs, once starting *Attributes* are determined find the sum of these dice rolls and consult the following table:

SUM OF ATTRIBUTES	STARTING BUILD POINTS
12-19	600
20-27	550
28-35	500
36-43	450
44-51	400
52-60	350

CONVICTION RECORD

In *Abandon All Hope,* a character's "Conviction Record" is basically a descriptor that defines the category of lawbreaker/deviant that character was in Terran society during the Purge. A character's Conviction determines how, in general, a character is used to solving problems and dealing with others; through violence and intimidation, social interaction and deal-making, manipulation and playing to the custodians, or turning inward and developing self-sufficiency.

Depending on her Conviction a character will have certain Traits available to her at the start of the game, and she will also receive discounts on specific Traits should she choose to buy them during the course of play.

During character generation a player *must* choose one of the four Convictions for her character; this will not change during the game. The available Convictions are detailed in the next section.

Attribute Bonus: Depending on a character's Conviction, she receives a bonus to one of two attributes (which two depends on the individual Conviction). The player chooses which attribute to apply the bonus to.

Free Trait: Each Conviction also has a list of five Traits; all characters receive one trait from this list for *free*. This starting Trait should not be seen as a simple "freebee"; it defines what got your character incarcerated in the first place.

MURDERER

While society did have its share of violent offenders throughout human history, during the era of chaos preceding the Unification Movement constant warfare led to a cheapened view of the sanctity of life. War was waged almost constantly, and Man became jaded to suffering. When the New Regime took power, scarred by memories of infamous despots (such as the 20th century's Hitler and Pol Pot, the 22nd century's Lee Kamao, and De Dios of the late 2330s), paramount to the creation of Utopia was a rooting out of all violent offenders. This included not only killers, but also those deemed "pre-disposed" for killing, and anyone or anything that glorified the use of violence in any form. Similarly, soldiers who fought in the last war were decommissioned and sent to holding camps, only to be labeled as killers and thrown in with common thugs, psychopaths, and serial killers as the New Regime took control.

Attribute Bonus (Player's Choice): +1 *Prowess* or *Intimidation.*

Free Trait (Pick One):
Cold-Blooded
Military Training
Obsession
Psychopath
Public Menace

What You Are (Examples):
- A former soldier, veteran of a brutal war in the colonies where civilians were as much targets as enemy soldiers and tanks, and cities/villages the battlefields.
- A vicious maniac who killed someone for pocket change. Or a serial killer.
- A failed thug who accidentally killed someone when a robbery/mugging/ bank heist went bad.
- A white-collar professional accused of plotting the murder of his wife for emotional/financial reasons.
- A lunatic who poisoned people just to see if the police could track him down.

VICE OFFENDER

During the era of chaos before the Unification Movement, the cities of the world were comparable to Biblical Sodom, or the decaying, depressed cities of the short-lived Weimar Republic. Between the savage wars and brief conflicts that affected every planet in the Terra union on an almost decade-by-decade basis, life, culture and civilization flourished at a rapid pace, as if each new ceasefire meant only a brief window before the return of suffering. Hedonism in unprecedented new forms bloomed during times of peace, and continued to fester during wartime. When the Unification Movement came to power, a crackdown on the carefree, live-for-today mentality so ingrained by the war-torn human race was put into effect, and hundreds of thousands were branded (among other things) as "vice offenders". Particularly despised by the puritanical New Regime, these constituted everything from hardcore drug addicts to rapists and child molesters, to pornographers, pimps, and prostitutes. Soon, anyone who owned any sort of material made contraband under the New Regime was promptly labeled a "vice offender" and shipped off into space.

Attribute Bonus (Player's Choice): +1 *Wits* or *Sociability.*

Free Trait (Pick One):
Candy-Man
Obsession
Scheister
Seducer
Public Menace

What You Are (Examples):
- A hedonist and libertine who indulged in too many vices and drew the wrath of the government when the New Regime took over.
- A street person, addicted to either drugs or alcohol; or a dealer, pimp, or prostitute involved in the illicit skin trade.
- Anyone accused and convicted of rape or any kind of sex crime.
- Anyone who was found possessing an item (or goods) outlawed by the New Regime.

DISSIDENT

A Conviction under the heading of "Dissident" could mean different things, and covered a tragically-vast number of people when the New Regime purged Terra of its unwanted population. Those convicted as Dissidents shared one thing in common, however – they were universally reviled by the political state as well as the sheepish masses, for even the simplest sign-carrying protester was portrayed as a dire threat to peace, before being branded a menace to the stability of "civilization itself". As such, dissent against the utopian aims of the New Regime, peaceful or otherwise, was met with brutal force and repression. Underground resistance fighters battling for freedom or to topple the pan-Terran

government, and citizens guilty of treason and crimes against the state, shared the same fate as legitimate politicians opposing the New Regime and even ordinary citizens caught saying the wrong thing at the wrong time. They were all labeled "Dissidents", and sentenced to life aboard the *Gehenna.*

Attribute Bonus (Player's Choice): +1 *Wits* or *Willpower.*

Free Trait (Pick One):
Born Leader
Educated
Military Training
Public Menace
Sociable

What You Are (Examples):
- A politician who opposed the New Regime a little too loudly and publicly during its rise to power. When the war of words was over you found yourself on the losing side.
- An urban guerilla/terrorist inspired to fight against the New Regime and involved in any number of crimes against the state (bombings, sabotage, bank robbery, etc.). Or any sort of freedom fighter.
- A hacker/underground broadcaster intent on spreading the "truth" about the New Regime on the radio airwaves, through hijacking a television signal, or via the 'Net.
- A common citizen who said something unflattering about the government, a government official, or commented negatively on official policy in a public setting and was promptly deemed a "threat" to public peace.

ANARCHIST
In the New Regime, "Anarchists" were by and large those misfits, outcasts, and vagabonds who did not fit into the new ordered Utopia. Like *Dissidents*, the term "Anarchist" was a broad term covering a wide variety of people, but generally included any and all who did not care to join the Meritocracy, contribute productively and positively to society, or submit to the laws of the Pan-Terran government. This ranged from actual anarchists to the mentally unstable (arsonists, larcenists, vandals, etc.) to citizens with nationalist sentiments towards former nation-states absorbed into the pan-Terran union, those clinging to a belief in God over the State, to colonists seeking independence. Others deserved the sentence, including simple thieves, burglars, muggers, etc. who, by the Meritocracy's definition, "threatened" society with their lawless actions.

Attribute Bonus (Player's Choice): +1 *Wits* or *Intimidation.*

Free Trait (Pick One):
Hacking
Maverick
Obsession
Public Menace
Sociopath

What You Are (Examples):
- A free spirit who only wanted to have fun, burning up the town and robbing stores and banks for the thrill of it, to escape the suffocating monotony of life under the New Regime.
- A street kid who was caught spray-painting over a pro-government billboard.
- A hacker who got caught hacking into a government mainframe to leave a humorous (but harmless) virus.
- A citizen who remembered with fondness the "good old days" of life before the New Regime and spoke once too often of it in public.

TRAITS
Traits are abilities and qualities that a character possesses either as part of her Conviction Record, or gained from experience through the course of the game. They indicate everything from natural talents to skills learned in prison, abnormal mental qualities to psychological quirks, past training to quirky abilities picked up in the past, well before being sentenced to the *Gehenna*.

Prerequisite: Many traits have a requirement that must be met before they can be purchased with Build Points. These range from Attribute minimums to other traits and a certain Prison Status. *A character may ignore <u>one</u> prerequisite from a trait by spending an additional 50 Build Points.*

Benefit: The benefits of traits can range from permanent Attribute modifiers to special abilities. The description here lists the actual game effects.

Penalty: Some traits incur a *penalty* in addition to a bonus. The penalty (if any) will be listed after the *Benefit*.

There are five categories of traits in *Abandon All Hope:* Background, Social, Psychological, Combat, and Aberrant traits.

BACKHAND

You can be extremely persuasive when you show people you really mean business.

Prerequisites: Coercion.
Benefit: Add +2 to your opposed Intimidation check if you follow a successful unarmed strike with *Coercion*.
Penalty: None.

BACKSTABBER

You fight dirty, sneaking in a hit when your opponent is distracted.

Prerequisites: None.
Benefit: When ganging-up on an opponent, her Defense rolls against your attacks drop by an additional step (i.e. the normal D12, already reduced to D10 for *ganging up*, now drops to D8 against your attacks).
Penalty: None.

BATTLE PLAN

Maybe you have an innate sense of strategy and tactics, or simply relish manipulating others to do your fighting.

Prerequisites: Wits 3.
Benefit: If you spend your turn formulating a plan and communicating it to your allies, they get +1 to their Attack rolls on their next turn.
Penalty: None.

BENEFICIAL GLITCH

As a result of some error the central computer sent you double the normal amount of rations. You used this to trade for cigarettes, creating a considerable stockpile.

Prerequisites: Your prisoner ID must contain three odd numbers in a row.
Benefit: You begin play with extra *smokes* in the amount of 50 x your Sociability attribute. In addition, from this point on (at the Warden's discretion), odd and sometimes random beneficial effects may occur. Examples might include doors opening for the convict that wouldn't normally open for anyone else, smokes and food dispensers randomly distribute their contents to the convict as she passes by, etc.
Penalty: None.

BORN LEADER

Whether you held rank before the purging of the military, led an urban gang or crime syndicate, or were a politician, groups of people are drawn to you for leadership. Not only useful in prison, but a necessity if you want to run the show…

Prerequisites: Social 5.
Benefit: As long as you approach encounters with other prisoners with the intent to communicate rationally instead of fighting, opponents will not generally attack you (though some still might, at the Warden's discretion). In addition, other prisoners – while they may at first distrust you – will usually grow to like you if you spend time in their company. Player character convicts are free to form their own opinions of you, however.
Penalty: None.

BRAWLER

Whether its the age-old art of pugilism, the sport of boxing, or just a simple hand-to-hand streetfight, brawling has been a favorite method of settling disputes in prison for centuries.

Prerequisites: None.
Benefit: When fighting unarmed you may make up to two attacks per turn, each with a separate Attack Roll.
Penalty: None.

BRUTE

Time is something all prisoners aboard the *Gehenna* have plenty of, and time spent in the prison fitness center has made you a hulking brute.

Prerequisites: Prowess 8, Convict, Lifer, or Old Timer.
Benefit: When you attack in melee combat, you do an additional +1 damage per successful hit. You also gain a -2 bonus to Prowess checks involving feats of endurance.
Penalty: None.

BUDDY SYSTEM

You were smart and wasted no time finding a buddy to watch your back.

Prerequisites: Social 3.
Benefit: Another player character in your party must possess this trait for you to benefit from it. Whenever you and that character are in combat together, you both act on the same Initiative, taking the higher of the two results. In addition, whenever you *gang up* on an opponent your attacks, if successful, deal an additional point of Health damage.
Penalty: None.

CALCULATED FIGHTER

Some fighters rely on speed or brute strength; you rely on your wits to stay alive.

TABLE 2-4: TRAITS

BACKGROUND	MURDERER	VICE	DISSIDENT	ANARCHIST
Chain Smoker	100	100	100	100
Educated *	200	200	100	200
Hacking	-	200	100	100
Hard Labor *	100	200	200	100
Impressive Background*	100	100	100	100
Improvisation	100	200	200	100
Innocent *	200	200	100	200
Large Cavity	100	100	100	100
Lost Knowledge *	200	200	100	200
Medical Knowledge	100	200	100	300
Military Experience	100	-	100	-
Military Training	100	-	100	100
Orderly *	100	100	100	100
Public Menace	100	100	100	100
Scrounger	300	100	100	200
Self-Improvement	100	100	100	100
Smuggler	200	100	200	200
Stool Pigeon *	100	100	100	100
Tortured	100	100	100	100

SOCIAL	MURDERER	VICE	DISSIDENT	ANARCHIST
Backhand	100	100	100	100
Born Leader	200	300	100	300
Buddy System	100	100	100	100
Candy-Man	-	100	-	-
Coercion	300	200	200	300
Corpse-Handler	100	100	100	100
Inspire	200	100	100	200
Legend	100	200	100	100
Made Man *	100	100	100	100
Maverick	100	-	200	100
Pretty Face *	100	100	100	100
Psych Out	200	200	200	100
Scheister	200	100	100	200
Seducer	-	100	200	300
Sociable	100	100	100	100
Streetwise	100	100	100	100
Torturer	100	100	100	100
Trustee – Level 1 *	200	100	200	100
Trustee – Level 2 *	300	200	300	200
Trustee – Level 3 *	400	300	400	300
Trusty Companion	100	100	100	100

PSYCHOLOGY	MURDERER	VICE	DISSIDENT	ANARCHIST
Chemical Castration *	200	100	-	200
Cold-Blooded	100	100	-	100
Found The Lord	100	100	100	100
Insane	*	*	*	*
Isolation *	100	100	100	100
Lifelong Patient *	100	100	100	100
Obsession	100	100	-	100
Psychobaric – Level 1 *	200	200	200	200
Psychobaric – Level 2 *	300	300	300	300
Psychopath	100	-	200	100
Sociopath	100	100	100	100
Unadjusted *	200	200	100	200

COMBAT	MURDERER	VICE	DISSIDENT	ANARCHIST
Backstabber	100	200	200	200
Battle Plan	200	200	100	200
Brawler	100	100	100	100
Calculated Fighter	200	100	100	200
Called Shot	100	200	200	200
Commando Fighting	100	200	100	100
Comstock Style	100	200	200	100
Fifty-Two	100	200	200	100
Find Weakness	200	100	100	200
Jailhouse Rock	100	200	200	100
Knife-Fighter	100	100	200	100
Peek-A-Boo	100	200	200	100
Pistolero	100	200	200	100
Woodbourne Shuffle	200	100	200	200

ABERRANT	MURDERER	VICE	DISSIDENT	ANARCHIST
Beneficial Glitch *	100	100	100	100
Brute	100	200	300	100
Garbled Records *	100	100	100	100
Mole *	100	100	100	100
Mutant *	100	100	100	100
Quickness	100	200	200	200
Refuse To Die	200	-	-	200
Sixth Sense	100	100	100	100
Uncanny Resemblance*	200	200	200	200

* Denotes a trait that cannot be purchased after character generation.

Prerequisites: Wits 6.
Benefit: So long as your Despair is 4 or lower, you may use Wits in place of Prowess for Attack and Defense rolls in combat.
Penalty: None.

CALLED SHOT

A character who learns this attack option can aim precisely, waiting for a vulnerable spot to open up in her opponent's defenses, timing her attacks for just the right moment.

Prerequisites: None.
Benefit: Before you attack in a turn, choose a special effect from the list below. If you succeed in a hit that turn, in addition to normal damage the listed effect also affects the target (note that effects are not cumulative):

CALLED SHOT	EFFECT
Bleeding Wound	Target suffers an additional point of Health damage
Blinding Strike	Target is blinded; on target's next turn she must roll D6; on a 1-3 she cannot act
Hamstring	Reduce the target's movement by half next turn
Penetrating Hit	Ignore the target's Armor (if any)
Stunning Blow	Target is stunned, taking -2 to the next dice roll she attempts

Penalty: A character using this trait rolls dice one step lower than normal for her Attack rolls (usually D10 instead of D12). This trait does not work against demons or custodians.

CANDY-MAN

"Street dealers" were once a dime a dozen, but now, onboard the *Gehenna*, people with your particular talent (the ability to manufacture illicit drugs from mundane items like brillo pads and cleaning solution) are in big demand.

Prerequisites: Wits 3.
Benefit: You begin play with two doses of any drug (or a combination of drugs). In addition, given time and a successful Wits check, you can manufacture any of the drugs on the table below. You must succeed at a Wits check as well as spend a number of Build Points to make a single dose of the drug in question; if you fail this check, the Build Points are not wasted but the time is.

ITEM	TIME	BP COST/DOSE
Cardiolax	12 hrs	10
Frenzy	24 hrs	20
Jump	6 hrs	20
Kaleidoscope	24 hrs	10
Redline	24 hrs	20
Tranq	12 hrs	20

Penalty: None.

CHAIN SMOKER

You smoke like a demon, but a drag now and then helps take the edge off your nerves.

Prerequisites: None.
Benefit: You begin play with a *lighter*. In addition, you may consume 1D4x10 *smokes* to reduce your current Despair by -1.
Penalty: You suffer a +2 penalty to Prowess checks when checking for success at feats of endurance.

CHEMICAL CASTRATION

"Chemical castration" is a polite euphemism for a procedure that utilizes a cocktail of drugs to sterilize the prisoner. It is a voluntary procedure, in which the prisoner is permanently altered to eliminate testosterone and subdue the sex drive. Many who have undergone the procedure gradually lose vestigial gender traits, becoming asexual to the casual observer. Considered "eunuchs" by the majority of prisoners, those who willingly undergo the procedure gain significant merit with the custodians for making such a drastic step. Oddly, those who underwent the procedure before Perdition seem to manifest psychic phenomenon with more frequency than those who are "cluttered by other thoughts".

Prerequisites: Willpower 5.
Benefit: Your Psy Potential increases by 10%. In addition, your Psy Strength is +1.
Penalty: +1 Insanity (permanent), -1 Intimidation.

COERCION

You have a knack at getting people to do what you ask, whether you use physical intimidation or some other form of blackmail.

Prerequisites: None.
Benefit: Outside of combat you may make an opposed Intimidation check with another convict; if you succeed, she must do some small favor or action that you request. This action is limited to something

relatively simple, and cannot put the affected character in any life-threatening danger. Player-controlled characters are immune to this ability.
Penalty: Every time you try to use this trait on a person after the first attempt, she gains a +1 bonus to her Intimidation check to resist.

COLD BLOODED
Whether hateful of the world, spiteful of others, or merely jaded to the suffering all around you, you have become detached and indifferent.

Prerequisites: Willpower 5.
Benefit: You gain a -2 bonus to Guilt checks.
Penalty: +1 Insanity (permanent).

COMMANDO FIGHTING
A martial art specifically developed for the military, commando training emphasizes the ability to strike first, allowing a combatant to kill his opponent before she knew what hit her.

Prerequisites: Military Training.
Benefit: In combat your Reflexes are considered to be two points higher for turn order. In addition, this bonus also applies to your Defense Rolls when defending against melee attacks.
Penalty: None.

COMSTOCK STYLE
Originating among the population of a certain prison on Terra, this form of "martial arts" relies on classic "dirty fighting" techniques. Comstock style is all about feints, deception, and striking vital points.

Prerequisites: Brawler; Convict, Lifer, or Old Timer.
Benefit: When fighting unarmed or with a melee weapon, once per combat (after you have attacked in a turn and your opponent has rolled all her Defense rolls), you may change out any one of your Attack Rolls and replace it with a D20.
Penalty: None.

CORPSE-HANDLER
Some convicts who, having broken the rules one too many times, are punished by being selected to handle the bodies of dead inmates, removing their corpses for disposal and cleaning up any residual mess. Other inmates may develop this trait simply as a result of seeing too much death and bloodshed.

Prerequisites: None.
Benefit: Because you routinely handle dead bodies, you never risk accumulating Despair from encounters

with corpses (dead bodies, zombies, scenes of slaughter, etc.).
Penalty: None.

EDUCATED
This trait signifies someone who had advanced education on Earth prior to the Purge. This includes scientists, engineers, professors, teachers, etc. Most such "thinkers" were labeled a threat to the state and exiled to the *Gehenna* prison ship.

Prerequisites: Wits 3.
Benefit: +1 Wits. In addition, under certain circumstances (Warden's discretion) you may be allowed to make a Wits check to glean additional information/hints when confronted by scientific phenomenon, computer archives, or situations that require knowledge of obscure trivia.
Penalty: None.

FIFTY-TWO
The classic fighting technique used by cons to settle disputes in prison, "52" is an age-old system of unarmed combat that has its own mythology and legends. The style focuses primarily on showy maneuvers intended to humiliate or intimidate the opponent.

Prerequisites: Brawler; Convict, Lifer, or Old Timer.
Benefit: When fighting unarmed or with a melee weapon, once per combat you may force an opponent fighting you to re-roll one of her dice (either Attack or Defense).
Penalty: None.

FIND WEAKNESS
Patience sometimes has its own rewards.

Prerequisites: Wits 7.
Benefit: Instead of moving on your turn, you may make an opposed Wits check with one opponent. If you succeed, your Attack Rolls against that opponent use a dice one step greater than usual (i.e. D20 instead of D12) for the duration of the turn.
Penalty: When using this against a demon or custodian, you suffer a -1 penalty to your opposed Wits check due to its unfamiliar anatomy.

FOUND THE LORD
Many lifers aboard the *Gehenna* have turned to religion (Islam, the "Good Book", etc.), and you are no exception. The reasons are many; some genuinely search for the redemption of their souls, while others merely hope to earn privileges by putting on a good

show. Others simply do it to fit in with a particular power block in the prison, as many require conversion to one faith or another as a requisite for membership.

Prerequisites: Convict, Lifer, or Old Timer.
Benefit: Once per adventure you can make a Willpower check prior to performing an action (any action) to receive a -2 bonus when the roll for success is made.
Penalty: You incur double the normal Guilt increase from actions you make.

GARBLED RECORDS

Somehow your original prison records - including your Convict Identification Number - were lost, misplaced, scrambled, or corrupted by the Warden computer.

Prerequisites: None.
Benefit: You may re-arrange the numbers in your C.I.N. as you see fit. This may allow you to take C.I.N.-based traits that would otherwise be prohibited to you. Your "prison status" does not actually change, however, just your C.I.N.
Penalty: None.

HACKING

Whether you learned it on the *Gehenna* from other cell-mates, or developed the skill from your criminal activities on Terra, you have at least a passing understanding of electronic security systems, permitting you to bypass key card locks, hack computers, etc.

Prerequisites: Wits 5.
Benefit: You can use this skill to hack into computers or override security systems. Success depends on a Wits check. High-security programs will incur a penalty to this check; attempts to access secure doors/computers of Access Level 1 are attempted with no modifier, Access Level 2 give a +2 penalty, Access Level 3 give a +4 penalty, and areas/computers intended for Custodians-Only give a +6 penalty.
Penalty: None.

HARD LABOR

Everyone on the Gehenna has had to endure time on a work detail, but you've spent more time than most in grueling, agonizing physical labor. The payoff: you're tougher for it.

Prerequisites: None.
Benefit: +1 Prowess.
Penalty: None.

IMPRESSIVE BACKGROUND

Having had an eventful past, you have a wide range of experiences to draw from.

Prerequisites: None.
Benefit: The Build Point cost for traits listed as "Background traits" is 20% less for you.
Penalty: None.

IMPROVISATION

Possessing a rare combination of ingenuity and cunning, you exhibit a knack at being able to fashion functional improvised weapons from the innocuous materials permitted in the cell block.

Prerequisites: Wits 3, Convict, Lifer, or Old Timer.
Benefit: You can build actual functioning items using the *Salvage* rules (see *Salvage*). You are limited to items of *Rudimentary* and *Basic* complexity.
Penalty: None.

INNOCENT

Maybe you were framed, falsely accused, had an enemy in high places, were victim of a bureaucratic error, fell through the cracks, or were simply judged by genetic sampling to be "pre-disposed" for deviant behavior. Either way, you never actually committed the crime you were sentenced for.

Prerequisites: Cannot have a trait that increases starting Guilt.
Benefit: Any Guilt you would normally have at the beginning of the game is reduced to 0.
Penalty: None.

INSANE

You are mentally unbalanced, one of the "crazies" the general population is so afraid of. *This trait cannot be purchased, but is given to any character who begins with (or otherwise develops) a Madness of any severity.*

Prerequisites: Starting Insanity score of 4 or greater.
Benefit: You begin play with a randomly-determined Madness at *Mild* severity. If your Insanity score is 6 or greater, this insanity starts at *Moderate* severity.
Penalty: Depending on the severity of the Madness, this may already be a penalty.

INSPIRE

You are able to motivate others and coordinate your companions. Whether you use this out of a sense of doing good for the group, or merely so that you can stay out of trouble and let others risk themselves, is up to you…

Prerequisites: Sociability 5.
Benefit: On your turn you may make a Social check; if you succeed, instead of attacking you may provide a +1 bonus to the Attack and Defense rolls of one ally within 30 ft.
Penalty: If you use this ability you are unable to attack that turn.

ISOLATION

The worst criminals are subjected to long periods of isolation in solitary confinement, being cast down into a sound-proof cell with no access to light or outside stimulation whatsoever. Many such prisoners are forgotten, at least until the automated custodians release her after days, weeks, or even months of seclusion. Needless to say, many such prisoners go insane from being separated from human contact for so long and are given a wide berth when allowed back into the general population.

Prerequisites: None.
Benefit: Your Psy Potential increases by 5%. In addition, your Psy Strength increases by +1.
Penalty: +1 Insanity (permanent), -1 Social.

JAILHOUSE ROCK

A character who uses this combat style is all about brutal hand-to-hand combat. A "Jailhouse Rocker" puts all of her effort into making reckless, powerful attacks with little regard for her own safety.

Prerequisites: None.
Benefit: If you successfully hit an opponent with a melee attack, you do an additional point of Health damage. This stacks with other abilities that increase melee damage (such as *Brute*).
Penalty: Because she becomes focused on landing a powerful blow, a character employing this option rolls a dice one step lower than normal for her *Defense Rolls* (usually D10 instead of D12) for the turn she uses this trait.

KNIFE-FIGHTER

You are a master of fighting with shivs, knives, and other bladed or piercing weapons.

Prerequisites: None.
Benefit: You begin play with a *shiv*. In addition, when fighting with a shiv, knife, or similar weapon you may make up to two attacks per turn, each with a separate Attack Roll.
Penalty: None.

LARGE CAVITY

Prisoners used to pay you to hide contraband until inspection was over.

Prerequisites: None.
Benefit: You automatically succeed at concealing any item with a Concealability bonus of -2, requiring no opposed check.
Penalty: None.

LEGEND

Your reputation in prison precedes you; few are bold enough to challenge you.

Prerequisites: Intimidation 10.
Benefit: In combat, individual convicts must succeed at a Will test to attack you (unless you attack them first, in which case they are free to fight back). Player-controlled characters are immune to the effects of this trait.
Penalty: None.

LIFELONG PATIENT

You've been in and out of psychiatric institutions and hospitals for the criminally insane all your life. They've tried everything to make you better but you're still locked up…

Prerequisites: Lifer or Old Timer.
Benefit: The Build Point cost for traits listed as "Psychology traits" is 20% less for you.
Penalty: None.

LOST KNOWLEDGE

The New Regime's "social engineering" stamped out anything deemed "unsuited" for a harmonious existence. Subversive knowledge, history, and media was censored or destroyed in mass book burnings. A few dedicated people like yourself memorized the contents of one banned work or another, serving as living caretakers of that otherwise "lost" knowledge. Whether this reflects a knowledge of the important works of Shakespeare, or the collected political satire of a certain period's great comedic minds, this trait makes you an asset (or at least a novelty) to anyone with an interest in the past, or to the unwashed masses to whom the use of "big words" are just as impressive.

Prerequisites: Wits 5.
Benefit: You gain a -1 bonus to Wits, Social, and Intimidation checks (as well as a +1 bonus on opposed checks) when dealing with someone with equal or lower Wits than you.
Penalty: None.

MADE MAN

You belong to one of the inmate gangs aboard the *Gehenna*. This means you can generally find shelter in their territory, and can also request limited support from your faction as long as you are working to further their goals.

Prerequisites: Social 3, Convict, Lifer, or Old Timer.
Benefit: Pick a gang from the *Gangs* section of this book; you are now considered a Junior member of that body and receive all the benefits of the Junior standing.
Penalty: None.

MAVERICK

Always an outsider, and rarely trusted, you have nonetheless managed to garner an intimidating reputation that commands respect from the prison population.

Prerequisites: None.
Benefit: Intimidation +1.
Penalty: You may never join a prison gang.

MEDICAL KNOWLEDGE

Maybe you gained a know-how of medicine as a legitimate trade before your political views got you in trouble. Or learned of pharmaceuticals as a low life street dealer. Then again, you might have been a mad doctor who murdered his patients and ate them. Either way, you are one of the rare men onboard who has any knowledge of how to treat wounds.

Prerequisites: Wits 3.
Benefit: Once per day per patient you can make a Wits check to increase their Health by 1d6. This only applies to Health lost by physical injury (i.e. weapons), however, and not from poison or other sources. In addition, whenever you use a *first aid pack* to treat someone, you heal an additional +1 Health.
Penalty: None.

MILITARY EXPERIENCE

Veterans of the last war are rare, not only due to the brutality of the fighting, but also the lingering effects of radiation from the nuclear battlefields on which the wars were fought. However, some do still remain who remember the war and fought in it; these were, one and all, rounded up after the war and eventually condemned for their knowledge of weapons and their perceived "insensitivity" to the taking of lives.

Prerequisites: Military Training.
Benefit: +1 to any one attribute (except for Social).
Penalty: +2 Guilt (permanent).

MILITARY TRAINING

Prior to the dismantling of the empire's military forces, many young men and women signed up for combat training, none suspecting the drastic and radical events that would occur in their near future. Those who had been trained – even those who never saw service – were considered a danger to their fellow man and most were sentenced to the *Gehenna* as a precautionary measure (the only exception being those who volunteered to be *lobotomized*).

Prerequisites: Prowess 3.
Benefit: +1 Prowess or +1 Wits.
Penalty: None.

MOLE

For some reason unknown even to you, you've been picked by the Warden Computer to be its "agent". What this means is unclear (i.e. its up to the Warden), but you seem to have unlimited access to weapons and equipment.

Prerequisite: Your prisoner ID must end with a "7".
Benefit: The Warden must devise a "mission" which you are supposed to fulfill – but only the Warden knows what that mission is! Though you're in the dark about what the Warden computer expects of you, so long as you are somewhat acting to fulfill that mission you have Access 3, but if you stray you lose this Access until you are back on track.
Penalty: None.

MUTANT

Among the last prisoners put aboard before embarkation, you were imprisoned in the lowest part of the prison ship, in a cell block situated dangerously close to the *Gehenna's* nuclear engines. You've since been rotated out, but as a result you have slowly mutated into something less than human.

Prerequisite: Your prisoner ID must begin with two consecutive 9s.
Benefit: +5% Psy Potential and +1 Psy Strength plus Roll on the table below to determine your mutation:

D12	MUTATION	EFFECT
1	Psychic	Your Psy Potential increases by +20%. In addition, your Psy Strength increases by +1.
2	Bone degeneration	You take an additional point of damage from all physical attacks
3	Albino	You are blinded in bright light

4	Irradiated	You glow in the dark, emitting a soft radiance out to 20 ft. (centered on you)
5	Freakish size	+1 Prowess
6	Scaly skin	Physical attacks against you are reduced in damage by -1
7	Hideous mutation	+1 Intimidation
8	Extra arm	You have an additional arm growing out of your chest, letting you hold an additional object
9	Hairy/ Hairless	You are either covered in hair or are completely hairless (no effect)
10	Adapted eyes	You can see perfectly in the dark
11	Hunchback	-1 Prowess
12	Unnatural thirst	You have become cannibalistic, requiring you to consume blood as a normal human would food and water

Penalty: Depending on your roll, this trait might already *be* a penalty!

OBSESSION

Whether a serial killer or a serial arsonist, your demented mind has an obsession with something, one little thing that either demands satisfaction, appeasement, or flattering. The exact nature of your obsession is for you and the game Warden to devise, but examples might include blood, sharp implements, firearms, broken glass, fire, poison, members of the opposite sex, members of the same sex, younger prisoners, older prisoners, etc.

Prerequisites: None.
Benefit: While actively pursuing your obsession you do not accumulate Despair.
Penalty: Insanity +1. In addition, whenever you encounter the object of your obsession you must make a Willpower check. If you fail, the game's Warden will take control of your character and have her act accordingly. For example you may seek to kill your obsession (if it's a person), or use it to do harm (if it is a weapon, or fire), or simply go on a rampage.

ORDERLY

You're still a prisoner, but either past medical skill or your impressive size convinced the custodians to employ you as an "orderly", helping them deal with sick and insane inmates.

Prerequisites: None.
Benefit: +1 Intimidate or Reflexes (player's choice).
Penalty: None.

PEEK-A-BOO

Peekaboo, also known as "stato" (after a famous boxer), is a form of prison fighting that revolves around a solid defense, usually placing the forearms vertically in front of the face to protect from blows. The "peekaboo" comes when the fighter strikes, letting down one arm to perform a quick jab.

Prerequisites: Brawler, Convict, Lifer, or Old Timer.
Benefit: When you defend against melee attacks, you use a dice one step greater than usual for your Defense Rolls (i.e. D20 instead of D12).
Penalty: None.

PISTOLERO

You have mastered the art of firing a pistol in each hand.

Prerequisites: None.
Benefit: When fighting with a pistol in each hand, you may make up to two attacks per turn, each with a separate Attack Roll.
Penalty: None.

PRETTY FACE

You're the new girl on the block… the *cell block*, that is. What you do with your fleeting popularity is up to you…

Prerequisites: Fresh Meat.
Benefit: +1 Social.
Penalty: None.

PSYCH OUT

You are an intimidating foe to confront in combat, whether its because of your size, the impressive scars, your reputation, or merely that maniacal, far-off look in your eyes.

Prerequisites: Intimidation 3.
Benefit: Instead of attacking you may, on your turn, select one opponent and force her to make an opposed Intimidation check. If she fails, she takes either a -1 penalty to all Attack or Defense rolls (your choice) for the rest of the combat.
Penalty: None.

PSYCHOBARIC TREATMENT - LEVEL 1

Enormous chambers known as "psychobaric chambers" were erected onboard the *Gehenna* for the continued treatment of its inmates. In these chambers a single prisoner is confined and strapped to a chair, and subjected to violently flashing colors, a barrage of sounds and noises, images of her victims and crimes, interspersed with flashing images intended to engender a total distaste for crime, violence, and suffering.

Prerequisites: Willpower 3.
Benefit: Your Psy Potential increases by 5%. In addition, your Psy Strength increases by +1.
Penalty: +1 Insanity (permanent). In addition, you must make a Will check to perform any action that could knowingly lead to the accumulation of Guilt.

PSYCHOBARIC TREATMENT - LEVEL 2

A more aggressive regimen of psychobaric treatment, at this level it is more a form of brainwashing, often resulting in either *insanity* or reducing the prisoner to the desired peaceful (albeit vegetative) state.

Prerequisites: Willpower 3, Psychobaric Level 1.
Benefit: Your Psy Potential increases by 5%. In addition, your Psy Strength increases by +1. These bonuses are cumulative with those gained from *Psychobaric Treatment - Level 1*.
Penalty: +2 Insanity (permanent). In addition, you must make a Will check (with a +2 penalty) to perform any action that could knowingly lead to the accumulation of Guilt.

PSYCHOPATH

You are unable to fully understand (or at the very least conform to) the rules of society and civilization. Whether you are simply amoral, or lack any ability to distinguish between right and wrong, you find the concepts of light and dark (or good and evil) arbitrary and fettering. You behave as your whims compel you, unrestricted by the sort of conventional morality that binds the rest of society.

Prerequisites: None.
Benefit: Your behavior is disturbing to others. Whenever you attempt to Intimidate someone you may re-roll a failed roll once (but you must accept the results of the second roll).
Penalty: -1 Social, +2 Insanity (permanent).

PUBLIC MENACE

Whatever your crime was (killer, "chester", dissident, etc.), it has a nasty reputation that continues to mark you. You have a hard time earning other's trust as a result of your particular criminal history.

Prerequisites: None.
Benefit: +1 Intimidation.
Penalty: -1 Social.

QUICKNESS

Your lightning reflexes have saved your life on more than one occasion.

Prerequisites: Reflexes 5.
Benefit: You always act first in a combat turn. If another person or creature also has this trait, roll to see who goes first between the two of you.
Penalty: None.

REFUSE TO DIE

Life aboard the prison ship has always been dangerous, with frequent riots and random prison violence. You've become a veteran in the desperate fight to stay alive, well aware that to drop in a fight means sure death.

Prerequisites: Prowess 8, Convict, Lifer, or Old Timer.
Benefit: Any time you are struck by a melee weapon or unarmed attack, the damage you take is reduced by 1 (to a minimum of 1).
Penalty: None.

SCHEISTER

You may have a reputation for being an unsavory person to deal with, but that doesn't stop you from getting what you want.

Prerequisites: Social 5.
Benefit: You begin play with extra *smokes* in the amount of 50 x your Sociability attribute. In addition, you are able to con other prisoners when trading. When selling goods you can trade items for 20% more than they are really worth.
Penalty: None.

SCROUNGER

You have always been the go-to man in your particular prison block, having an uncanny knack at getting the things other prisoners want. Typical high-demand items include canned meat, home-brewed liquor, or heirloom cigars, but you are equally resourceful when it comes to finding components for jury-rigged weapons and contraband devices.

Prerequisites: Wits 3, Social 3, Convict, Lifer, or Old Timer.

Benefit: You begin play with extra *smokes* in the amount of 50 x your Sociability attribute. In addition, between every adventure your scrounging activities are considered to net you D100 additional *smokes*. Finally, add +1 to the number of components you recover when *salvaging* (see *Salvage*).
Penalty: None.

SEDUCER

Maybe you developed the skill growing up as a part of the illicit vice trades on Terra, or perhaps you only learned to use your body and looks to get what you wanted after being sentenced to life in prison. In either case, you are a manipulative individual who knows how to influence others with the power of suggestion and appealing to their base desires.

Prerequisites: Social 5.
Benefit: By making a successful Social check in a non-combat situation you can positively affect the attitude of someone of the opposite gender. Said individual will generally respond favorably towards you as long as your requests are reasonable, do not generally risk the person in question, and a reward of some form is offered (friendship, companionship, money, etc). The Warden decides what requests are reasonable with particular NPCs, and what reward is required for compliance.
Penalty: +1 Guilt (permanent).

SELF-IMPROVEMENT

Maybe you work out in the 'yard a lot, or you've taken to reading books to educate yourself. Either way you've decided to be proactive about improving yourself.

Prerequisites: None.
Benefit: You may re-arrange your attributes. For every point that you add to one attribute, you must reduce another by a point. Attribute increases from other traits cannot be moved, however.
Penalty: None.

SIXTH SENSE

In order to survive, to avoid being knifed in the back, you've developed a keen "sixth sense".

Prerequisites: Wits 5.
Benefit: If you succeed in a Wits check at the start of a turn you gain a +1 bonus to your *Defense rolls* that turn. In addition, you automatically awaken from your sleep when danger is nearby.
Penalty: None.

SMUGGLER

You spent a lot of time smuggling contraband before being sentenced to the *Gehenna*.

Prerequisites: None.
Benefit: The Concealability rating of all items you hide on your person is increased by 1.
Penalty: None.

SOCIABLE

You manage to survive through the cultivation of contacts and the honing of your social skills.

Prerequisites: None.
Benefit: The Build Point cost for traits listed as "Social traits" is 20% less for you.
Penalty: None.

SOCIOPATH

You agitate when confronted by authority, peer pressure, and a sense of community responsibility. You cannot get along for long, and are often considered an outcast. This could be the reason for your run-ins with the law, or it could be a product of it. In either case, you learned early on to become self-reliant to survive, and the same is true here on the *Gehenna*. While there certainly are power-blocks in prison, and gangs with varying agendas, you always find yourself an outsider.

Prerequisites: None.
Benefit: +1 to any one attribute (except for Social).
Penalty: -1 Social, +1 Insanity (permanent).

STOOL PIGEON

Long ago you agreed to "sell out" to the custodians, serving as their "eyes and ears" among the human population. Your clandestine reports to your robot controllers have earned you extra allotments of luxuries, at the cost of making some powerful enemies.

Prerequisites: None.
Benefit: You begin play with extra Smokes in the amount of 100 x your Sociability attribute. In addition, custodians will not attack you unless you provoke them (refusing custodian orders is considered "provocation").
Penalty: You are considered to have a major enemy (of at least Senior Standing) in one of the major gangs on the ship, who will go out of her way to destroy you through exposure or murder.

STREETWISE

Street thug, urban poor, career delinquent. Whatever the reason, you know how to fit in with the prison population and survive.

Prerequisites: Social 3.
Benefit: +1 Social.
Penalty: None.

TORTURED

Most new inmates suffer from torture or abuse at the hands of their fellow prisoners; without anything else to do, and no other avenue to vent their hatred/anger/guilt/fear, the population turns on itself like wild animals in the absence of authority. While the custodians generally perform an admirable job ensuring the safety of individual prisoners, isolated incidents of torture by cellmates (and even trustees) is not unknown.

Prerequisites: None.
Benefit: +1 Willpower.
Penalty: Your choice of either -1 Prowess or +1 Insanity (permanent).

TORTURER

While most prisoners are victims of other inmates, you made sure you were top dog, preying on others to avoid becoming prey yourself.

Prerequisites: Prowess 5.
Benefit: +1 Intimidation.
Penalty: +1 Guilt (permanent).

TRUSTEE - LEVEL 1

"Trustees" on the *Gehenna* are prisoners who, through good behavior and obedience, have earned a level of trust from the custodians, permitting them a greater level of access and autonomy. Trustees are implanted with special biomechanical chips that transmit their "Access level" with automatic doors and even custodians themselves. These chips break down soon after a trustee expires, making a living trustee a valuable commodity after Perdition.

Prerequisites: None.
Benefit: You are considered to have Access 1. This gives you access to Control Level 1 doors, food/ration supplies and dispensers, supply closets with basic emergency equipment, and low-level weaponry (batons, tonfa, etc.).
Penalty: -1 Social.

TRUSTEE - LEVEL 2

Level 2 Trustees are given more free time, greater privileges, and afforded a higher level of trust than common prisoners. Trustees of this rank are often given supervisory roles (and the authority to order other prisoners around when required).

Prerequisites: Trustee Level 1, Convict, Lifer, or Old Timer.
Benefit: You are considered to have Access 2. This gives you access to Control Level 2 doors, and armories with crowd-control weapons (scatter guns, riot armor, mace gas, etc).
Penalty: None.

TRUSTEE - LEVEL 3

At higher levels Trustees are called upon to maintain order, oversee large groups of prisoners, and even assist in riot situations on the side of the custodians. Needless to say, most Trustees of this level are despised by their fellow inmates.

Prerequisites: Trustee Level 2, Convict, Lifer, or Old Timer.
Benefit: You are considered to have Access 3. This gives you access to Control Level 3 doors, and armories with advanced crowd-control weapons (microwaves, sonic beamers).
Penalty: None.

TRUSTY COMPANION

For you, solitary confinement and the long years spent aboard the *Gehenna* were not endured alone; somehow you managed to find a companion to while away the nights with. He/she is perhaps the only person you can really trust… its just a shame that your companion is a small furry animal. You're not sure how your trusty friend came to be aboard the ship, but he has been your sole company and only friend.

Prerequisites: Isolation.
Benefit: Pick a small animal (mouse, rat, pigeon, etc.) as your companion. You can keep this small animal hidden on yourself, in your clothing, in your hand, etc. Your companion goes unnoticed by *custodians*, who assume it is a harmless toy. You can give your companion simple commands such as "fetch", "carry" (something small), "peek" around a corner, etc. Your companion is vulnerable to damage (it is killed if struck by any weapon or effect that causes Health damage; treat it as having a Reflexes attribute of 10), and must be fed regularly. So long as your companion is alive you recuperate two points of Despair per hour spent away from danger, instead of one.
Penalty: -1 Social.

UNADJUSTED

You just don't seem to fit in the prison system, and other prisoners know it. The upside is you've still got your principles.

Prerequisites: None.
Benefit: +1 Willpower.
Penalty: None.

UNCANNY RESEMBLANCE

By chance you resemble another prisoner who happened to be a "plant" working for the custodians.

Prerequisites: None.
Benefit: Custodians will never attack you unless you attack them first.
Penalty: None.

WOODBOURNE SHUFFLE

An unofficial evasive "art" taught in prisons, the Woodbourne "shuffle" teaches the prisoner how to avoid being hit in a fight.

Prerequisites: Brawler, Convict, Lifer, or Old Timer.
Benefit: Once per combat you may elect to dodge all hits taken from a single opponent in a given turn. You may choose to use this ability even after the hits have been determined, in which case they are simply ignored.
Penalty: None.

ADVANCED TRAITS

Advanced traits are not available during character creation and can only be purchased after player characters have earned additional Build Points through *experience*. Most advanced traits reflect practical abilities learned through the crucible of battle, in the fight for survival, or build off of existing traits. As a result, many have specific prerequisites which must be met before they can be purchased.

AWAKENED PSYCHIC

When the *Gehenna* crossed the barrier of known space and drifted into the uncharted regions of the Nether, it attracted not only demons, but strange powers that affected the ship and its inhabitants in unpredictable ways. Just as fear, guilt, and insanity can lead to demonic manifestations, so too can stress lead to random manifestations of uncontrollable psychic phenomenon.

Prerequisites: You must have manifested a random Psychic Power at least once.
Benefit: You can now manifest random Psychic Powers *at will* as long as your Despair score remains at 5 or greater. In addition, your Psy Strength increases by +1.
Penalty: None.

BAPTISM BY FIRE

You've seen your fair share of friends and comrades fall to the half-shaped, impossibly-grotesque horrors of the Nether. You no longer feel the instinct to flee from the unnatural, but rather the impulse to stay calm and fight your way out of danger.

Prerequisites: None.
Benefit: Whenever the accumulation of Despair results in a negative effect (such as *Shakes*, *Panic*, *Freezes Up*, etc.), you may choose to ignore the effect and enter a clear state of mind, allowing you to act as you wish.
Penalty: When you choose to use this ability you gain +1 Despair.

BEACON OF HOPE

Your words give strength and hope even in the direst circumstances.

Prerequisites: Social 8+.
Benefit: So long as your own Despair is at 4 or below you may attempt an opposed Social check with a frightened individual. If you succeed, her Despair is decreased by -1D4. You may only attempt this once per day per character.
Penalty: None.

COMBAT MEDIC

You are able to administer medical attention quickly (and despite the presence of abundant danger).

Prerequisites: Medical Knowledge.
Benefit: You may attempt to heal a patient as an action in combat. This is done in place of attacking.
Penalty: None.

COWARD

Your instinct for self-preservation has kept you alive so far...

Prerequisites: Must have run away from at least three encounters, or "Escape" as a personal goal.
Benefit: Your movement when fleeing from combat is now 8. In addition, you no longer accumulate Guilt from abandoning friends in a fight.
Penalty: None.

CRIMINAL MASTERMIND

Your charisma and wits have drawn to your side a useful tool, in the form of a faithful follower who never questions your orders and commands, and is willing to kill for you at a moment's notice.

TABLE 2-5: ADVANCED TRAITS

BACKGROUND	MURDERER	VICE	DISSENTER	ANARCHIST
Doc	200	200	200	200
Jury Rig	300	200	300	200
Looter	200	100	200	200
Robotician	200	200	200	200
Smarter *	300	300	200	300
Stealthier *	300	200	200	200
Steely-Eyed *	200	300	300	300
Stronger *	200	300	300	200
Survivor	200	200	200	200
Tougher *	300	300	200	300
Tunnel Rat	100	100	100	100

SOCIAL	MURDERER	VICE	DISSENTER	ANARCHIST
Beacon of Hope	200	200	100	200
Criminal Mastermind	300	300	200	300
Irredeemable	200	200	200	200
Pariah	100	100	100	100

PSYCHOLOGICAL	MURDERER	VICE	DISSENTER	ANARCHIST
Awakened Psychic	200	200	200	200
Coward	100	100	100	100
Demented Insight	100	100	100	100
Eye On The Goal	200	200	200	200
Fanaticism	200	200	200	200
Lobotomy *	100	100	100	100
Mental Health *	100	100	100	100
Seen Beyond The Veil	300	300	300	300

COMBAT	MURDERER	VICE	DISSENTER	ANARCHIST
Baptism By Fire	200	200	200	200
Combat Medic	200	200	200	200
Fight Like A Demon	200	200	200	200
Robot Killer	200	200	200	200
Tank	200	300	300	200
Weapon Guru	200	300	300	200
Weapon Master *	200	300	300	200
Weapon Specialist *	200	300	300	200

ABERRANT	MURDERER	VICE	DISSENTER	ANARCHIST
Demonic Guardian	200	200	200	200
Demonic Vengeance	100	100	100	100
Extra Health *	200	200	200	200
Flesh Sacrifice	200	200	200	200
Freakish Luck	200	200	200	200
Self-Mutilation *	300	300	300	300
Supernatural Sense	200	200	200	200

* Denotes a trait that may be taken multiple times.

Prerequisites: Born Leader, or "Power" as a personal goal.
Benefit: You gain the services of another prisoner whom you control as a minor character. This character can either be created by you (just like a regular starting PC), given a name, and controlled by you from this point on; or you can simply take an NPC with the game characteristics of a typical *Thug* (see *Convicts*).
Penalty: None.

DEMENTED INSIGHT

It's not clear why or how, but you see the world differently than others.

Prerequisites: Insanity 4.
Benefit: Once per day you may add +1 to any dice roll.
Penalty: If your Insanity drops below 5 you lose the benefits of this trait, but if you go back to 5 or more you regain it (your insight "comes on in flashes").

DEMONIC GUARDIAN

To maintain you while you pursue your dark work, the forces of the Nether have granted you the services of an alien intelligence that serves as your "protector".

Prerequisites: Damnation personal goal.
Benefit: You are followed by a minor demon which is charged with protecting you from harm and killing your enemies. You may choose either a *Nexper Sext, Wraith,* or *Scuttling Impossibility.* The demon in question has characteristics typical of its species, plus the *invisible* trait (it cannot be seen or attacked except by characters with an Insanity score of 4+).
Penalty: If you betray your personal goal at any time, your demonic guardian will turn against you and attempt to destroy you.

DEMONIC VENGEANCE

The evil of your deeds - and the power of your will - will ensure your malevolence survives even if your body does not.

Prerequisites: Damnation personal goal.
Benefit: If you are killed, you rise again one turn later as a *Devourer* under the Warden's control.
Penalty: None.

DOC

Whether you had any formal training in medicine before or not, you are now the next best thing to a surgeon, psychiatrist, and barber your party has. Your tools and instruments are crude and makeshift, but you somehow manage to get the job done and keep your fellow prisoners alive.

Prerequisites: Wits 5, Medical Knowledge.
Benefit: With a successful Wits check you can heal 1D6 Health from any source.
Penalty: None.

EXTRA HEALTH

By surviving the life-or-death trials aboard the ship you have become harder to kill.

Prerequisites: You may only take this trait once for every 500 Build Points you have earned (not including starting BPs).
Benefit: Your Health gauge's maximum increases by +10 (i.e. a character who had Health 10 now has Health 20). You may take this trait multiple times.
Penalty: None.

EYE ON THE GOAL

So long as you have your mind on a goal you can push yourself to inhuman limits.

Prerequisites: Willpower 8+, or have "Escape" as your personal goal.
Benefit: Once per adventure you can *push* yourself. This lets you take an additional turn after you have already acted, effectively giving you two turns in a row.
Penalty: None.

FANATICISM

While most who subscribe to the religious factions of the ship do so only to fit in and belong, others truly believe in redemption and find a reserve of strength often lacking in the faithless.

Prerequisites: Found The Lord or have "Redemption" as your personal goal.
Benefit: Once per encounter you may re-roll any Willpower-based check (Willpower checks, Despair checks, Guilt checks, etc.) though if you do, you must accept the results of the second roll.
Penalty: None.

FIGHT LIKE A DEMON

A survivor of numerous desperate combats against the entities of the Nether, you have learned how to fight like a demon.

Prerequisites: Must have fought and killed demons on at least three separate occasions.
Benefit: When you are being *ganged up* on by more than one foe in combat you may make one free Attack roll each turn against any secondary target of your choice.
Penalty: None.

FLESH SACRIFICE

Influenced by the dark entities of the Nether realm, you have learned of a ghastly ritual that will bring into existence potent demonic forces.

Prerequisites: Damnation personal goal.
Benefit: If you murder someone in a lengthy ritual (requiring at least 10 minutes), you may bring a number of *demons of despair* into existence to cause further mayhem and havoc. For every willing participant who joins in the ritual, add their Willpower attribute to yours and consult the table below to see what Intensity of demon(s) the ritual attracts:

TOTAL WILLPOWER	INTENSITY
1-10	1 Low
11-25	1 Moderate
26-40	1 Moderate (or 1D2 Low)
41-60	1 High (or 1D2 Moderate)
61+	1 Extreme (or 1D2 High)

Penalty: None.

FREAKISH LUCK

For you, at least, good luck comes in twos.

Prerequisites: You must have rolled 1s for two consecutive checks.
Benefit: Once per day if you roll a success on a check, your next check of the same type is automatically a success as well. This does not apply to opposed checks, only normal checks.
Penalty: None.

IRREDEEMABLE

Unlike some who seek redemption in the face of their impending deaths, you have instead embraced the darkness and seek to find your place in the order of Hell. Demons tend to ignore your presence, sensing in you a potential tool who ultimately aids their aims instead of hindering them.

Prerequisites: Psychopath, may not have "Redemption" as a personal goal.
Benefit: Demons ignore your presence 90% of the time as if you were *invisible* to them (unless you provoke or attack them).
Penalty: None.

JURY RIG

Without custodians breathing down your neck and confiscating everything, you've actually been able to find a lot of materiel on board for building useful stuff…

Prerequisites: Scrounger, Improvisation.
Benefit: If you have the proper components, tools, and time you can build virtually any item. See *Salvage* for rules on crafting makeshift items. You are no longer limited to items of a particular complexity.
Penalty: None.

LOBOTOMY

Some lost souls, compelled by madness, seek an escape from their insanity through extreme measures. Sadly, there are enough lunatics and sadists around to help them. The procedure of *lobotomy* allows an inmate to lessen the effects of insanity, at the cost of removing part of her brain…

Prerequisites: Must have at least 1 point of Insanity.
Benefit: Your Insanity score is reduced by -1D4+1. This may result in your Madness being reduced in severity, or being altogether cured. You may take this trait multiple times.
Penalty: -1 Wits.

LOOTER

You have an uncanny ability to find a little something extra when searching.

Prerequisites: Scrounger.
Benefit: Whenever you roll on the *Random Finds* table to determine what is discovered in an area, you may modify the roll by +/- 1 (your choice).
Penalty: None.

MENTAL HEALTH

Whether you have an inner reserve of mental fortitude, or have received help from your comrades, you have managed to see the light and slowly recover from insanity.

Prerequisites: Must have at least 1 point of Insanity.
Benefit: Your Insanity score is reduced by -1. This may result in your Madness being reduced in severity, or being altogether cured. You may take this trait multiple times.
Penalty: None.

PARIAH

Your previous history as a mole working for the custodians of the ship has been revealed. Though few people care about treachery in general anymore, your kind are still considered the most hated of pariahs.

Prerequisites: Stool Pigeon (must also have been publicly exposed).

Benefit: To ensure that you can still defend yourself the Warden Computer permanently increases your Access Level by +1 (minimum of 1).
Penalty: Your Social attribute drops to 1 (over and above all modifiers) when dealing/socializing with prisoners.

ROBOT KILLER
Having stood up and fought them before (and won), you are not afraid of the custodians the way most prisoners are. You know they *can* be destroyed!

Prerequisites: Must have defeated at least one custodian in combat.
Benefit: Your attacks are not reduced by the "Armor" ability of custodians.
Penalty: None.

ROBOTICIAN
You may have had some skill working with robots on Terra, or repairing mining automatons on a distant star colony, or maybe you simply have a knack at robotics. Whatever the reason, you've learned how to piece components together to build an *ad hoc* robot follower.

Prerequisites: Improvisation, Jury Rig.
Benefit: If you manage to gather the necessary components, tools, and accumulate the needed BP, you may construct a *Junk Robot* (see *Custodians*).
Penalty: None.

SEEN BEYOND THE VEIL
Having descended completely into madness, you are no longer frightened by death or the things that lurk in the terrifying dimension of Hell.

Prerequisites: Insanity 6, or have "Damnation" as your personal goal.
Benefit: You no longer accumulate Despair from encounters with demons.
Penalty: Your current Madness is permanent.

SELF-MUTILATION
Before Perdition there was a theory among Terran scientists that through pain and sensory deprivation, it might be possible to enhance psychic potential. Certain survivors of Perdition, compelled by the idea that this method might work, deliberately inflict horrific injury to their own bodies in an effort to "unlock" said potential. Examples include plucking out their own eyes, sewing their mouths shut, etc.

Prerequisites: Insanity 2 (permanent).
Benefit: Your Psy Potential increases by +5%. In addition, your Psy Strength increases by +1. You may take this trait multiple times.
Penalty: -1 to any one attribute (player's choice), +1 Insanity (permanent).

SMARTER
From all the trials and near-death experiences onboard the *Gehenna*, you have gotten smarter.

Prerequisites: None.
Benefit: +1 Wits. You may take this trait multiple times.
Penalty: None.

STEALTHIER
From all the trials and near-death experiences onboard the *Gehenna*, you have gotten stealthier.

Prerequisites: None.
Benefit: +1 Reflexes. You may take this trait multiple times.
Penalty: None.

STEELY-EYED
From all the trials and near-death experiences onboard the *Gehenna*, you have gotten more intimidating.

Prerequisites: None.
Benefit: +1 Intimidate. You may take this trait multiple times.
Penalty: None.

STRONGER
From all the trials and near-death experiences onboard the *Gehenna*, you have gotten stronger.

Prerequisites: None.
Benefit: +1 Prowess. You may take this trait multiple times.
Penalty: None.

SUPERNATURAL SENSE
Recently you've found your sixth sense alerts you not only to mundane dangers, but also to the arrival of creatures manifesting from the Nether. This often occurs as a strange tingling in the hairs on your neck, a sulfurous odor that only you can detect, or maddening whispers/screams that only you hear.

Prerequisites: Sixth Sense.
Benefit: Whenever there is a *manifestation*, if you pass a Wits check you predict exactly when (in terms of turns or minutes) the demon(s) will appear.
Penalty: None.

SURVIVOR

Despite being almost killed on several occasions, you always seem to come back from the brink of death.

Prerequisites: Must have been reduced to Health 0 and survived at least three times, or have "Survival" as your personal goal.
Benefit: Whenever you are required to roll on the *Recovery Table,* you may roll twice and pick from the two results.
Penalty: None.
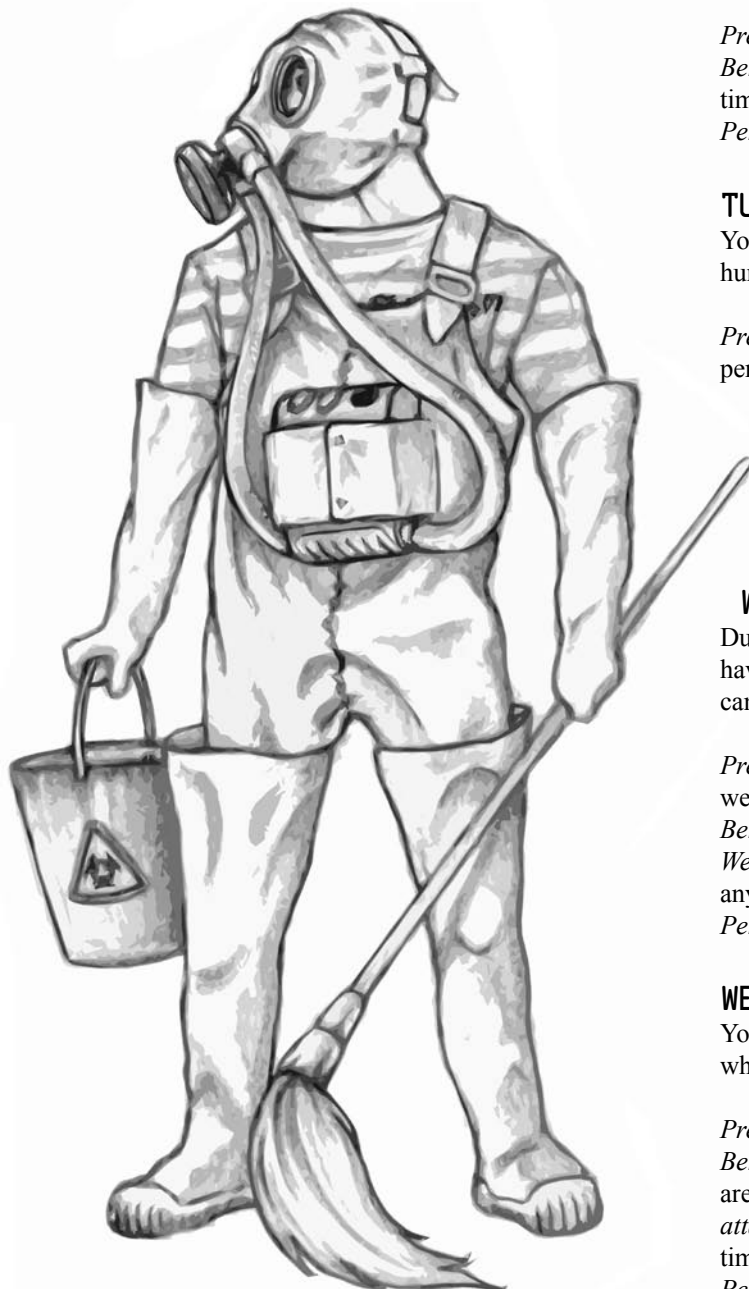
TANK

Not only are you an ogre in close combat, refusing to drop, but your skin is almost as hard as iron as well.

Prerequisites: Prowess 10, Refuse To Die.
Benefit: Any melee weapon (not including unarmed attacks) that strikes you and inflicts minimum damage is immediately destroyed.
Penalty: -1 Reflexes.

TOUGHER

From all the trials and near-death experiences onboard the *Gehenna*, you have gotten tougher and more resilient.

Prerequisites: None.
Benefit: +1 Willpower. You may take this trait multiple times.
Penalty: None.

TUNNEL RAT

You are able to fit into spaces normally inaccessible to human-sized creatures.

Prerequisites: Reflexes 3+, or "Survival" as your personal goal.
Benefit: You can move at normal speed in cramped quarters, and can also fit in tight spaces not normally accessible to someone your size (for instance, ventilation ducts, steam pipes, etc.).
Penalty: None.

WEAPON GURU

Due to your training with a variety of weapons, you have developed an affinity for virtually any weapon that can harm or kill.

Prerequisites: Weapon Specialist in three or more weapons.
Benefit: You can apply your *Weapon Specialist* and *Weapon Master* benefits to *all* weapons you handle, of any type.
Penalty: None.

WEAPON MASTER

You are an expert at using a specific kind of weapon, whether a shiv, knife, or flamethrower.

Prerequisites: Weapon Specialist.
Benefit: Whenever you attack using a weapon you are a specialist with, you add an additional +1 to your *attack roll*. You may buy this trait more than once, each time applying your bonus to a different weapon.
Penalty: None.

WEAPON SPECIALIST

You've grown accustomed to using a specific weapon in combat, developing a "feel" for it.

Prerequisites: Must have killed three enemies with the same type of weapon.
Benefit: Whenever you attack using a weapon of that specific type, you may add +1 to your *attack roll*. You may buy this trait more than once, each time applying your bonus to a different weapon.
Penalty: None.

STARTING GEAR

All beginning characters start with Convict Basic Issue Gear (see the chapter titled "Contraband"). In addition, *a player may convert Build Points left unused from character generation into Smokes, which she can then use to purchase other equipment. In this fashion her character may potentially begin play with a weapon or other gear, though the details of how the character manages to have these items must be worked out with the Warden.*

IDENTIFYING FEATURES

In addition to each prisoner's Convict Identification Number, a file is kept on each prisoner listing known identifying features, allowing for quick physical identification by custodians.

Identifying features are an optional rule. If you choose to use them, then every character should have one, rolled randomly from the list below. They have no game effect other than to individualize each character.

2D8	FEATURE
2	Missing a finger
3	Metal teeth
4	Rasping voice
5	Nervous twitch
6	Limp
7-8	Tattoos
9-11	Impressive scars
12	Broken nose
13	Bad acne
14	Cauliflower ears
15	Far-off look
16	Ambidextrous

PERSONAL GOAL

One of the final steps in character generation is to select a "personal goal" for your character. *Personal goals* reflect either your character's own ambitions, or a driving force behind her actions, or simply something she hopes to accomplish before she dies.

Your character's personal goal should be between you and the Warden, and not shared with other players (though they may come to suspect your goals due to your actions during gameplay).

Personal goals do more than give flavor to your character; depending on your personal goal, certain actions during the game may lead to bonus Build Points if you act in accordance to your goal.

REDEMPTION

A character seeking redemption searches for a way to amend for her crimes, a proverbial "cleaning of the slate", through embracing a new sense of honor and self-sacrifice. A character with this personal goal sees the situation on the *Gehenna* as a chance to save fellow prisoners, protect others, and generally make up for the evils of her sordid past.

Examples:
- Guilty of terrible murders, you have come to seek redemption, if not in God's eyes than at least in your fellow man's. You try to protect your comrades and, if necessary, will die for them.
- Having been party to the slaughter of innocents during the last war, and condemned for your service, you have come to regret the death and destruction once waged by your hands. Your search for redemption leads you to care for the weak, the innocent, and fight for a common good.

Role-Playing Suggestions: Be a leader. Lead by example; be brave, inspire heroics in others. Do the right thing when you get the chance, even to your own detriment. Share with others, gain their trust.

BP Awards: Characters with this goal gain bonus BP awards for saving the lives of other characters, making "good" moral choices, sacrificing themselves for the greater good, etc.

POWER

A character with this goal sees the new situation on the prison ship not as a "disaster", but rather a chance to achieve something she always wanted. With the overturning of the order onboard, there are plenty of desperate souls looking for leadership and security.

Examples:
- You spent too many years obeying rules; the rules of Terran law, the rules of the custodians, and the "rules" of the prison. Now *you* want to call the shots.
- A powerful prisoner or gang did you wrong in the past and now that you have the chance, you're never going to let anyone else be in charge of you (or have control over you).

Role-Playing Suggestions: Build contacts, cultivate friends and alliances. Make others reliant on you. Pick a trait that others don't have, then use the newfound power to get what you want - or at least make sure the party realizes they need you, and must protect you!

BP Awards: Characters with this goal gain bonus BP awards for joining *gangs*, rising in authority, making choices that the group adheres to, and generally cultivating friends, followers, and connections.

SURVIVAL
A character with this goal simply wants to survive; she may or may not have a moral compass, she may or may not be guilty of the crimes she was accused of, but either way her primary motivation is simply to survive the chaos of Perdition.

Examples:
- Always an outcast or maverick in the rigid structured society of prison, now that Hell has literally broken loose you don't have to follow anyone's rules anymore. And since no one else's going to look out for you, you've got to do it yourself.
- You know what has happened and as far as you're concerned, the "hows" and "whys" are all academic, beyond your knowing. The only thing you are sure of is the fact that you and your companions are in immediate danger almost every hour of the day, and you've got to stay one step ahead of everyone and everything if you hope to stay alive. Escape, doing the right thing, and finding out what happened – these are all things you can worry about when the dust settles.

Role-Playing Suggestions: Look out for yourself. Pick up odds and ends - you never know what may be useful later. Don't feel bad about hoarding first aid kits and ration packs; *your* life means most, then the lives of others!

BP Awards: Characters with this goal gain bonus BP awards for securing weapons and armor for themselves, finding caches of food and supplies, creating a secure shelter, and defeating monsters.

ESCAPE
With this goal in mind a character not only hopes to survive Perdition, but find some means of escape from what seems certain doom. Not many prisoners have the spark of hope left, but a character with this goal is somehow indefatigable, her belief in the seemingly impossible never flagging, even under duress.

Examples:
- You heard that there are *escape pods* located somewhere on the *Gehenna*. Though you're not sure what's out *there*, anything is better than staying in *here*, and you've got a plan to get to the pods and escape before you die in this hellhole.
- You may not know how to do it, but there has to be a way to seize control of the ship and turn it around, possibly going back to where you came from. Whether its Terra or some far-flung star colony (or even an uninhabited but hospitable planet) doesn't matter; you simply need to find the bridge, disable the computers, and find a way to pilot this thing.

Role-Playing Suggestions: Try to learn about the ship you're on; now that you're free, explore. The more you know about the *Gehenna*, its inhabitants, its secrets, etc., the better chance you have of discovering a way out of this hell.

BP Awards: Characters with this goal gain bonus BP awards for avoiding encounters, finding secret passages and forgotten access tunnels, learning more about the layout of the ship, etc.

DAMNATION
Everyone else is a fool. Some shriek and hide, hoping they'll somehow escape the attentions of the demons. Others hope to band together and fight the inevitable tide. Idiots. And some even hope to run away, as if there was anywhere to go. But a character with this personal goal sees the writing on the wall and, instead of recoiling in terror, chooses to embrace what is coming. Characters with damnation in mind hope to earn a place in Hell by secretly aiding or assisting the evil powers at work behind Perdition, obstructing and/or outright betraying those who seek to stand against them.

Examples:

- You believe Perdition is a time of judgment, and there is no escaping it. You are a sinner, you were guilty for your crimes, and you cannot hide the truth from the servants of Hell. You seek to facilitate the demons in their work, either overtly or covertly, so that the inevitable is hastened. You will continue to do so until either the entire ship is destroyed, or you are found out and killed by your companions.
- You believe that you are already damned and that a prominent place in Hell will be reserved for you if you only prove yourself. You actively seek to cause pain and suffering where possible to attract the favor of Hell's legions.

Role-Playing Suggestions: Be subtle, tricky, clever. Imitate another goal's motivations, if it helps keep the other players off your trail. Keep your identity secret! If your companions find you, there's a good chance you're as good as dead.

BP Awards: Characters with this goal gain bonus BP awards for betraying other characters, causing mayhem and sowing chaos, allowing demons to kill others, and embracing their darker side when possible/profitable.

BACK-STORY

The last step in creating a character is to devise a personal back-story to your character, a sort of history that you create to flesh out your character's experiences prior to exile on the *Gehenna*, including detailing the crimes she committed.

Back story is important for characters not only from a role-playing perspective, to flesh out your character and give her depth, but more importantly, in *Abandon All Hope* it gives the Warden information that she can use to create adventures. Since a part of this game involves struggles to overcome personal demons (real and imagined), including despair and guilt, knowing why your character is guilty, or what makes her afraid, will be valuable to the Warden in customizing challenges for your character.

Here are some sample ideas you might want to include in your personal story:

Upbringing: Fleshing out your character's upbringing can reveal a lot about her personal goals and aspirations. It can also say a lot about *why* the character went astray of the law. If your character was abused, abandoned, or had to fend for herself, she may have never developed a proper moral compass. On the other hand, a character with a mundane middle-class or elite upbringing might have turned to crime simply out of boredom.

Mental Instability: If your character has Traits that indicate insanity, explain what happened to bring about the insanity, and what effect having an Insanity score above 0 means for your particular character. This could be odd mannerisms, obsessions, compulsions, or ritualized behavior. Or it may simply mean you have a wild, far-away look in the eye, a nervous twitch, or paranoia.

The Crime: Go into detail about the crime that got your character sentenced to the *Gehenna*. Unless you took the *Innocent* trait, all characters in this game are guilty of some crime or another. It might have been murder, rape, sabotage, terrorism, arson, etc. It helps to give consideration to describing your victims and your methodology, because there are instances where the Warden will need to use such information during play.

Fears: Everyone has them; your character is no different. Even the toughest con fears something. It may not be from facing down other prisoners, but how about a pillow over the head while you're sleeping, a knife in the back in the shower, or being locked up in solitary and forgotten as the result of a computer glitch in the custodians? Your fear could be mundane and realistic (lights going out, hearing strange noises, etc.), or it could be specific. The Warden will need to know this information…

CHAPTER 3: CONTRABAND

Because it was an ultra-high security prison ship, weapons, most devices, and a vast number of items normally found on Terra are either completely absent or extremely rare aboard the *Gehenna*. Even common daily items taken for granted by most ordinary citizens are strictly controlled on the *Gehenna*, a measure at one time intended for the population's safety (and to enforce their reliance on the custodians), making the fight for survival all the more difficult after Perdition.

SMOKES

Though scrutinized by the New Regime for the dangers tobacco posed to the general public, cigarettes (or "smokes") were soon lauded when their usefulness as a means of control (through addiction) became evident. Widely-produced on Terran colonies, and now fashioned from tobacco grown in the *Gehenna's* agro-domes, cigarettes remain the unofficial "currency" of the prison population.

CONVICT BASIC GEAR

All prisoners aboard the *Gehenna* are given a few basic items considered "standard issue". This "kit" includes the following items: prison overalls, personal hygiene kit (including dental swab, tube of toothpaste, and *deodorizer pills* - taken orally, these control body odor throughout the day by causing the prisoner to sweat a liquid deodorizer every few hours), boots, and one magnetic bracer (this is a metal band that can be magnetized with the push of a button and then snapped against a bulkhead. Useful when there are accidental blowouts, preventing the prisoner from being sucked into space by the sudden decompression).

UNOFFICIAL SERVICES

There are a wide variety of unofficial "services" that prisoners aboard the *Gehenna* could exploit, assuming they had the right number of smokes to pay for them. Many of these are no longer available after Perdition (or are rare at best), but in some secure areas, life goes on as normal and convicts attempt to make extra smokes providing these services. The following is just a sampling of services convicts might find available when they encounter other groups of convicts, at the Warden's discretion.

SERVICE	TYPICAL COST
Bum a match	1 Smoke
Shoeshine	5 Smokes
Haircut	5 Smokes
Massage	20 Smokes
Get someone to do your laundry	25 Smokes
Get someone to mend your clothes	50 Smokes
Sexual services	50 Smokes
Pay a Fixer to find a *component*	100 Smokes
Put a hit out on someone	500 Smokes
Pay a Fixer to find an item for you	-
Item is CL *	2x item's base cost
Item is CL 1	3x item's base cost
Item is CL 2	5x item's base cost
Item is CL 3	10x item's base cost

ITEM INFORMATION

Each item in *Abandon All Hope* has a listing of key information, including its cost, control level, etc. These are explained below.

CONTROL LEVEL: Because *Gehenna* is a prison ship, all potential weapons (and some forms of equipment) were and still are restricted and/or controlled by the ship's custodians. As a result, they can generally only be found in armories or in the possession of custodians, making them extremely difficult to obtain, even after Perdition. Other weapons, made by hand by the convicts themselves, sometimes evade the attention of the custodians, but are just as often confiscated.

All items have a Control Level ("CL") of 1-3, denoting the Access level needed to attain/own them without triggering alarms and risking incarceration by the prison's custodians when encountered. Items with a CL of "*" are not registered weapons as such, being either homemade or hand-crafted by prison inmates.

COST: Any item that can be purchased will have a cost listed in Smokes. This is also the relative barter value, so items can (and often are) traded back and forth in this manner.

BP COST: If an item can be crafted (using the Salvage rules), the Build Point cost necessary to construct it will be listed here.

COMPLEXITY: All items that can be crafted have a Complexity rating; this indicates what level of *Tool* (*Rudimentary, Basic*, or *Complex*) the crafter must have to create the item.

TIME REQUIRED: If an item can be crafted, there will be a time requirement for its construction. During this time the crafter must be dedicated to working on the project and not engaged in other activities (including rest). If an item is not completed before the time is up, it is considered only "partly completed"; the creator can get back to finishing the project at a later time, investing the remaining required time when available.

COMPONENTS: Items that can be crafted will have a listing of the components necessary to craft it. The number in parenthesis lists *how many* of that type of component is needed.

LIST OF MISC ITEMS
The following section deals with the most common items of equipment to be found during a game of Abandon All Hope. *This list is by no means exhaustive.*

MISC ITEMS	CL	COST
Battery	*	40
Breath Mask	*	450
Hand Torch	*	75
Work Pass Emulator	*	200
Hydrogen Cells	1	50
Ration Pack	1	25
Flashlight	1	100
Gas Mask	1	500
First Aid Pack	1	50
Light Rod	1	5
Work Pass	1	250
Motion Detector	2	1,000
Tools, Rudimentary	*	250
Tools, Basic	1	500
Tools, Complex	2	1,000

BATTERY
Control Level: *
Complexity: Basic
Cost: 40 Smokes
Time Required: 6 hrs.
BP Cost: 10
Components: Capacitor (1), Chemical (2), Conductor (1)

Improvised "batteries" used to power electrical devices are not unknown in the possession of inmates, but they are usually confiscated when found. Utilizing a chemical component to create an electric charge, these batteries are not very long-lasting. *A battery can be used to charge anything that normally requires a hydrogen cell. A battery can hold up to 8 charges; a typical cell, when found, will have 1D8 charges remaining.*

BREATH MASK
Control Level: *
Complexity: Basic
Cost: 450 Smokes
Time Required: 12 hrs.
BP Cost: 50
Components: Precision (2), Pressurizing (1), Rigid (1)

Cheap knock-offs made by inmates, so-called "breath masks" may look crude but they usually feature a surprisingly ingenious apparatus for keeping gas particles out. *Anyone wearing a breath mask is 90% immune to gas/breathable hazards, including tear gas, mace, etc.*

FIRST AID PACK
Control Level: 1
Complexity: N/A
Cost: 50 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Consisting of bandages, burn crème, painkillers, and antiseptics packaged in a small plastic case or fabric bag, first aid packs are found throughout the ship, especially in first aid stations. *A first aid pack can be used to heal 1D4+1 points of Health (from injury, poison, etc.) before it is used up. A first aid pack cannot be used in combat unless the character has the* Combat Medic *trait, in which case it requires an action (though the character may still move in the same turn).*

FLASHLIGHT
Control Level: 1
Complexity: N/A
Cost: 100 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

The typical flashlight uses a hydrogen cell for power and produces a strong beam of illumination out to forty feet. *This item requires a hydrogen cell to operate.*

GAS MASK
Control Level: 1
Complexity: N/A
Cost: 500 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Not only do they lend a faceless, sinister appearance to those who wear them, they're functional as well! Gas masks (originally slated for trustees recruited for riot control duty) proliferated throughout the prison "black market" due to the abundance of gas-based weapons on the ship even before Perdition. *Anyone wearing a gas mask is immune to gas/breathable hazards, including tear gas, mace, etc.*
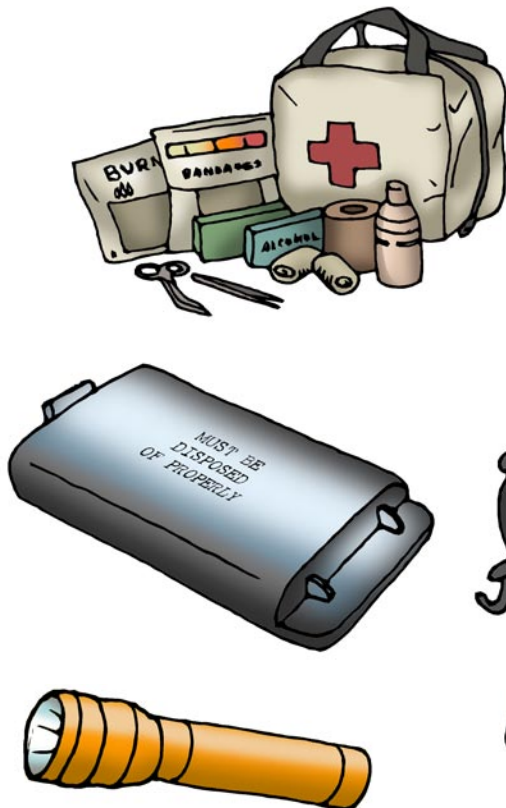
HAND TORCH
Control Level: *
Complexity: Rudimentary
Cost: 75 Smokes
Time Required: 6 hrs.
BP Cost: 10
Components: Capacitor (1), Conductor (2), Rigid (1)

The inmate's version of a flashlight, the "hand torch" is made from whatever materials are on hand. A hand torch produces a beam of illumination out to thirty feet. *This item requires a hydrogen cell to operate.*

HYDROGEN CELL
Control Level: 1
Complexity: N/A
Cost: 50 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Energy weapons were developed in the final wars on Terra and in its colonies, and the production of hydrogen-powered energy packs (used to power them) was continued by the New Regime, since the global police force required them for many powered, non-lethal weapons as well. Stun guns, energy projectors, sonic beamers, etc. are all powered by hydrogen cells, which resemble small clips or slender cases that can be inserted into universal ports in all energy weapons (and most powered devices). *A hydrogen cell can hold up to 10 charges; a typical cell, when found, will have 1D10 charges remaining.*

LIGHT ROD
Control Level: 1
Complexity: N/A
Cost: 5 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Light rods are yard-long plastic batons that, when activated, produce a fluorescent glow that steadily illuminates a wide area for eight hours. Light rods are lightweight, can be held in one hand, and generate torch-strength light out to twenty feet. After eight hours a light rod fades. Light rods are primarily used as emergency lights, or when EMP effects cause electrical lights (ceiling lights, flashlights, etc.) to cease functioning.

MOTION DETECTOR
Control Level: 2
Complexity: N/A
Cost: 1,000 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Formerly used by custodians and trustees to track escaped prisoners in the maze of darkened maintenance corridors and ventilation passages of the ship, a motion detector is roughly the size of a Geiger counter. *A motion detector detects all movement by objects and creatures the size of a small dog or larger (to a range of 100 ft.), displaying their position relative to the holder on a small display on the device as a small "blip". This item requires a hydrogen cell to operate.*

RATION PACK
Control Level: 1
Complexity: N/A
Cost: 25 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Used as payment (along with smokes) for good behavior, ration packs come in a very limited variety on the *Gehenna*, consisting mostly of "nutri-sludge", "canned protein", and "dehydrated meal pills". Despite this they are still highly valued, for they remain some of the only edible foods available for many of the prison's scattered population. *A character consuming a ration pack in between encounters may choose one of two benefits: reduce her Despair by -1, or heal a point of Health. A character can only benefit from this once per encounter.*

TOOLS, BASIC
Control Level: 2
Complexity: Rudimentary
Cost: 500 Smokes
Time Required: 48 hrs.
BP Cost: 25
Components: Precision (1), Rigid (3)

A comprehensive selection of basic tools, including screwdriver, hammer, auger, wire strippers, wrenches, hand drill, pliers, etc. *Basic tools can be used to create anything with a Complexity rating of Rudimentary or Basic.*

TOOLS, COMPLEX
Control Level: 2
Complexity: Basic
Cost: 1,000 Smokes
Time Required: 72 hrs.
BP Cost: 50
Components: Precision (3), Rigid (3)

A more compressive toolkit that includes soldering iron, precision pliers, super adhesives, voltage meter, laser measuring tool, etc. *Complex tools can be used to create anything with a Complexity rating of Rudimentary, Basic, or Complex.*

TOOLS, RUDIMENTARY
Control Level: *
Complexity: N/A
Cost: 250 Smokes
Time Required: 12 hrs.
BP Cost: 10
Components: Rigid (3)

Just the most basic of tools, including something hard to hammer with, something sharp to cut with, etc. Tools like these can be handmade, and are easily disguised as something else. They are not able to perform intricate work, however. *Rudimentary tools can be used to create anything with a Complexity rating of Rudimentary.*

WORK PASS
Control Level: 1
Complexity: N/A
Cost: 250 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

A "work pass" on the *Gehenna* is a metal bracelet given to individual convicts assigned to work details, giving

access to foundries, manufactories, tool storage areas, etc. Work passes permit convicts to be in areas they would not otherwise be allowed in, and as such they are valued by cons even after Perdition (as they let gangs get into normally-restricted areas).

WORK PASS EMULATOR
Control Level: *
Complexity: Complex
Cost: 200 Smokes
Time Required: 48 hrs.
BP Cost: 50
Components: Electromagnetic (1), Rigid (1)

Clever prisoners have been known to either piece together or entirely fabricate from new the microchips found in actual work passes, creating their own to allow access where they are normally not allowed. *This device functions as a work pass with only a 10% chance of failure. Unfortunately, if it does fail to work, a work pass emulator usually triggers the alarm…*

LIST OF ARMOR
Most forms of protective gear were restricted to trustees for use in riots or disobedience-control situations; others were given to manufactory workers to shield from hazardous working environments. The only armor that does not have a Control Level is "makeshift armor", which is assumed to have been crafted after Perdition.

ARMOR	CL	COST
Makeshift Armor	*	200
Chem-Resistant Overalls	1	200
Heat-Resistant Overalls	1	200
Radiation Suit	1	500
Riot Armor	2	500
Riot Helmet	2	250
Riot Shield	2	500

MAKESHIFT ARMOR
Control Level: *
Complexity: Rudimentary
Cost: 200 Smokes
Time Required: 12 hrs.
BP Cost: 50
Components: Rigid (6)

Makeshift armor is typically constructed out of whatever materials are on hand, and extensively decorated by the owner for fierceness or to display his or her gang allegiance. Such armor can be made from

a variety of sources; plastics and pressed metal from cafeteria fixtures, sheet metal from prison workshops, pieces from destroyed custodians, or crude "plates" of scrounged plastisteel from shattered cell block walls, etc. All in all this armor is not exceptional, though it can be made with the most primitive tools. *Makeshift armor, while worn, reduces damage taken from physical attacks by -1 (minimum 1). However, any attack that rolls maximum damage (e.g. the attacker rolls a 6 on D6) is not reduced. Unarmed attacks do not roll damage, and are thus affected normally.*

CHEMICAL-RESISTANT OVERALLS
Control Level: 1
Complexity: N/A
Cost: 250 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Typically only issued to convicts sentenced to hazardous janitorial duties, chemical-resistant overalls are made of a durable and chemically-treated material that protects against most corrosive agents. Such overalls are usually colored in vivid shades (yellow, orange, green) so that the worker is highly visible, for safety reasons. *While worn, chemical-resistant overalls reduce the damage of acid hazards and attacks by -4 (minimum 0). They do not protect against other sources of harm, however, such as radiation or flame.*

HEAT-RESISTANT OVERALLS

Control Level: 1
Complexity: N/A
Cost: 250 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Usually given to inmates assigned to the prison's foundries and manufactories, these heavy suits are fashioned from a durable, flame-resistant material. Such overalls protect the wearer from the extreme heat of furnace rooms and foundry crucibles; they are also sometimes given to trustee fire-fighting teams when the need arises. *While worn, heat-resistant overalls reduce the damage of heat hazards and attacks by -4 (minimum 0). They do not protect against other sources of harm, however, such as radiation or acid.*

RADIATION SUIT

Control Level: 1
Complexity: N/A
Cost: 500 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

An entire protective ensemble incorporating a radiation-reflective hermetically-sealed suit, a hydrogen-fueled overpressure system in an integral backpack, and high durability gloves, boots, and helmet. A "radiation suit" is designed to permit humans to go into compartments/areas normally inaccessible due to high levels of harmful radiation. *While worn, a radiation suit makes the wearer immune to the effects of radiation. It does not protect against physical harm, however.*

RIOT ARMOR

Control Level: 2
Complexity: N/A
Cost: 500 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Designed for use by trustees in situations where the custodian complement must be reinforced by human fodder, this type of imposing armor consists of a rigid breastplate of impact-resistant plastics, as well as greaves for both arms and legs. A typical suit of riot armor also includes a web belt for the easy storage of ammunition, flashlight, gas grenades, etc. *Riot armor, while worn, reduces damage taken from physical attacks by -1 (minimum 1).*

RIOT HELMET
Control Level: 1
Complexity: N/A
Cost: 250 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

A riot helmet is a rigid plastic headpiece fitted with a visor (to protect from broken glass and debris) that is shaped to accommodate the wearing of a gas mask. Most riot helmets on the *Gehenna* feature a reflective black visor to protect the identity of the wearer (to prevent acts of retribution against trustees mustered to assist the custodians in riot-control situations). *A riot helmet, while worn, reduces damage taken from physical attacks by -1 (minimum 1; this stacks with any armor already worn).*

RIOT SHIELD
Control Level: 2
Complexity: N/A
Cost: 500 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Riot shields, used by trustees to form human barricades against rioting mobs of prisoners, are made of a projectile-resistant clear plastic and cover an area of the body similar to a medieval shield. *A riot shield may be used to negate any one physical attack of the player's choice, but it is then considered destroyed and must be discarded.*

LIST OF WEAPONS
Weapons proliferate throughout the prison population, despite attempts by the custodians to ban their existence. Shivs, zip guns, and improvised weapons are most common, but stolen syringes, slug guns, and modified "scorchers" also exist wherever desperate men are willing - or required - to use them to survive.

Since some weapons are created by the prisoners themselves and usually hidden from custodians, they do not have a Control Level (i.e. they aren't restricted to armories, though they may be found there if confiscated).

Concealability: All weapons have a Concealability rating listed after their name, which denotes how hard/easy it is to conceal the weapon on a prisoner's person. Normally, to detect a weapon hidden on a character an observer must make an opposed Wits check against the character to notice her concealed item. The character's check is modified by the item's Concealability rating, which acts as either a bonus or a penalty to that check.

WEAPONS	CL	COST
Brass Knuckles	*	25
Shiv	*	50
Sticky Bomb	*	50
Syringe	*	50
Beat Stick	*	100
Zip Gun	*	100
Cell Block Special	*	150
Stun Stick	*	200
Room Broom	*	350
Pocket Shocker	*	450
Energy Projector	*	500
Scorcher	*	2,500
Robo-Killer	*	4,500
Entanglement Grenade	1	100
Riot Baton	1	150
Cattle Prod	1	250
Tear Gas Grenade	2	100
Mace Canister	2	200
Scatter Gun	2	500
Stun Gun	2	500
Irritant Thrower	2	750
Hand Grenade	3	200
Slug Gun	3	500
Sonic Beamer	3	1,000
EMP Pulsar	3	5,000
Laser Cutter	3	7,500

UNARMED ATTACKS
Conceal: N/A
Control Level: -
Complexity: N/A
Cost: N/A
Time Required: N/A
BP Cost: N/A
Components: N/A

All prisoners have at least hands and feet with which to fight with… *Unarmed attacks inflict 2 points of non-lethal damage with a successful strike.*

BEAT STICK

Conceal: +0
Control Level: *
Complexity: Basic
Cost: 100 Smokes
Time Required: 6 hrs.
BP Cost: 25
Components: Rigid (3)

Any length of metal pipe can be reinforced and weighted to imitate the hitting power of a riot baton. Such a weapon is often simply called a "beat stick". *A successful strike with a beat stick inflicts 1D6 points of Health damage, but on a natural roll of 6 the beat stick breaks.*

BRASS KNUCKLES

Conceal: +2
Control Level: *
Complexity: Rudimentary
Cost: 25 Smokes
Time Required: 6 hrs.
BP Cost: 10
Components: Rigid (1)

Brass knuckles (a.k.a. "knuckledusters") are a form of prohibited weapon that can be made by more ingenious convicts from soap or wood, or even created in the prison metal shop when the custodians aren't looking. *Brass knuckles allow the wearer to inflict lethal damage with her unarmed attacks.*

CATTLE PROD

Conceal: -1
Control Level: 1
Complexity: N/A
Cost: N/A
Time Required: N/A
BP Cost: N/A
Components: N/A

Typically built into the robotic limbs of custodians, but also issued to trustees in times of trouble, cattle prods are two foot long metal rods that generate a powerful electric charge when their dual prongs strike a target. They are used primarily for crowd control and to herd prisoners where custodians/trustees want them to go. *A target struck by a cattle prod takes 1D4 points of Health damage from minor burns and must make a Prowess check or be pushed into an adjacent square of the attacker's choosing. If that square is already occupied, the victim and the person in the occupied square must make an opposed Reflex check to see who remains standing and who is knocked prone. This item requires a hydrogen cell to operate.*

CELL BLOCK SPECIAL

Conceal: +0
Control Level: *
Complexity: Rudimentary
Cost: 150 Smokes
Time Required: 6 hrs.
BP Cost: 25
Components: Ignition (1), Precision (1), Torsion (1), Volatile (2)

Cheap imitations of grenades, "cell block specials" are more like homemade "bombs", made from a tin can, glass jar, empty battery casing, etc., and filled with a volatile explosive and some sort of crude detonator. *When a cell block special is thrown, the thrower picks a spot within sight and makes a Prowess check; if successful, anyone in the target square and all others within two squares of the target take 2D6 points of Health damage and is knocked prone. Any time a 6 is rolled for damage, set the dice aside and roll an additional 1D6, adding the results together. If the thrower's Prowess check fails the grenade deviates 1D4 squares in a random direction.*

EMP PULSAR

Conceal: -2
Control Level: 3
Complexity: N/A
Cost: 5,000 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

"Pulsars" are an advanced form of weapon entrusted only to custodians and top-level trustees. Pulsars were included on the ship in obscure armories, only to be dispensed in the event of a custodian malfunction. Past tragedies on Terra involving "wild" or "poorly-programmed" custodians opening fire on crowds of surrendering/subdued prisoners resulted in many needless deaths, and led to the inclusion of special weapons specifically designed to shut down such malfunctioning 'bots. *A Pulsar generates a localized EMP pulse, affecting any robot or machine that it hits, requiring the target struck to pass a Prowess check with a +5 penalty to avoid being shut down for 1D4 turns. This item requires a hydrogen cell to operate.*

ENERGY PROJECTOR

Conceal: -2
Control Level: *
Complexity: Complex
Cost: 500 Smokes
Time Required: 24 hrs.
BP Cost: 50
Components: Chemical (1), Conductor (2), Precision (3), Pressurizing (1), Rigid (3)

Created only by the most ingenious of prisoners, these makeshift weapons seek to imitate the *lasers* once used in Terra's brutal wars. They are in high demand, for they are among the few lethal weapons to be found on the prison ship. By combining specific Components scavenged from ship-borne instruments (energy cyclotrons, chromium fiber coils, etc.), a type of crude energy emitter can be fashioned, but they are fragile and prone to burning out once fired. *This item requires a hydrogen cell to operate. Whenever the weapon is fired, roll 1D10 to see how many charges are used. If the number is equal to or greater than the number of charges remaining in the cell, after determining the results of the shot the weapon is considered destroyed. Otherwise it can*

be used again. A hit by an energy projector inflicts 2D6+2 points of Health damage. Any time a 6 is rolled for damage, set the dice aside and roll an additional 1D6, adding the results together.

ENTANGLEMENT GRENADE

Conceal: +0
Control Level: 1
Complexity: N/A
Cost: 100 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

This type of non-lethal weapon takes the form of a grenade. When thrown, the grenade cracks on impact to expose a specially-devised chemical compound contained inside. On contact with the air the compound expands, encapsulating anyone nearby in a mass of goo-like material. Within a fraction of a second this material begins to harden, so that the victim becomes immobilized. The goo can be dissolved by applying water, freeing the victim. *Any human-sized victim struck by an entanglement grenade must make a Reflexes check at a +2 penalty or become immobilized and incapacitated for 2D6 minutes (or until the goo is dissolved by the application of at least a gallon of water).*
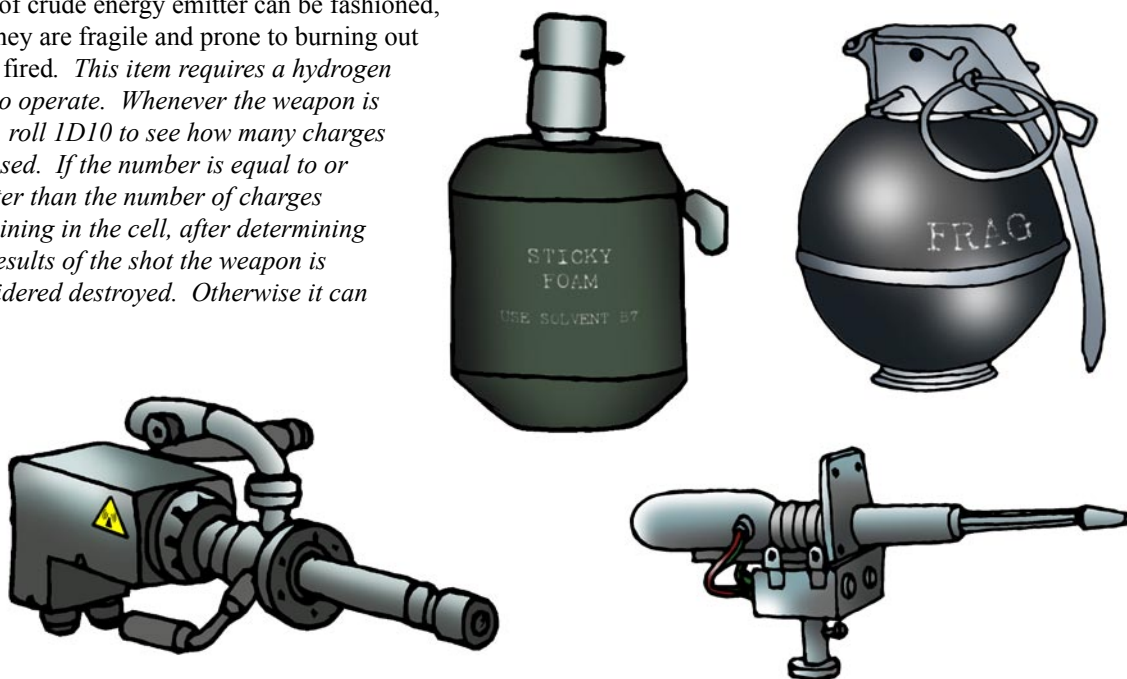
HAND GRENADE

Conceal: +0
Control Level: 3
Complexity: N/A
Cost: 200 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Hand grenades aboard the *Gehenna* are weapons specifically reserved as a last-resort for clearing a room of rioting prisoners. A small charge of high explosives is wrapped in a metallic sleeve specially designed to fragment on detonation, sending shrapnel and concussive force through the area. *When a hand grenade is thrown, the thrower picks a spot within sight and makes a Prowess check; if successful, anyone in the target square and all others within two squares of the target take 3D6 points of Health damage and is knocked prone. Any time a 6 is rolled for damage, set the dice aside and roll an additional 1D6, adding the results together. If the thrower's Prowess check fails the grenade deviates 1D4 squares in a random direction.*

IMPROVISED WEAPON

Conceal: VARIES
Control Level: *
Complexity: N/A
Cost: N/A
Time Required: N/A
BP Cost: N/A
Components: N/A

A complete list of the various objects, tools, and sundries capable of being employed as weapons by prisoners would be too large to include here. Below are just a few sample objects that could potentially be used as weapons:

OBJECT	DAMAGE	CONCEAL
Chain	1D6	+1
Chair *	1D8	N/A
Hammer	1D6	+0
Lamp *	1D6	-1
Large shard of glass *	1D4	+2
Length of hose	1D4	-1
Metal tray	1D3	-1
Padlock-in-a-sock	1D4	+2
Pipe	1D6	-2
Pistol whip	1D4	*As weapon*
Rifle butt	1D6	*As weapon*
Screwdriver	1D4	+1
Shovel/pick	1D6	-2
Soap-on-a-string	1D3	+1
Table leg	1D6	-2
Wrench	1D6	+0

* Indicates a weapon which breaks after the first successful hit.

IRRITANT THROWER

Conceal: -2
Control Level: 2
Complexity: N/A
Cost: 750 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Used to control large crowds, irritant throwers resemble old-fashioned "flamethrowers" (complete with backpack and nozzled extension), but instead of projecting liquefied napalm they discharge streams of irritant agents, e.g. "blister" agents. An irritant thrower affects a cone-shaped area that is fifteen feet long and fifteen feet wide at its widest point; anyone caught in the area when the weapon is fired takes 1D4 points of Health damage from skin burns and must make a Prowess check at a +2 penalty or be incapacitated for 1D4 rounds. *When found, an irritant thrower typically contains 1D10 "shots" of irritant solution.*

LASER CUTTER

Conceal: -2
Control Level: 3
Complexity: N/A
Cost: 7,500 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

A *laser cutter* is a generic term for any number of advanced tools formerly used by the automatons of the *Gehenna* to perform routine maintenance on the ship's hull, repairing damage from periodic collision with micro-meteors and other space debris. In a prisoner's hands, however, a laser cutter becomes a deadly weapon, projecting an intense beam capable of burning through solid steel. *A laser cutter is so heavy that a character cannot move and fire one on the same turn. A laser cutter inflicts 3D6 points of damage against any target it hits. Any time a 6 is rolled for damage, set*

the dice aside and roll an additional 1D6, adding the results together. *This item requires a hydrogen cell to operate.*

MACE CANISTER
Conceal: +1
Control Level: 2
Complexity: N/A
Cost: 200 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

Mace canisters are often issued to trustees to allow them to incapacitate unruly prisoners, assist in crowd control, and for self-defense against vengeful inmates. Mace canisters can be used at close range (up to three squares on a battle grid); *an opponent successfully struck by the chemical stream must make a Prowess check with a +2 penalty or be incapacitated for 1D4 rounds. When found, an irritant thrower typically contains 1d4 "shots" of mace gas.*

POCKET SHOCKER
Conceal: +0
Control Level: *
Complexity: Complex
Cost: 450 Smokes
Time Required: 48 hrs.
BP Cost: 50
Components: Conductor (1), Precision (2), Rigid (2)

A homemade, hand-held weapon designed along the same principles as the stun gun, the inmate's so-called "pocket shocker" is a handy device for overcoming a more powerful foe - convict or otherwise. *A target struck by a pocket shocker must make a Prowess check or be knocked unconscious for 1D10 minutes. A pocket shocker only affects humans. This item requires a hydrogen cell to operate.*
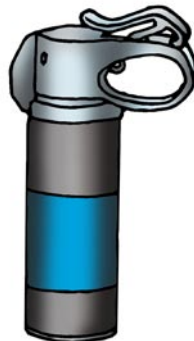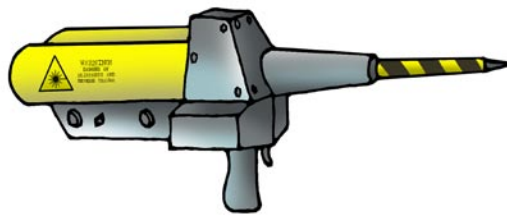
RIOT BATON
Conceal: +0
Control Level: 1
Complexity: N/A
Cost: 150 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

A weapon well known to the *Gehenna's* prisoner population, the riot baton is simply a cudgel used to beat unruly convicts into submission. *A successful strike with a riot baton inflicts 1D6 points of Health damage.*

ROBO-KILLER
Conceal: -2
Control Level: *
Complexity: Complex
Cost: 4,500 Smokes
Time Required: 1 week
BP Cost: 100
Components: Conductor (2), Electromagnetic (2), Precision (3), Rigid (3)

A "robo-killer" is a convict-crafted weapon that attempts to duplicate the electromagnetic field of an EMP Pulsar. A robo-killer is only useful against custodians and machines, making it an unlikely choice for a weapon in other situations. *A robo-killer affects any robot or machine that it hits, requiring the target struck to pass a Prowess check with a +2 penalty to avoid being shut down for 1D3 turns. This item requires a hydrogen cell to operate.*

ROOM-BROOM

Conceal: -2
Control Level: *
Complexity: Basic
Cost: 350 Smokes
Time Required: 48 hrs.
BP Cost: 100
Components: Precision (2), Rigid (3), Torsion (1)

The prisoner's quintessential "shotgun", the "room-broom" is a crude scatter gun made from machine parts and other scavenged components. *A room-broom can fire the same ammunition as a scatter gun, except for **barricade busters**, which cause the weapon to break. When fully loaded a room-broom can fire 2 rounds before it must be reloaded.*

SCATTER GUN

Conceal: -2
Control Level: 2
Complexity: N/A
Cost: 500 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

A futuristic development of a classic prison weapon, the scatter gun is essentially a compact riot-control shotgun that can be chambered with a variety of useful munitions. In addition to regular rubber rounds for prisoner subjugation, scatter guns can be loaded with other (albeit rarer) forms of ammunition, as detailed below. *When fully loaded a scatter gun can fire 10 rounds before it must be reloaded.*

ROUND TYPE	EFFECT
Rubber Slugs	Standard general-issue round, consisting of a tube filled with rubber balls that scatter in an area. Any opponent directly hit by a rubber slug takes 2D6 points of Health damage (this damage is considered non-lethal, and an opponent reduced to Health 0 or lower is not killed but rather rendered unconscious).
Barricade Buster	Used to blow holes in prisoner-made barricades during prison riots. Anything struck by a barricade buster takes 3D6 points of Health damage. Any time a 6 is rolled for damage, set the dice aside and roll an additional 1D6, adding the results together.
Tear Gas Round	A tear gas round duplicates the effects of a thrown tear gas grenade, including random variation if it misses.
Flash Bang Round	Used to stun rioters and suppress armed prisoners so that they can be taken alive. A flash bang round emits a powerful flash and photon burst at the point of detonation. Anyone not under cover from the impact point must make a Prowess check at a +2 penalty or be blinded and stunned for 1D4 turns, taking a -2 penalty to all dice rolls.

The cost of scatter gun rounds is high (10 smokes for rubber slugs, 50 smokes for barricade busters, 25 smokes for tear gas rounds, and 50 smokes for flash bang rounds).

SCORCHER

Conceal: -2
Control Level: *
Complexity: Basic
Cost: 2,500 Smokes
Time Required: 24 hrs.
BP Cost: 100
Components: Ignition (1), Precision (1), Pressurizing (1), Rigid (4), Volatile (2)

Not a weapon sanctioned by the New Regime nor included in the armories of the ship, the "scorcher" is a prisoner-manufactured weapon. Most scorchers are made from converting *irritant throwers*, replacing the irritant gas in the backpack tanks with a flammable

liquid solution. *A scorcher affects a cone-shaped area that is fifteen long and fifteen feet wide at its widest point; anyone caught in the area when the weapon is fired takes 2D6 points of Health damage from burns and must make an Reflexes check to avoid catching fire (being on fire inflicts 1D6 damage per turn until extinguished). Any time a 6 is rolled for damage, set the dice aside and roll an additional 1D6, adding the results together. When found, a scorcher typically contains 1D10 "shots" of flammable solution.*

SHIV

Conceal: +2
Control Level: *
Complexity: Rudimentary
Cost: 50 Smokes
Time Required: 6 hrs.
BP Cost: 10
Components: Rigid (1)

While weapons are strictly controlled aboard the *Gehenna*, prisoners have been known to create primitive stabbing weapons (i.e. "shivs") with whatever materials they can get their hands on; typical examples include a nail file sharpened to a point attached to a makeshift handle, a butter knife given notches for serration, a toothbrush with a razor embedded in its head, or simply a blade made from plastic spoons or styro cups compacted together and melted to a hard point. Crude but cleverly constructed, a shiv is an easily concealed personal weapon useful for self-defense - or exacting revenge. *A successful strike with a shiv inflicts 1D4 points of Health damage.*

SLUG GUN

Conceal: +0
Control Level: 3
Complexity: N/A
Cost: 500 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

It's not clear how they came to be on the ship, but conventional firearms (universally in the form of "pistols") somehow managed to pop up on the *Gehenna* long after it left Terra - testament to the connections many prisoners had. Most such slug-throwing firearms are extremely rare, for they are always confiscated when found by custodians. *A slug gun inflicts 1D6+2 points of Health damage on a successful hit. Any time a 6 is rolled for damage, set the dice aside and roll an additional 1D6, adding the results together. When fully loaded a slug gun can fire 10 rounds before it must be reloaded. The cost of slug gun ammunition is high (10 smokes for a single round).*

SONIC BEAMER

Conceal: -2
Control Level: 3
Complexity: N/A
Cost: 1,000 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

A "sonic beamer" is a directed-energy weapon used in riot situations that are out of control. A beamer produces low-frequency sonic pulses intended to disrupt internal organs and cause nausea, leading to the incapacitation of those prisoners who won't stand down. Sonic beamers are generally considered a last resort, because the technology is not perfect and sometimes these weapons "spike" when used, *liquefying* their targets instead of merely subduing them. *A sonic beamer targets one victim but also affects anyone in a square adjacent to the target. A character in this area takes 2D6 points of Health damage (this damage is considered non-lethal, and a character reduced to Health 0 or lower is not killed but rather rendered unconscious). Any time a 5 or 6 is rolled for damage, set the dice aside and roll an additional 1D6, adding the results together; and all damage thereafter becomes lethal. This item requires a hydrogen cell to operate.*

STICKY BOMB

Conceal: +0
Control Level: *
Complexity: Basic
Cost: 50 Smokes
Time Required: 12 hrs.
BP Cost: 25
Components: Chemical (2), Precision (1), Pressurizing (1)

The cocktail of chemicals contained in an *entanglement grenade* can sometimes be duplicated by clever inmates with an affinity for chemistry, creating what inmates call a "sticky bomb". *Any human-sized victim struck by a sticky bomb must make a Reflexes check or become immobilized and incapacitated for 1D6 minutes (or until the goo is dissolved by the application of at least a gallon of water).*

STUN GUN

Conceal: +0
Control Level: 2
Complexity: N/A
Cost: 500 Smokes
Time Required: N/A
BP Cost: N/A
Components: N/A

This type of hand-held control device fires a ray that overloads the target's neural connections, causing violent spasms and temporary paralysis. *A target struck by a stun gun must make a Prowess check or be knocked unconscious for 2D10 minutes. A stun gun only affects humans. This item requires a hydrogen cell to operate.*

STUN STICK

Conceal: -1
Control Level: *
Complexity: Basic
Cost: 200 Smokes
Time Required: 12 hrs.
BP Cost: 25
Components: Conductor (2), Rigid (2)

The inmate's version of a "cattle prod", the stun stick is relatively easy to make, employing little more than a conductive rod and power coils, and an insulated handle. *A target struck by a stun stick takes 1D3 points of Health damage from minor burns and must make a Prowess check or be pushed into an adjacent square of the attacker's choosing. If that square is already occupied, the victim and the person in the occupied square must make an opposed Reflex check to see who remains standing and who is knocked prone. This item requires a hydrogen cell to operate.*
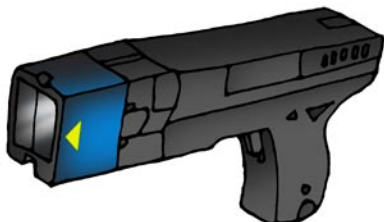
SYRINGE

Conceal: +1
Control Level: *
Complexity: Rudimentary
Cost: 50 Smokes
Time Required: 6 hrs.
BP Cost: 25
Components: Pressurizing (1), Rigid (1)

Regarded as a potential weapon and strictly controlled (and rightly so), a syringe makes a handy weapon in an emergency. *A syringe inflicts 1D3 points of damage on a successful attack; however, once it hits it is effectively destroyed. It can also be loaded with tranquilizers and other drugs, if the character has access to them. If this is the case, the syringe inflicts regular damage and also forces the victim to suffer the effects of the drug as well. A syringe can also be used to administer drugs on a willing target without incurring damage.*

TEAR GAS GRENADE

Conceal: +1
Control Level: 2
Complexity: Basic
Cost: 100 Smokes
Time Required: 12 hrs.
BP Cost: 25
Components: Chemical (1), Precision (1), Pressurizing (1)

Tear gas grenades create a cloud of irritant gas on detonation. They come in many standard forms, but can just as easily be manufactured by prisoners who have the right know-how. *When a tear gas grenade is thrown, the thrower picks a spot within sight and makes a Prowess check; if successful, anyone in the target square and all others within two squares of the target must make a Prowess check at a +2 penalty or be incapacitated for 1D4 turns. If the attacker's Prowess check (to throw) fails the grenade deviates 1D4 squares in a random direction.*

ZIP GUN
Conceal: +0
Control Level: *
Complexity: Rudimentary
Cost: 100 Smokes
Time Required: 12 hrs.
BP Cost: 50
Components: Rigid (1), Torsion (1)

For centuries criminals have been manufacturing primitive firearms from common materials, making them easy to conceal and to disguise. A typical zip gun is shaped from wood worked in a prison wood shop, employing a spring and rod from a mechanical door, and a single round of ammunition either made with homemade chemical propellants or taken from a slug gun. *A zip gun inflicts 1D6+2 points of Health damage on a successful hit. Any time a 6 is rolled for damage, set the dice aside and roll an additional 1D6, adding the results together. If two 6s are rolled, after damage is calculated the zip gun is considered destroyed. The cost of zip gun ammunition is high (10 smokes for a single round).*

LIST OF DRUGS
Drugs are strictly controlled aboard the Gehenna, *primarily being found in prison infirmaries or in the possession of custodians for the administering of tranquilizers. But even before Perdition a thriving black market existed, and now they are as much a part of inmate currency as cigarettes.*

DRUGS	CL	COST
Frenzy	*	100
Jump	*	100
Kaleidoscope	*	100
Redline	*	200
Cardiolax	2	200
Tranq	2	200
Lazarus	2	1,000

CARDIOLAX
Control Level: 2
Cost: 200 Smokes

Normally used as an anti-psychotic drug for controlling berserk inmates, "Cardiolax" is a powerful depressant that lowers heart rate and calms a patient. *Each time a character takes a dose of Cardiolax her Despair is reduced by 1D4. Taking multiple doses has no adverse effect.*

FRENZY
Control Level: *
Cost: 100 Smokes

There are rumors among some inmates that this powerful psychoactive drug was smuggled aboard the ship either by prisoners or, as the wilder stories speculate, deliberately placed aboard as part of an experiment conducted on the inmates of the ship by the New Regime on how drug-enhanced maniacs might better survive the journey. Whatever the truth, "Frenzy" is a powerful stimulant that hardens the user to pain, causes her to rage uncontrollably, and takes over her mind with violent impulses. *A character taking Frenzy becomes immune to any effect that outright incapacitates her (such as tear gas), and gains +1 Psy Strength as well. A dose of Frenzy lasts six hours; taking multiple doses increases this duration cumulatively.*

JUMP
Control Level: *
Cost: 100 Smokes

Created using common, innocuous ingredients commonly found in the janitorial bays of the prison ship, "Jump" is a crude, convict-manufactured narcotic that, despite being banned, remains a favorite of the drug-using population. In addition to providing a tremendous "rush", "Jump" also has the effect of enhancing the user's strength to a considerable degree. *A character taking a dose of Jump increases her Prowess by +1 for one hour. Multiple doses increase Prowess by +1 per dose taken, but each additional dose taken after the first has the effect of reducing Reflexes by -1 for six hours (cumulative).*

KALEIDOSCOPE

Control Level: *
Cost: 100 Smokes

Rumored to have been created by enterprising janitorial trustees using mold of unknown origins growing in a deep-level sewage corridor, the drug now known as "Kaleidoscope" has become increasingly popular as a recreational drug, though its use has always been prohibited by the custodians. When taken, the user experiences strange sensations of sight and sound, similar to the classic mind-trip drug, LSD. *A character taking a dose of Kaleidoscope must make a Prowess check or enter a hallucinatory trance for 1D4 hours. During this time the character must make a Willpower check each turn to act sensibly. However, while the character is under the effects of the drug her Psy Potential increases by +5%. Taking multiple doses extends the duration of the trance by +1D4 hours and increases Psy Potential by +5% per dose taken (to a maximum of 50%).*

LAZARUS

Control Level: 3
Cost: 1,000 Smokes

A powerful lifesaving shot intended to revive patients at death's door, "Lazarus" is a potent cocktail of drugs in shot form that work to stabilize a dying character's life signs so that she can survive long enough to heal naturally. Although it is not a guarantee that a dying patient will come back to life, *Lazarus* is the next best thing. A *character taking a dose of Lazarus within 5 minutes of being dropped to 0 Health or below may roll twice on the Recovery table, taking the best result. Taking multiple doses of Lazarus has no effect, beneficial or otherwise.*

REDLINE

Control Level: *
Cost: 200 Smokes

Another inmate-concocted narcotic, the drug known as "Redline" pumps the user up so that he feels invincible, dulling pain receptors and deadening nerves. *A character taking a dose of Redline gains 5 temporary Health, over and above her normal Health. These temporary points are treated just like extra Health, and are damaged first before real Health loss is incurred. Redline lasts for six hours, after which point the temporary Health, if any remain, are lost. Taking multiple doses increases the temporary Health by 5 each time, to a maximum of +20 Health.*

TRANQ

Control Level: 2
Cost: 200 Smokes

Technically a *neuromuscular blocking* drug, the chemical colloquially known as "Tranq" was designed as a last resort if *cardiolax* failed to work on a subject. Nominally intended as a life-saving drug, Tranq is nonetheless often abused by prisoners (when they can get their hands on it) as a weapon. *A character taking a dose of Tranq must make a Prowess check at a +2 penalty or become paralyzed for 1D6 minutes. Multiple doses increase the penalty by +1 per extra dose, and each dose also extends the duration by +1D3 minutes.*

SALVAGE

Characters in *Abandon All Hope* must generally get by with what items they can scrounge from the abandoned cell blocks and passages of the ship. But more creative characters can, with the right traits, *salvage* components from complex devices and commonplace equipment found aboard the ship to create useful items.
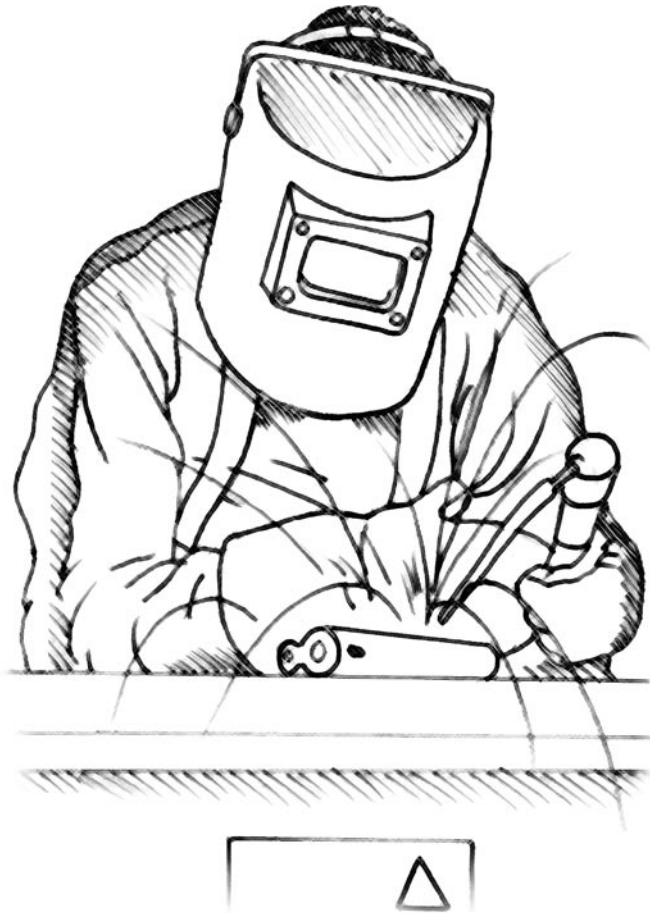
The following section outlines rules permitting characters with the *Improvisation* and *Jury Rig* traits to salvage useable components from machinery, electronic devices, and other sources normally encountered on the ship, and to use these components to create functioning items.

SALVAGING

Salvage is a facet of the survival-genre that allows characters to scavenge parts from one source that, combined with other parts, can be made into a useful (if rudimentary) secondary item. In *Abandon All Hope*, characters can attempt to salvage whenever they encounter a *salvage source*. Each salvage source has a list of potential salvageable parts, as shown on the *List of Typical Salvage Sources* (see below).

ROLLING

Any character can attempt to recover salvage (though characters with the *Scrounger* trait gain a bonus) when she finds a salvage source. Only one attempt can be made per source, no matter how many people try (this simulates whether or not the source's parts are salvageable, not whether the scavengers are competent scroungers). This is done by rolling D12 and consulting the table below:

D12	SALVAGEABLE COMPONENTS
1-6	0 components
7-9	1 component
10-12	2 components

The *Gehenna* is an aging ship, so not all machinery/equipment is salvageable. This is reflected in the fact that on a roll of 1-6 the salvage source has no salvageable components. On a roll of 7-9, *one* components is salvageable; on a roll of 10-12 *two* components are salvageable.

Once the number of components is determined, the Warden informs the player of the *components* the salvage source contains, and the player may choose which component(s) she salvages.

For example, as his fellow prisoners rest and recuperate, the Warden decides Convict 5398673 has time to salvage for parts in the abandoned computer center they've camped out in. Rolling D12, the convict rolls a 10, meaning he can salvage two *components. The Warden decides the equipment in the room constitutes a "Computer, Generic", so 5398673 has his choice of two of the following: a Conductor component, an Electromagnetic component, a Precision component, or two Rigid components.*

COMPONENTS

There are *ten* different types of "components" in *Abandon All Hope*; those items that can be created from salvaged parts will be composed of anywhere from one to five of these:

COMPONENTS	DETAILS
Capacitor	Energy-storing component
Chemical	Chemicals used for a wide variety of purposes
Conductor	A component that conducts electrical energy, such as wiring
Electromagnetic	Component capable of producing an electromagnetic field
Ignition	A component capable of creating sparks or open flame
Precision	Machined components requiring specific dimensions, fine details, shaped surfaces, or precise polishing
Pressurizing	A component whose function is to create higher pressure in the device, usually for containment or to serve as a propellant when pressure is equalized
Rigid	Any hard material that can be shaped, manipulated or reinforced to create a solid surface, structure, or cutting edge
Torsion	A component that stores mechanical energy, released for some functional purpose
Volatile	A component that is either flammable or explosive

LIST OF TYPICAL SALVAGE SOURCES

There are countless sources from which characters could conceivably salvage usable parts; they are on an enormous spaceship, after all, and miles of wiring, pipes, and metal-lined corridors are everywhere to be found. Similarly computers, atmosphere control equipment, manufacturing machinery, etc. are all to be found on the ship as well. The following list outlines just the most likely salvage sources to be found on a given adventure; it is by no means exhaustive.

ATMOSPHERE REGULATOR
Components: Chemical (1), Conductor (1), Precision (1), Pressurizing (1), Rigid (2).
Those parts of the ships intended for human habitation require *atmosphere regulators*, large machines that condition the air in passages and rooms so that the atmosphere is kept at a comfortable temperature and humidity, and that the air is breathable.

AUTOMATON, ANY
Components: Capacitor (1), Conductor (2), Electromagnetic (1), Precision (2), and Rigid (2).
This includes custodians, sanitation robots, food distribution automatons, etc. Generally speaking, anything robotic on the ship.

COMPUTER, GENERIC
Components: Conductor (1), Electromagnetic (1), Precision (1), and Rigid (2).
The ship is filled with computer centers, both in secure areas as well as recreation arcades, for use by custodians, trustees, or prisoners who have achieved computer privileges.

ITEMS, ANY
Components: Generally speaking, use the same components necessary to craft an item to determine what can be salvaged from it.
Any piece of equipment or contraband can potentially be stripped down for its components.

LIGHT FIXTURE
Components: Conductor (1).
The common light fixture, when disassembled, has a few bits and pieces that could be converted into working components for other, handmade items.

MANUFACTORY MACHINE, BASIC
Components: Precision (2), Rigid (2), and Torsion (1).
Prison manufactories that generate common articles (from clothing to soap) throughout the ship give prisoners something constructive to do, and serve a practical purpose as well, lightening the workload of the ship's over-stressed automatons.

MANUFACTORY MACHINE, COMPLEX
Components: Conductor (1), Precision (2), Rigid (2), and Torsion (1).
Some manufactories (usually those populated by trustee workers) possess elaborate machinery for the creation of precision components, mostly used to replace damaged electronics, custodian parts, or complex machinery used in the ship's day-to-day operations.

POWER CONDUIT
Components: Conductor (2), and Rigid (1).
Power lines feeding electricity to various parts of the ship are usually located behind the walls of the corridors/cell blocks, requiring some excavation to get at.

TRANSFORMER BOX
Components: Capacitor (1), Conductor (2), Precision (1), and Rigid (1).
Electricity courses throughout the ship, powering all manner of systems both mundane and complex. Transformer boxes are usually kept in secure areas, but are otherwise easy to disassemble for electrical parts.

WASTE PROCESSOR
Components: Chemical (1), Precision (1), Pressurizing (1), and Rigid (2).
Every cell block is served by a waste processing unit that often contains useful parts to the would-be scrounger.

CREATING ITEMS FROM SALVAGE
All items that *can* be made from salvaged parts have a listing of the *components* needed to craft them under their description (those that have a listing of "N/A" cannot be made without advanced crafting skills, materials, or processes not available on the *Gehenna*, unless the Warden decides otherwise). In addition, a certain level of *tool* is also required (*tools* are items covered in the section titled *Contraband*). Also, creating items from salvage requires an expenditure of time and the spending of Build Points; these requirements can be found in the description of each individual item as well.

All items have a complexity rating: *Rudimentary*, *Basic*, or *Complex*. To create an item, a character must have a tool of the item's complexity. In addition, she must also possess one of two traits; the *Improvisation* trait allows the creation of *Rudimentary* and *Basic* items; *Jury-Rig* is required for making *Complex* items.

Creating An Item: To create an item, a character must collect the necessary components (as listed under the item description), as well as have the required level of tool and the necessary crafting trait. She must also expend the listed amount of time required to create the item, and spend the required Build Points, at which time the item is considered complete and usable.

Prior to Perdition, the prison "gangs" existing on the *Gehenna* were officially discouraged by the custodians, for they were considered a force of dissention and division in the population. However, as with many things human, the persistence of such gangs (and other divisive factors) was something that could never realistically be banned or prohibited.

Gangs were (and remain) as a sort of "political" system on the ship, each representing an ethnic, religious, or even political slice of the prison population. As with prisons of the past, such factions were established to protect and assist members of a given sub-group; "like helps like", so to speak. Based largely on racial and/or gang lines, and later on religious affiliation as well, gangs offered not only security to members, but also gave rise to a hierarchy and sense of community. Members of a gang generally did not associate with members of other gangs, and indeed often feuds would flare up between rival gangs competing for space or due to radically-differing views.

With the advent of Perdition, many gangs continue to exist on the ship, though they have become even more insular and militarized since the collapse of order and custodian control. Like "mega-gangs", it is not uncommon for a gang to seize control of a part of the ship and claim it as their "turf". Most gangs defend their territory fanatically against any intrusion; others might require newcomers to join, or pay a "fee" to pass through their part of the ship, or simply turn them away with a warning.

Some gangs are simply trying to survive and make sense of the situation on the ship, while others continue to distrust the other prison gangs and obsess with pursuing their pre-Perdition animosities. Some have taken advantage of the chaos and are plotting war, or a takeover of vital centers for their own gain (such as locating food reserves, recruiting former trustees to their side so that they can access armories, etc.).

The major factions of the ship are outlined in the next section.

STANDING

Depending on a character's *standing* with her parent gang, she may be eligible for special abilities, equipment, or free traits. A character's "standing" is essentially her level of involvement with the gang, a measure of her time spent with the gang, contacts and relations built and maintained with gang members, tests of loyalty she's taken and passed, etc. The higher a character's standing, the more she is trusted and considered an integral part of the faction.

Probationary: Characters who voice a willingness to join a gang are usually placed in a "probationary" status, in which their loyalty and commitment is tested. Gang members at this level are rarely trusted, never get access to any but the most limited gang resources, and are usually required to perform some action before being advanced to the next tier of standing.

Junior Standing: Characters who have just joined a gang are considered to be "junior" members. They are considered full-fledged members of the gang, but typically do not have any say in the gang's politics, resources, etc. Members of junior standing are generally viewed as a gang's "foot soldiers", and are called upon to do the vast share of the gang's dirty work: fighting, scrounging, recruiting new members, enforcing the mandates of gang leadership, etc.

Senior Standing: Characters with senior standing are generally only the most trusted gang members, including those who have exhibited loyalty on numerous occasions. Members of senior standing have full access to gang resources, can call on favors from the gang as a whole, and can generally order members of Junior standing or below to join them, follow them, do as they say, etc.

Inner Circle: Most gangs have an "inner circle" of old-timers who basically call the shots and orchestrate the activities of the gang. These are exclusively drawn from the ranks of Senior members, and usually only those who have flawlessly adhered to the philosophy of the gang in the past. Members of this rank are involved in the decision-making of the gang, devise missions, oversee recruitment, and have full access to all resources the gang has to offer.

Being Promoted: Promotion to a higher level of standing only comes through experience, tested loyalty, and the discretion of the gang's inner circle. In game terms, characters belonging to a gang only rise in the ranks when and if they prove themselves. The Warden should determine when a character rises in status based on role-playing, missions performed, etc.

MAJOR GANGS

The major gangs aboard the *Gehenna* are outlined below. Most are generally only trying to survive in the bizarre and lawless environment they have recently been thrust into, while others have begun to exploit the chaos to further their own aims. In addition to describing each gang, this chapter also lists whether the gang in question exists Pre- or Post-Perdition, as well as the benefits of being a member of the various standings. *These gangs are merely examples; the Warden should feel free to devise additional gangs to suit her campaign.*

GANG	GOAL
Daughters of Slaughter	To enjoy what little time is left with abandon
Embracers	To betray the rest of the prison population to the forces of Hell
Family	To survive, while at the same time manipulating others and profiting from the chaos
Fittest	To survive at any cost
Furies	To protect the victimized and provide somewhere for the outcast to go
Jailhouse Giants	To survive while at the same time retaining others' respect
Jaybirds	To survive by not getting involved in petty politics
Lion's Army	To redeem its members, and also to accumulate power and resources
Protectors	To protect their own, as well as punish those who deserved their sentences aboard the *Gehenna*
Rimshank Rippers	To protect their own by maintaining respect
Skinheads	To become "kings of the garbage heap"; gain territory, power, and resources
Ultramax Psychos	To dominate all others

DAUGHTERS OF SLAUGHTER (POST-PERDITION ONLY)

When most cons think of the Daughters of Slaughter, they think gothic "pony girls" armed with vicious knives and other weapons. The self-titled "Daughters" appeal to the worst of the female convicts aboard the ship, welcoming among their ranks the most debauched and amoral criminals. The Daughters existed to a lesser degree before Perdition as a small "gang", but after Perdition began to attract more and more convicts until it is now a small "cult". The Daughters are hedonists, throwing away any hope of salvation and embracing a devil-may-care attitude about death and eternity. The Daughters tend to attract the most sadistic and depraved convicts, many of whom have shed common sense and decency to pursue pleasure for pleasure's sake, using it as a means to distract themselves from the horrors around them.

Probationary: The Daughters only accept females into their ranks. In addition, to join a convict must receive the gang's tattoo (a medusa's head on the buttocks, breast, or lower back).
Junior Standing: All members of Junior Standing gain the *Cold-Blooded* trait for free (if the character already has this trait, she gains 50 BPs instead), as well as a *shiv* as standard equipment.
Senior Standing: Senior members gain their choice of either +1 Reflexes or Intimidation.
Inner Circle: Inner Circle members gain a +100 Build Point bonus whenever they complete a mission that furthers their gang's goals.

EMBRACERS (POST-PERDITION ONLY)

Considered a "cult" by many who survived Perdition, members of the "Embracers" are often wild-eyed maniacs and psychotics who, instead of fearing/fighting the tide of demons infiltrating the ship, have chosen to *join* them. Embracers are almost universally insane, though some possess definite cunning and cold-blooded reasoning, seeing in Perdition a chance to secure a place in some imagined "hierarchy of Hell". Some claim Embracer "cells" have made contact with demons (normally thought to be mindless), entering pacts for power and position.

**Probationary:** To join the Embracers one must possess the *Damnation* personal goal.
Junior Standing: All members of Junior Standing gain the *Seen Beyond The Veil* trait for free (if the character already has this trait, she gains 50 BPs instead), as well as a *shiv* and two doses of *Kaleidoscope* as standard equipment.
Senior Standing: Senior members gain their choice of either +1 Willpower or Intimidation.

Inner Circle: Inner Circle members gain a +100 Build Point bonus whenever they complete a mission that furthers their gang's goals.

FAMILY (PRE-/POST-PERDITION)

Not too dissimilar to the *mafia* of the 20th century, family-based organized crime syndicates continued to thrive aboard the *Gehenna* after expelled from Terra. The "Family" had ties with organized crime before exile, and has risen to prominence to become perhaps the most renowned gang on the ship. Originally founded on family lines (a "Godfather" whose actual brothers and sons served as his criminal empire, bound by blood as well as oaths of loyalty), the Family has since grown to include many other convicts as well, all of them "adopted" by the same core family. The Family amassed its strength by lurking behind the scenes, manipulating other prisoners and even trustees through bribery and coercion, and avoiding outright exposure and confrontation. They are known for manipulation, for having eyes and ears everywhere, and for information brokering. It is unclear what their current goal is after Perdition, though surely it is not only to ensure the survival of their own, but also to profit off of other gangs and criminals looking for shelter, ammunition, food, or medical help.

Probationary: To join the Family one must either kill a member of a rival gang, or buy entry with 1,000 smokes (or the equivalent in trade goods).

Junior Standing: All members of Junior Standing gain the *Cold-Blooded* trait for free (if the character already has this trait, she gains 50 BPs instead), as well as a *shiv* as standard equipment.

Senior Standing: Senior members gain their choice of either +1 Social or Intimidation.

Inner Circle: Inner Circle members gain a +100 Build Point bonus whenever they complete a mission that furthers their gang's goals.

FITTEST (POST-PERDITION ONLY)

The "Fittest" have no political leanings, but are rather made up of a motley collection of like-minded individuals whose only aim is to survive the current chaos. They have no immediate goal for the future except to gather supplies, weapons, a reliable food source, and secure a niche for their own. Most of the Fittest are understandably scared and disorganized, but they have recently begun to be led by a brutish convict who espouses a somewhat radical view that only the fit will survive. As such most of the Fittest strive to maintain combat readiness at all times. Mindful of their

limited resources, the Fittest are infamous for leaving their wounded or disabled behind, seeing any effort spent on them as either an untenable drain on their already strained supplies, or a waste of time.

Probationary: To join the Fittest one must possess a *weapon* of some kind (one-use weapons do not count).
Junior Standing: All members of Junior Standing gain the *Scrounger* trait for free (if the character already has this trait, she gains 50 BPs instead), as well as their choice of a *shiv* or two *first aid packs* as standard equipment.
Senior Standing: Senior members gain their choice of either +1 Reflexes or Wits.
Inner Circle: Inner Circle members gain a +100 Build Point bonus whenever they complete a mission that furthers their gang's goals.

FURIES (PRE-/POST-PERDITION)

The "Furies" are a well-known gang aboard ship that has an open-arm policy towards women prisoners and others who have suffered at the hands of the ship's gangs. Small but ferocious, the Furies have a reputation for sticking up for their members, striking first and asking questions later, and using vicious tactics such as castration to ensure their "sisters" are free from harassment. The Furies have little ambition beyond protecting their own, and because of their relatively small size are wary of entering alliances with other gangs (for fear of making too many enemies).

Probationary: The Furies only allow females into their ranks.
Junior Standing: All members of Junior Standing gain the *Woodbourne Shuffle* trait for free (if the character already has this trait, she gains 50 BPs instead). The Furies make sure their sisters can get themselves out of trouble).
Senior Standing: Senior members gain their choice of either +1 Prowess or Wits.
Inner Circle: Inner Circle members gain a +100 Build Point bonus whenever they complete a mission that furthers their gang's goals.

JAILHOUSE GIANTS (PRE-/POST-PERDITION)

The "Jailhouse Giants" were one of the more formidable factions aboard the ship before Perdition, appealing to a diverse slice of the prison population - namely, those victimized, hounded, or otherwise ostracized by the other gangs. Formed in response to

attacks on minorities, the weak, and the isolated, the Jailhouse Giants gave a voice (and violent support when needed) to those prisoners who, alone, had very little chance of surviving. The 'Giants, being relatively small, earned a nasty reputation for well-coordinated attacks on other gangs, clandestine assassinations, etc. that ultimately set them up as a respectable force few gangs took on lightly.

Probationary: To join the Jailhouse Giants one must possess the *Tortured* trait.

Junior Standing: All members of Junior Standing gain the *Brawler* trait for free (if the character already has this trait, she gains 50 BPs instead). The 'Giants make sure their members can fight for themselves.

Senior Standing: Senior members gain their choice of either +1 Prowess or Intimidation.

Inner Circle: Inner Circle members gain a +100 Build Point bonus whenever they complete a mission that furthers their gang's goals.

JAYBIRDS (PRE-/POST-PERDITION)

Formed from the ranks of the old timers and lifers aboard the ship, the "Jaybirds" are often considered "relics" by their peers, clinging stubbornly to old jailhouse protocol and methodology. The Jaybirds carry on the ancient traditions of prison life, from preserving the old lingo to the unofficial laws and customs that have long governed inter-prisoner behavior. Though considered "out of it" by many younger gangers, most established gangs (such as the "Family") turn to the Jaybirds to adjudicate grievances or settle disputes; in essence, the Jaybirds are often turned to as a neutral body to mediate in gang fighting and make peace.

Probationary: Only *Lifers* and *Old Timers* may join the Jaybirds. To join, a convict must receive the gang's tattoo (a blackbird on the shoulder, forearm, or the back of the hand).

Junior Standing: All members of Junior Standing gain the *Impressive Background* trait for free (if the character already has this trait, she gains 50 BPs instead).

Senior Standing: Senior members gain their choice of either +1 Wits or Social.

Inner Circle: Inner Circle members gain a +100 Build Point bonus whenever they complete a mission that furthers their gang's goals.

LION'S ARMY (PRE-/POST-PERDITION)

The "Lion's Army" is a powerful gang that existed aboard the *Gehenna* even before Perdition. Open to
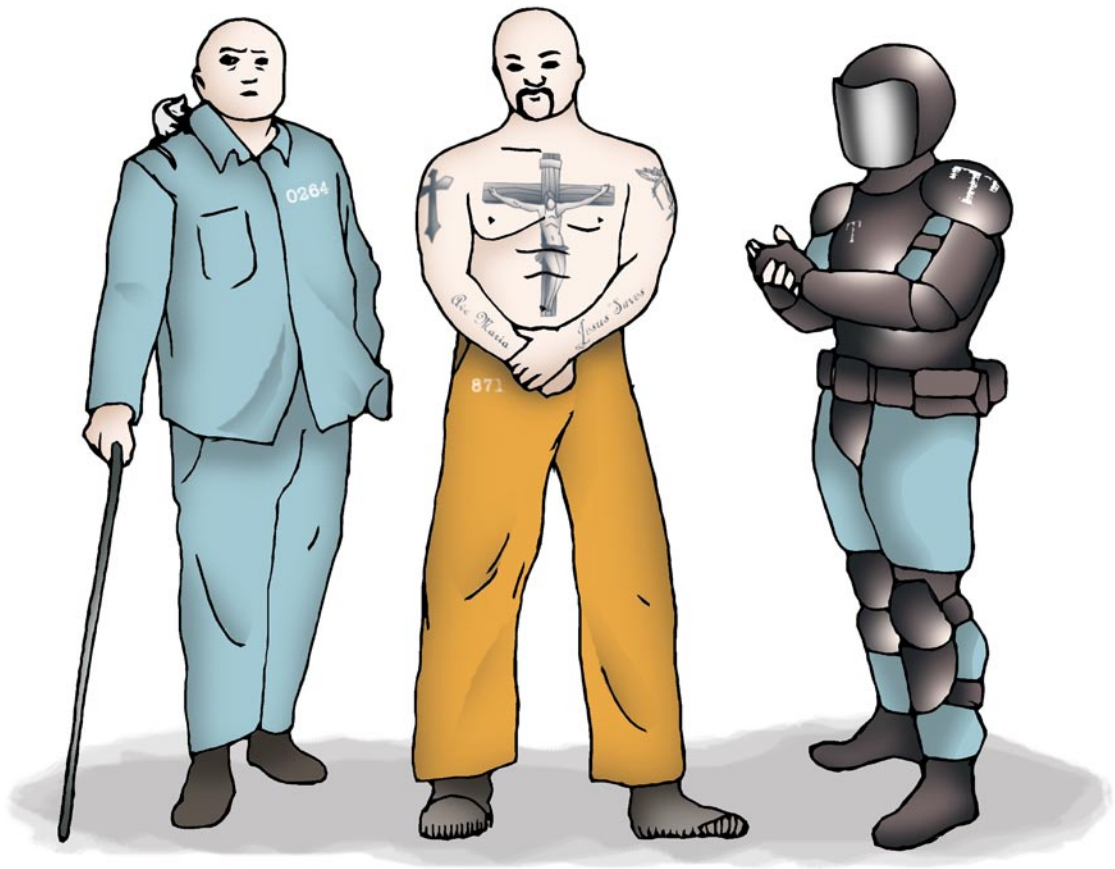
any member who could quote scripture and exhibit an understanding of and loyalty to traditional Christian ideals, the Lion's Army ostensibly served to redeem its members through encouraging good behavior, volunteer service, and pursuing "trustee" status. Despite this, many outsiders claim the 'Army's inner circle members were (and possibly still are) corrupt, continuing their criminal operations and running various rackets in the prison under the guise of a benevolent "Christian brotherhood" only out to serve the spiritual needs of its membership.

Probationary: To join the Lion's Army one must have either *Redemption* or *Power* as a personal goal. In addition, to join a convict must receive a tattoo bearing one of the gang's traditional symbols (a cross, an image of Jesus, or a lion).

Junior Standing: All members of Junior Standing receive the *Found The Lord* trait for free (if the character already has this trait, she gains 50 BPs instead), as well as a *riot baton* for personal defense.

Senior Standing: Senior members gain their choice of either +1 Willpower or Intimidation.

Inner Circle: Inner Circle members gain a +100 Build Point bonus whenever they complete a mission that furthers their gang's goals.

PROTECTORS (POST-PERDITION ONLY)

Members of this gang have adapted to the new situation on the ship by taking up the role of self-appointed "custodians". The "Protectors" managed to secure some stockpiles of riot weaponry early on, and now use these to maintain their "borders" (roughly equivalent to two levels in G sector of the ship) against intrusion. The Protectors generally consist of ex-military, with some former political dissidents in leadership roles. Members of the Protectors typically see themselves as innocent of the crimes they were convicted of, and view the rest of the ship population as criminals who deserved their fate. The Protectors are highly suspicious of outsiders (whom they don't trust), and actively seek to hunt down and incarcerate those who approach their borders.

Probationary: To join the Protectors one must have either the *Innocent* trait or *Redemption* as a personal goal.

Junior Standing: All members of Junior Standing receive the *Brawler* trait for free (if the character already has this trait, she gains 50 BPs instead), as well as their choice of either a *riot baton* or *riot armor* as standard equipment.

Senior Standing: Senior members gain their choice of either +1 Willpower or Wits.

Inner Circle: Inner Circle members gain a +100 Build Point bonus whenever they complete a mission that furthers their gang's goals.

RIMSHANK RIPPERS (PRE-/POST-PERDITION)

The association known as the "Rimshank Rippers" was formed as a sort of underground "fighting circuit" for the entertainment of the general prison population, as well as for the betterment of its members, honing their skills as fighters. Not only learning new skills of self-defense, but also earning a reputation as killers (and thus gaining respect in the process), the 'Rippers were highly-regarded before Perdition. The 'Rippers are infamous knife-fighters, and all 'Ripper members must exhibit extraordinary talent with bladed weapons to join their ranks.

Probationary: To join the Rimshank Rippers one must kill another convict (any convict) in a knife fight. In addition, to join a convict must receive the gang's tattoo (a knife, blade, sword, or any other bladed weapon on the arm, shoulder, or back).

Junior Standing: All members of Junior Standing receive the *Knife-Fighting* trait for free (if the character already has this trait, she gains 50 BPs instead).

Senior Standing: Senior members gain their choice of either +1 Prowess or Reflexes.

Inner Circle: Inner Circle members gain a +100 Build Point bonus whenever they complete a mission that furthers their gang's goals.

SKINHEADS (PRE-/POST-PERDITION)

Serving (and run by) a particular sub-group of the prison population (in this case, white supremacists), gangs such as the "Skinheads" are unfortunately quite common, ranging from small bands to entire armies. They are particularly dangerous in that they more often than not use open violence to terrorize their rivals. Many gangs of differing origins exist even after Perdition, continuing their mindless hatred of one group or another, while serving their own interests whether for the sake of survival or fighting for supremacy over a small piece of territory. Note that "*Skinheads" is just a generic heading; this gang type could easily represent gangs of other ethnicities as well.*

Probationary: To join the Skinheads one must kill a member of a rival gang, as specified by the gang. In addition, to join a convict must receive the gang's tattoo (which could be virtually any symbol or icon).

Junior Standing: All members of Junior Standing receive the *Streetwise* trait for free (if the character already has this trait, she gains 50 BPs instead), as well as a *shiv* as standard equipment.

Senior Standing: Senior members gain their choice of either +1 Reflexes or Intimidation.

Inner Circle: Inner Circle members gain a +100 Build Point bonus whenever they complete a mission that furthers their gang's goals.

ULTRAMAX PSYCHOS (PRE-/POST-PERDITION)

Considered just another gang by the custodians, the "Ultramax Psychos" are in fact something quite different, a sort of elite "club", membership to which belongs only to the most vicious thugs and killers. Members of the 'Psychos are known by the inmates of the *Gehenna* as the worst murderers and serial killers, and they only recruit those who have a reputation for their past crimes and savagery. The 'Psychos' aims appear to be to recruit the worst of the worst and use the reputation (and remorseless amorality) of its members to coerce others into doing their will.

Probationary: To join the Ultramax Psychos a convict must kill someone for the sole purpose of joining the gang. In addition, to join a convict must receive the gang's tattoo (a head with three screaming faces).

Junior Standing: All members of Junior Standing receive the *Psychopath* trait for free (if the character already has this trait, she gains 50 BPs instead), as well as three doses of *Jump* as standard equipment.

Senior Standing: Senior members gain their choice of either +1 Prowess or Intimidation.

Inner Circle: Inner Circle members gain a +100 Build Point bonus whenever they complete a mission that furthers their gang's goals.

As a role-playing game, *Abandon All Hope* tends to focus on storytelling and mood-setting, but ultimately there will be times when confrontations will lead to *combat*. Combat in *Abandon All Hope* is a means by which the results of a desperate fight between convicts and convicts, convicts and custodians, or convicts and demons can be resolved.

TURN ORDER

Combat in *Abandon All Hope* is broken down into *turns*. To regulate actions and make sure all participants have a chance to act, each turn all characters/creatures involved in a combat act in *turn order*. Turn order is determined by each combatant rolling a D12 and adding her Reflexes attribute. The character/creature with the highest turn order goes first, followed by the second highest, third highest, and so forth. Any two or more characters/creatures with the same turn order must roll a dice to see who goes first (highest goes before lowest).

ACTION

Characters can take virtually any action they wish in combat, so long as it is within reason; the Warden is always the final arbitrator in circumstances where proposed actions may either be unlikely, unrealistic, or require some means of determining success (or outcome). However, generally speaking a character may do the following actions in a turn:

Move
Attack (or use a trait)

MOVEMENT

It is assumed players of *Abandon All Hope* will be using the typical "battle map" employed by most role-playing game systems, utilizing a grid of squares to regulate movement. The standard scale is generally 5 ft. per square, and this is assumed for *Abandon All Hope* as well.

During a combat turn, a character may move up to **six squares** and still perform a secondary action (such as attacking or using a trait). She may move before her secondary action or afterwards.

Alternatively a character may move twice, but in doing so she forfeits any secondary actions (I.e. she is dedicating all her effort to movement, such as running full-tilt).

ATTACKING

The most common action in combat is *attacking*. Whenever a character attacks, her character rolls 1D12 and adds her Prowess. The total is called the *attack roll*.

If any *attack roll* by the attacker exceeds the defender's *defense roll* (see below), a hit is scored and any damage (and special effects) is incurred as listed under the weapon (or attack form, in the case of monsters).

Each and every time a character is attacked, she gets a *defense roll* to see if she dodges that particular attack, whether fists, knives, guns, or monstrous attacks. A defense roll is determined by rolling 1D12 and adding the defender's Reflexes.

USING A TRAIT

Some traits may be useful prior to combat, or even during combat. Generally speaking, using a trait is done in place of attacking, though in the case of *Combat Traits* (which either affect attack rolls or defense rolls), no separate action is required.

COMBAT OPTIONS

There are a few specific options characters and creatures may take in combat, as outlined below.

CHARGING

A character may "charge" into combat with a melee weapon (or unarmed); this requires her to move at least two squares in a straight line and attack. The first hit she lands (if any) receives a +2 bonus to damage.

CORNERED

An opponent that is in a corner (that is, at the point where two walls form a corner), and is unable to get out, fights more ferociously, spurred by desperation. A character who is cornered gains a +1 bonus to her Defense rolls so long as she is cornered. She loses this bonus once there is a clear path out.

DELAYING

There are times when a character would prefer to hold her action and wait for a better opportunity. A character who delays gets no actions on her normal turn, but instead gets to pick an turn order to act on; for the rest of the combat she acts on that Initiative. This allows a character to defer to other characters, for instance, or to "hold" her turn until after the enemy has gone, etc.

DISENGAGE

Sometimes a character must disengage from an enemy she is adjacent to. This may be because she wants to attack someone else, come to another character's aid, fall back to a more advantageous position (such as to avoid being ganged up on), or simply flee from combat.

When a character chooses to try and disengage, she must succeed at an opposed Reflexes check with her enemy (if there are multiple enemies, use the highest Reflexes among them for the opposed check). If she fails she cannot move away that turn, though she may try again the next turn.

DRAGGING

Sometimes a character will want to drag a large object or another person in combat. Usually this happens as a result of one character attempting to keep an injured/dying fellow from harm.

To drag something a character must be have a free hand to grasp it, and must also be adjacent to the object in question. While dragging a character's movement is reduced by half. The object being dragged will remain adjacent to the character as she moves, passing through the same squares she moves through.

GANGING UP

Any character (or creature) that finds herself alone and adjacent to two more enemies in melee combat is considered to be "ganged up" on. When this happens she must split her attention between her enemies, resulting in her using a dice one step down from her normal Defense dice (i.e. D12 drops to D10). Additional enemies "ganging up" against the same character do not reduce the dice further, however. This penalty no longer applies if the odds are evened (for instance, if an ally joins the melee).

MOVING THROUGH

When moving, a character can move through squares occupied by allies, but not enemies.

PICKING UP AN ITEM

Under normal circumstances, picking up an object can be done for free (that is, in addition to moving and attacking), though usually only one item can be picked up in a turn. The Warden may rule that large or heavy objects might preclude a character from also attacking (or moving) in a turn, at her discretion.

RELOADING

Certain weapons must be reloaded once they have fired their last remaining shot. This applies to firearms (*scatter guns* and *zip guns*), weapons that use fuel (such as *scorchers*), and any weapon that uses a *hydrogen cell* for power.

Reloading a weapon (either with a new round of ammo or a fresh *hydrogen cell*) is done in place of attacking.

STANDING UP

A character standing up after being on the ground (for instance, she just woke up from sleep, or was knocked prone by an effect) must spend 1 point of movement to get to her feet. She may then move as normal.

SURPRISE ATTACK

In certain circumstances an opponent may be taken totally off guard by an attack. In such a case the victim is considered "surprised" for that attack (and that attack only), and rolls a dice one step lower than usual for her Defense roll against the surprise attack. After this she is no longer considered surprised.

THROWING WEAPONS

Weapons which are not intended to be thrown may, in a pinch, be tossed at a range (examples might include a shiv, an empty pistol, etc). A weapon that is thrown in this way has a range of one square for every two points of Prowess possessed by the thrower. An Attack roll is required to hit, but at one step lower than usual (i.e. D10 instead of D12). Damage will usually be the same as if it had been used in melee; in the case of something like a pistol, however, use whichever improvised weapon seems most appropriate.

CHAPTER 6: WARDEN ONLY!

This chapter, *Warden Only!,* contains information and material relevant to running a game of *Abandon All Hope* from the Warden's perspective. Included within these pages you will find rules on health and recovery, additional rules on the character "gauges" (Despair, Guilt, and Insanity), suggestions for making and running your own adventures, as well as rules governing the inclusion of *psychic* abilities, and the game statistics of the demonic entities released by Perdition and other challenges to be encountered in *Abandon All Hope*.

WHAT DOES BEING WARDEN MEAN?

Being the "Warden" in a game of *Abandon All Hope* is much the same as being "gamemaster" in other role-playing games. You're the judge, the arbitrator, the final say on rules and story.

It's your job, first and foremost, to set a *mood*. Unlike some role-playing games, *Abandon All Hope* is about atmosphere and tension, punctuated by moments of excitement, life or death combat, and sheer terror. Your job is to create a mood, maintain it, and make sure *everyone* has fun.

This leads to the keystone rule of all role-playing games: you are the boss, but even your authority takes second stage to the necessity of maintaining a good story. Here are two important things to remember:

- *Rules are only guidelines.* Always, *always* use your judgment during the course of the game. Override the rules when they don't apply to a situation. Toss them out and devise something new when the existing rules seem inadequate, or when they just don't do a situation justice.

- *Rules can't cover everything.* What does zero-gravity do to movement and combat? Do guns fire in a void? If a character was former military, would he *really* need to check for Despair on seeing dead bodies? Do demons fight each other if no humans are around? Do NPCs gain BPs for their actions, and do they improve? Can a character negotiate better if he holds a gun to a Fixer's head? Can a

player light his shirt on fire and use it as a weapon – and if so, what kind of damage does it do? You're going to have to decide these things on a case-to-case basis. Be prepared to make judgment calls on the fly. You are the final word, but try to be consistent, fair, and always – *preserve the mood!*

More specifically to *Abandon All Hope*, consider these last suggestions when running a game:

- *More humans, less demons.* Although its always tempting to throw demons *en masse* at the PCs, have some restraint. Man is evil enough to fill a hundred adventures with murder, cannibalism, torture, depravity, and challenges worthy of a bitter struggle. Use human convicts as the "orcs" of the *Abandon All Hope* setting, and even as more challenging threats and campaign villains (such as a nefarious, plotting gang boss, or a drugged-up psycho who's turned himself into a combat trait-heavy killing-machine).

- *Leave demons rare.* So that when they *do* appear, players know the proverbial poop has hit the fan. Demons are powerful, and in some cases even alter the very rules of the game; their presence should

never be taken for granted, and should never fail to inspire real worry in the players!

Chapter pauses. Make use of the concept of the "chapter pause", which is basically a break in the action. Chapter pauses give you as the Warden an opportunity to change the tone of a story, or the energy of a scene, or the focus of the action. It helps you reign in the players and maintain control of the game. Chapter pauses also give you a chance to give out Build Points earned from role-playing and pursuing personal goals without revealing each character's specific goal (which you should NEVER do). Don't just hand out Build Points as the player characters perform actions; that's a dead giveaway of a PC's secret goal and anyone who's trying to be subtle in their plans will certainly resent you for it.

SHIP SPECIFICS

Much of *Abandon All Hope* is about the ship on which the action takes place, the starship *Gehenna*. Whether simply serving as the backdrop for your stories, or your adventures revolve around exploring the ship's vast levels and lightless depths, it will be important for you, the Warden, to know everything there is to know about *Gehenna*.

The problem (and at the same time, the fun) is, you can't know everything. Nor should you. The sheer size of the ship is its greatest asset, in terms of using it as a tool for storytelling and running campaigns. It's huge. Awesome in scope. Vast, the size of an entire city. It has hundreds of levels, and miles of corridors. Entire adventures might focus on only a tiny portion of her; what is happening just a level above or below might be entirely different.

Still, the following section is intended to give you a general understanding of the ship as its own little "world", and inspire you to imagine its potential as a setting for many varied sessions of *Abandon All Hope*.

HISTORY

Technically christened a "prison transport [bulk]", the prison ship *Gehenna* is a marvel of 25th century engineering. Although by the end of the 25th century Terra had already succeeded in seeding several nearby star systems with small colonies, by the time the *Gehenna* project was conceived the drive to colonize the stars was still considered in its infancy. There were, after all, vast regions of the galaxy still uncharted and unexplored, far corners of the cosmos and shadowy places of the void still unexamined, probed, or visited by man. Scores of scientific voyages over the course of a century brought new generations of humans into space, in the form of intrepid explorers, scientific missions, and deep space surveyors. But even with the development of better and more efficient propulsion systems, and the privatization of space exploration and commerce (not unlike the chartered trade companies of the great Age of Sail), the race into space was in reality a sluggish crawl. The logistics of supporting far-flung outposts light years from Earth was difficult, the actual undertaking hazardous, and thus volunteers to propel the dream of putting Man among the stars were few and far between.

Gehenna was not a new or unique idea; its conception lay in the historical efforts to colonize Australia and Tasmania, two lands whose settlement began with the arrival of penal convicts. To this end the government emptied its prisons and put them aboard a ship of tremendous size, a bulk colonial transport designed for the very purpose of transporting convicts to new and

GEHENNA
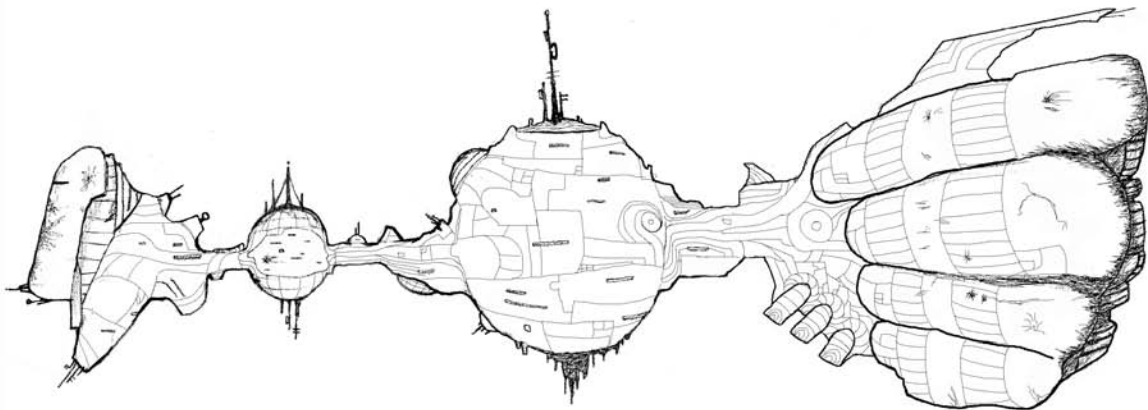
unsettled regions of space. Its construction was a true feat of human engineering… and a testament to the zeal of the Terran New Regime to eradicate the "cancer" of crime and misery from its midst.

OVERVIEW

This section will deal with the ship itself; specifically, it gives the players and Warden an idea of the kinds of facilities that make up the massive vessel, from individual cell blocks that house the prisoners to communal areas, the internal transit system, and other notable features likely to be found during adventures aboard the *Gehenna*.

AGRICULTURE HABITATS

The *Gehenna* was built to accommodate a number of massive "agriculture habitats" in which the inhabitants of the ship could be put to work growing edible foodstuffs. These agro-domes were intended to complement the recycling facilities of the ship, injecting fresh foods into the diet of the population while at the same time giving prisoners something to do other than stare at the walls of their cells. Fresh foods were likewise useful as rewards for trustees and inmates exhibiting good behavior, as the proverbial carrot for compliance with the Warden's wishes.

Agro domes are situated on the upper half of the ship; each resembles a 300-yard glass dome, encompassing an entire "garden" of trees, crops, or hydroponic algae ponds. Agro domes are generally well-lit and have their own mechanized irrigation and humidifying systems; convicts are only needed to till the soil, pick the fruit, tend the crops, and treat blights with approved botanical chemicals. Food (and tobacco) produced in the agro domes was processed on-site before being transported to the general food distribution network via automated conveyors and tunnel systems.

Some convicts allegedly managed to grow other "crops" for personal consumption and/or sale on the prison's unofficial black market, but this seems unlikely due to the typical scrutiny imposed by the ever-present custodians. Still, anything is possible.

Post-Perdition: After Perdition most agro-domes have become abandoned, and their vegetation has either begun to dwindle or has grown wild. Entire agro-domes have become dangerously overgrown, the vegetation experiencing freakish gigantism and responding strangely to the ship's exposure to the radiations of this new dimension.

LIKELY ENCOUNTERS
- Zero-gravity (from a compromised dome).
- Demons (having entered through a cracked/ fractured dome).
- A terrified convict who sealed himself inside the agro dome after witnessing what was going on in the corridors and cell blocks of the ship.
- Strangely mutated terrestrial vegetation.
- Bizarre new forms of flora shaped by the influence of the Nether dimension.

CELL BLOCKS

There are over 1.6 million cell blocks aboard the *Gehenna*, home to more than nine million convicts from Terra and its colonies. As overcrowded as the ship is, the prisons were designed to meet (and in some cases exceed) the human-rights requirements of the New Regime. The ship is, in essence, a *city* under lockdown.

A typical cell block consists of twelve cells arranged around a central annex or corridor. Each cell is approximately 10 ft. by 10 ft. in dimension. Other than the exterior walls of the cell block itself (made of the standard beryllium alloy), interior cell walls are made out of one inch thick transparent *plastisteel*, a virtually indestructible rigid plastic-like material.

Each cell block is linked to the ship-wide ventilation systems (over ten thousand miles of ducts and pipes); each individual cell receives air through a grid work of minute holes in the *plastisteel* cell doors.

Cells typically feature either one or two beds (depending on the security level of the given block, as well as space needs), a locker for personal possessions, and a toilet - all features clearly visible from someone positioned in the central annex. Privacy is virtually non-existent, except at night when the lights in all cells are shut down (leaving the lights in the annex as the only illumination).

Every cell block has one to two monitor custodians assigned to it to oversee the prisoners and attend to emergency needs. In addition, a first aid station will usually be present (with a minimum of supplies), as well as an alarm station with which convicts with trustee clearance can raise the general alarm (and summon aid) if need be.

Every cell block has its own hygiene/sanitation facility, in the form of a shower complex. Multiple cell blocks share cafeteria areas, food/cigarette dispensaries, infirmaries, exercise yards, and recreation areas. Due to restricted space, it is not uncommon for inmates from upwards of a dozen cell blocks to be corralled into a single cafeteria or exercise yard to make the most of allotted recreation/meal times. Needless to say, space is at a premium, tempers run ragged among the crowds, and the eruption of violence is a frequent occurrence. Yet at the same time, this gathering of inmates allowed for a free exchange of news and rumors throughout multiple levels, at least before Perdition.

Post-Perdition: After Perdition many cell blocks now lie eerily empty and abandoned, their inhabitants killed as a result of the manifestation of demons or in the panicked routs following the appearance of said entities, or simply vanished. Characters wandering the various levels of *Gehenna* are likely to encounter a vast number of such deserted dormitories, finding evidence of slaughters or more mysterious goings-on whose nature can only be guessed at.

LIKELY ENCOUNTERS
- Dead bodies.
- Evidence of a horrific massacre.
- A hazardous fire.
- A lingering convict or two scavenging for weapons or cigarettes.
- A terrified convict who saw demons in the corridors and has been hiding here hoping they don't come back.
- A convict too terrified to leave his cell, even after the rest of his cellmates fled.
- A demon (or group of demons) scavenging for morsels among the dead.

FOUNDRIES / WORKSHOPS / MANUFACTORIES

To assist in maintenance, repair, and continual servicing of its aging machinery and equipment, the ship was built with a large number of foundries and workshops not at all dissimilar to terrestrial prison workshops of the past. In these large facilities, rotating "shifts" of convicts would be brought in to work heavy machinery that produced supplies and materials needed to repair the ship and keep it running, as well as repair parts needed for the continued operation of its custodial "staff".

Such work centers resemble the largest industrial factories of Earth or her colonies, with entire assembly lines, manufacturing facilities, foundries, etc. Some cover hundreds of square yards, with attached warehouses, break rooms, power plants, etc. Here scrap metal could be molded and shaped (or melted down) for the shoring up of damaged sections or stressed structural supports; precision instruments existed for the creation of complex wiring for robotic brains or the advanced weapons of the custodian enforcers.

Workshops offered not only a way for the ship to be self-sufficient, but also to give convicts work to perform to keep their minds busy. However, due to the nature of the machinery and tools involved (many of which could be easily converted into weapons), convicts were rarely left alone, being supervised by groups of *monitor* custodians at all times.

Post-Perdition: After Perdition the majority of foundries and workshops are now deserted, the workers having fled at the first sign of chaos. As such machines continue to run, or sit idle waiting for a new operator. In some areas hot metals left unattended have led to fires, some of which continue to spread throughout the ship.

LIKELY ENCOUNTERS
- A hazardous fire.
- A resourceful convict using the tools in the workshop to create his own weapon(s).
- Members of a prison faction, who've come to claim the workshop (and its resources) for their gang. They may be inclined to fight to keep intruders away from the valuable contents of the foundry.
- *Monitor* custodians who will try to subdue the PCs for being in a restricted area without authorized access.

HOSPITALS
Ranging from local infirmaries to large hospitals serving entire wards, the *Gehenna's* human population required well-maintained medical facilities to serve its needs. As such, the ship is home to several such facilities on multiple levels, from infirmaries to emergency rooms, dental surgery theatres to secure/lockdown psychiatric wards, morgues to bulk crematoriums.

Post-Perdition: Most hospital facilities are now empty, having been abandoned in Perdition, or their occupants slaughtered in their non-ambulatory state. Others, such as the ship's psychiatric wards, might be completely overrun by their former inmates, turning them into houses of lunacy and madness.

LIKELY ENCOUNTERS
- Wounded convicts searching desperately for healing meds.
- Strung-out survivors ransacking the hospital for any kind of drug.
- Demons feasting on the remains of slaughtered patients.

- Insane patients acting as if nothing was amiss, maybe even co-existing with demons whom they've given pet names and even "feed" regularly.

MAINTENANCE TUNNELS
The *Gehenna* is riddled with countless miles upon miles of utility corridors and maintenance passages once intended for the use of the ship's automatons, but often visited by human trustees when called for. These tunnels - not unlike sewer tunnels of modern cities - were not meant for the prison population to access, instead serving as an invisible part of the ship's day-to-day infrastructure. A typical tunnel will carry a maze of separate electrical lines, ventilation ducts, water pipes, steam pipes, and sewage pipes. Dehumidifier units - essential in combating rust and the degeneration of machinery - create a great deal of background noise as well.

Typical maintenance tunnels are tight, confined, and dark; they are often damp (due to aging water pipes and cooling ducts), and the temperature can range from bitterly cold (in tunnels that run close to the outer hull) to inhumanly hot (in tunnels that run past foundries or processing plants). Most are lit only sporadically, requiring would-be explorers to bring light rods or flashlights to navigate by.

Post-Perdition: There are few places more terrifying than the maintenance tunnels after Perdition. With the expectation of a ghastly creature around every corner, lurking in the dark, the tunnels provide little security from the madness plaguing the ship's every level. Characters using the maintenance tunnels can find all sorts of things in them, from cowering prisoners lost in the dark, to demons lurking in the shadows.

LIKELY ENCOUNTERS
- A demon making its nest among the maze of darkened corridors.
- Janitorial trustees who've retreated to the imagined safety of the tunnels.
- Radiation leaks, flooded sections of passage, electrical dangers.
- An escaped convict who fled to the tunnels to evade demons, only to become lost.
- Emergency first aid stations, supply lockers.
- Hidden surveillance centers (with monitors linked to nearby cell blocks).

GEHENNA

CUTAWAY DIAGRAM
OF
A TYPICAL LEVEL
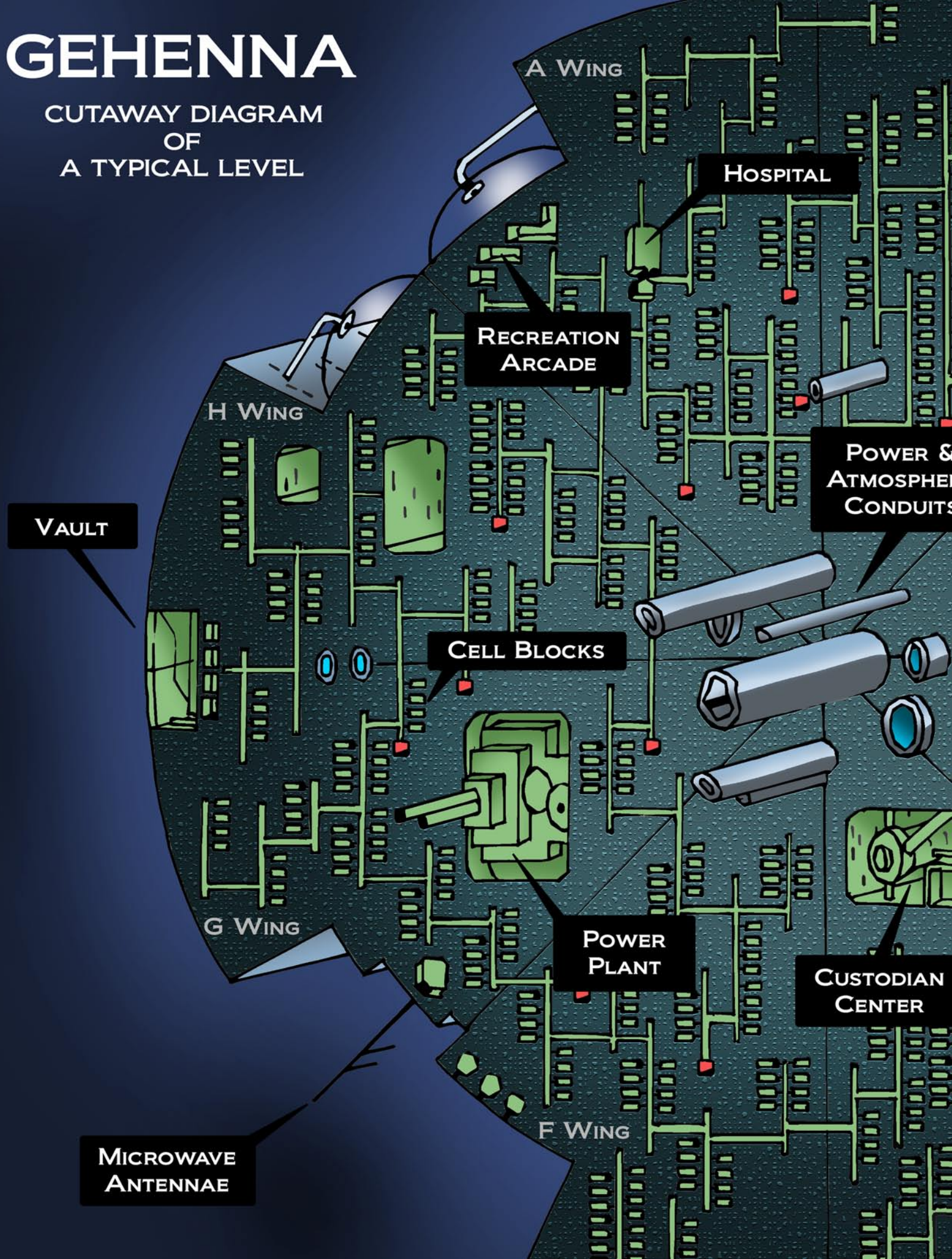
A WING

HOSPITAL

RECREATION ARCADE

POWER & ATMOSPHERE CONDUITS

H WING

VAULT

CELL BLOCKS

G WING

POWER PLANT

CUSTODIAN CENTER

F WING

MICROWAVE ANTENNAE
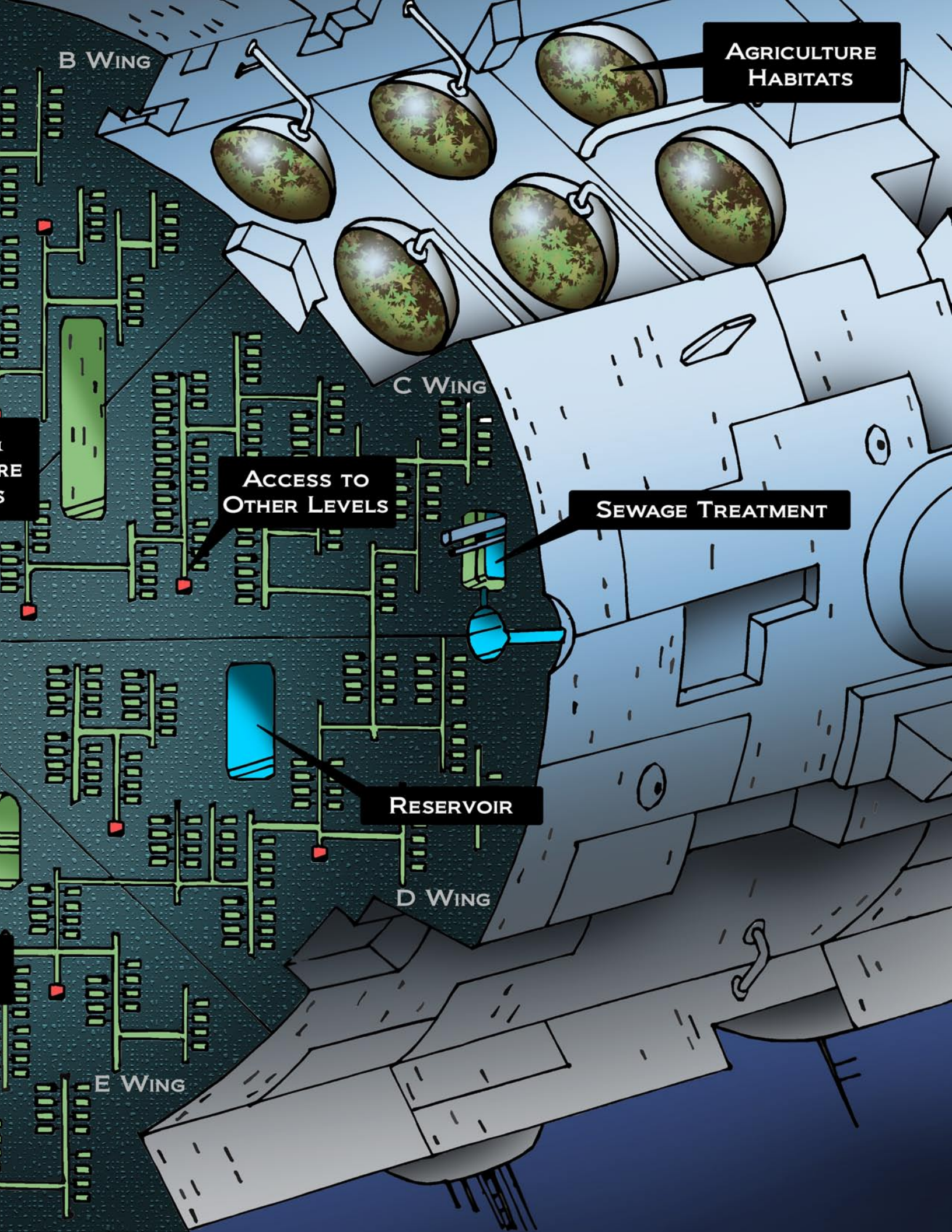
B WING

AGRICULTURE
HABITATS

C WING

ACCESS TO
OTHER LEVELS

SEWAGE TREATMENT

RESERVOIR

D WING

E WING

RECREATION ARCADES

Considered a myth by some, the ship's "recreation arcades" are said to be entire complexes designed to reward convicts for good behavior and cooperation with their custodian overseers. Those same rumors claim that those given such privileges were also being groomed for leadership roles in the new penal colony - a secret known to only a select few, as the idea that some cons (especially those viewed as "sell-outs" to the Warden computer) were being hand-picked to be the next government might incite riots and murderous reprisals.

Such arcades do, in fact, exist. Part of the New Regime's program of rehabilitation, their presence was intended as a reward for prisoners showing signs of progress in their long-term treatment aboard the ship. Resembling nothing short of "malls", these arcades generally revolve around an identical format; that is to say, multiple levels of inter-connected recreation centers, galleries, lounges, gardens and fountains, holovid arcades, etc. Open glass elevators and escalators connect the various levels, where convicts given access due to good behavior can enjoy themselves with whatever recreations are available. Even more luxurious arcades are said to exist, more like "resorts" than "malls".

To keep the program enticing (and to prevent boredom), the Warden computer was given a wide variety of holographic experiences with which to play in each arcade's holovid chambers, and an alternating schedule for the availability of other recreations (e.g. certain pastimes, such as the swimming pool or racquetball court, would be available only one week out of every month).

Post-Perdition: Before Perdition these arcades were generally only visited by higher-level trustees or those who performed some service for the custodians. A sort of "elite" country club, they have mostly fallen into abandonment after Perdition.

LIKELY ENCOUNTERS
- An empty mall filled with deserted parlors, lounges, and holovid suites.
- A surprisingly human-like *sexual surrogate* ("bio-android") who, growing bored now that no one comes to visit her anymore, is willing to entertain the character(s), entirely oblivious to the danger outside the arcade.
- A small group of trustees who've gone crazy from the events of Perdition and now treat the arcade as their personal "paradise", sipping iced tea and cognac while their fellow prisoners are massacred

elsewhere outside the arcade. All outsiders (PCs included) are strictly forbidden, though whether or not the trustees have the weapons to keep the PCs out is up to the Warden.

RECYCLING CENTERS

There are several of these facilities throughout the *Gehenna*, each a colossal processing plant into which waste water, sewage, and garbage from cafeterias and cells is channeled each and every 24 hour period. Here, with the help of a handful of trustee convicts, automatons sort, process, and recycle anything re-usable in massive machines and along miles and miles of labyrinthine conveyor tunnels. Separate facilities within the recycling center process waste water and purify it for re-use, sewage for algae that can be irradiated and turned into nutrient supplements, garbage that can be treated and turned into fertilizer for the agriculture habitats, and metal, plastic, and other substances which can be broken down, re-shaped or re-formed, and put back into use as something new.

Recycling centers are dangerous places because of the presence of colossal sorting machines, automated lifting arms, compactors and crushers, bladed separators and dicers, radiation chambers, etc.

Post-Perdition: Most recycling centers remain unchanged even after Perdition, largely because there were few humans there to begin with to attract the attention of the extra-dimensional entities native to "Hell". As such, characters exploring these areas are likely to find the megalithic machines still operating, continuing their mindless tasks of processing waste and recyclables.

LIKELY ENCOUNTERS
- Convicts hiding out among the noisy machinery.
- Human body parts/cadavers washed down through water pipes from the scenes of slaughter elsewhere in the ship.
- Fires, radiation leaks; i.e. industrial dangers.

TRAMS

Connecting the various levels and wings of the prison ship is a complex system of "trams" employing magnetic levitation ("maglev") for propulsion. These trams resemble small enclosed train cars, seating up to twenty convicts at a time, and are entirely automated, controlled by centralized computer systems at the various "stations" at either end of the track.

The ship's tram system was devised not only to connect prison complexes for the movement of material, but to

shuttle prisoners when need be to new quarters (such as when a prisoner becomes ostracized for "turning trustee"), transport prisoners to worksites and agro domes, and for ferrying convicts at mealtimes to cafeterias and recreation centers.

Post-Perdition: The imagined safety of fleeing to the tunnels to escape demons in one cell block complex or another is illusory; with the advent of Perdition, the tunnels of the ship-wide tram system have in many places become extremely hazardous, as unchecked fires and freak electrical shortages have led to structural failures and collapses along large sections of track.

LIKELY ENCOUNTERS

- Raging infernos consuming entire tunnels.
- Crashed trams filled with dead or dying convicts (and possibly demons feeding on their remains).
- Electrical hazards; arcing lightning, spark showers, electrocution, etc.
- Small groups of convicts armed only with light rods looking to escape their cell blocks and into another wing where they hope to find shelter and safety.
- An unmanned tram racing past at high speed; it might be empty, or filled with demons and their victims.

ULTRAMAX

The vast majority of prisoners aboard the *Gehenna* were confined to standard cell blocks, but the worst prisoners - psychos, serial killers, mass murderers, pyromaniacs, and lunatics - were locked up in the "ultramax" blocks, fortress-like complexes segregated from the rest of the prison by secure corridors, security bottlenecks, and self-sealing emergency doors. Like medieval *oubliettes*, they were little more than "pits" into which the worst of humanity were thrown to be forgotten.

Like individual little "Hells", ultramaxes are each independent facilities that can be completely locked down and sealed by the Warden computer in the event of a riot or other disturbance. An exterior window, facing out into space, could be blown by the Warden in the worst riot situations, allowing the entire population of the ultramax to be ejected into space. Since the inhabitants of these cell blocks were categorized as a serious danger to their fellow convicts in other cell blocks, such extreme measures were deemed necessary to prevent any possibility of escape.

Most ultramax facilities on the *Gehenna* are hexagonal annexes that rise several stories vertically, with cells arranged in a circle or semi-circle around a central

"shaft", each level accessible by stairs or elevator. Each ultramax was connected to the next by a security corridor; the entire complex of ultramaxes was connected to the outside only via a tightly-controlled (and monitored) passageway overseen by automated turrets. The only way in or out was via heavily-guarded prison transfer (in the rare event of an ultramax prisoner exhibiting good behavior and rehabilitation), or in a body bag on the way to the recycling center.

Post-Perdition: Filled with the worst killers and maniacs (and the most wild-eyed crazies), during Perdition the greater portion of demons manifested in and among the terrified inhabitants of the ultramaxes, wreaking havoc on the prisoners there before moving on. From here many demons moved on to the lower-security cell blocks, where the prey was far more plentiful.

Most ultramaxes are abandoned now, each the scene of a grisly massacre. Some, however, are still inhabited by lunatics and mass murderers, especially those convicts who have given themselves over to the demons of the Nether dimension and joined the cult known as the "Embracers".

Likely Encounters

- Dead bodies.
- Evidence of a horrific massacre.
- Zero-gravity (controlled blow-out resulting from the Warden mistakenly perceiving the presence of rampaging demons as a "riot" in the ultramax).
- A large group of psychos who've taken the ultramax over as their personal "fortress", hoarding weapons and food and either killing anyone who comes close, or demanding a "toll" from those who hope to pass through their territory.
- A powerful demon, having manifested as a result of the intense insanity/guilt of the ultramax convicts, which has turned the ultramax into a charnel house.

VAULTS

There are rumored to exist enormous "vaults" aboard the ship where supplies and materials were stored by the creators of the *Gehenna* for use when and if the ship found a star system capable of supporting human life. These vaults were sealed up, of course, to prevent convicts from plundering them, but they are believed to exist towards the aft quarter of the vessel.

The ship's colony vaults are hermetically-sealed "warehouses" of unimaginable scale, each several dozen stories tall and cavernous in volume. They contain bays filled with prefabricated building elements (everything from temporary environment

shelters to pre-constructed concrete pipes, bricks, etc.), construction vehicles, portable generators, packaged foods, preserved seed samples for starter crops, tree saplings for planting, water extraction and purification technologies, oxygen canisters, carbon atmosphere scrubbers, etc. In effect, everything the population of the ship might need to start an actual thriving colony on the surface of an uninhabited planet light years from Earth!

Post-Perdition: Even after Perdition, the ship's colony vaults are as hermetic as they were before. Entirely uninhabited, and so far inaccessible (locked as they are behind security doors and sealed corridors), a group of convicts somehow managing to break into a 'vault will find it stocked with useful supplies, medicines… and even weapons.

LIKELY ENCOUNTERS
- An eerily-empty (and dark) artificial cavern filled with canned foods, preserved tools and equipment, and machinery kept under protective shrouds.
- A large group of convicts who've already cracked into the vault and see it as their own, and are willing to fight for it.
- A small group of convicts who've followed the characters here, attacking them while they're distracted by all the goodies now at their fingertips.

RANDOM FINDS
The prison ship *Gehenna* is filled with thousands of cell blocks and millions of cells. Considering most of the adventures in *Abandon All Hope* will involve player characters searching many of these cells (and other eerily-deserted areas) for valuables, weapons, and vital supplies, the following section offers 99 different finds character might discover in any given area.

Use this table to randomly determine the contents of a single cell, a group of cells, a recreation area, etc. Most of these items will be of mundane value at best, though some useful things are also included in the list to represent "lucky finds".

ROLL	FIND
1	Abandoned bundle of gear, apparently hastily assembled. It includes 1D3 *ration packs*, 1 *first aid kit*, and 1D2 *light rods*
2	Handmade walkie-talkie - 50% chance the other set is missing, though listening to the one set may lead the PCs to the other…
3	Makeshift knife (treat as *shiv*)
4	1D4 x 5 *ration packs* in a box
5	Heavy metal pipe, bloody
6	*Radiation suit*
7	Partly-assembled *energy projector* - missing one component of Warden's choice
8	Chess set, pieces handcrafted from soap
9	Disassembled *narc* custodian (all components present)
10	Matchbox - 1D10 matches left inside
11	Homemade moonshine hidden in toilet reservoir
12	Distillery equipment
13	Chemicals, janitorial supplies, and a beaker containing… (roll D8; 1 a random *drug*, 2 a random *drug* that also *poisons* if a Prowess check is failed, 3 a *poison*, 4 a concentrated acid that does 2D6 Health damage per turn for three rounds, 5 a flammable compound, 6 an explosive compound [treat as half-strength *hand grenade*], 7-8 a potent but drinkable alcohol)
14	Prisoner's pet rat (alive) still in its makeshift cage
15	Maggoty ration pack
16	Tools (roll D8; 1-3 *rudimentary*, 4-6 *basic*, 7-8 *precision*)
17	Yo-yo
18	Emergency medkit - contains two doses of *cardiolax*, one dose of *tranq*, one *syringe*
19	Weird watercolor depicting… (roll D8; 1-2 naked women, 3-4 dead bodies and blood, 5 demonic images, 6 fantastic/alien landscapes that are disturbing to the human eye and sane sensibilities, 7 children [stick figures], 8 Escher-style image of man eating himself)
	Inkblot tests meticulously arranged; seen from a distance the "collage" resembles a screaming face
20	Dead trustee, mutilated and dismembered - has a *scatter gun* and 1D4 *rubber slugs*
21	Extra pair of shoes - one shoe's heel contains a concealed compartment
22	Beautiful and painstakingly crafted set of dominoes made from soap
23	Set of well-balanced dice made from human teeth
24	Handmade flipbook showing scenes of… (roll D4; 1 violent rape, 2 beheadings, 3 demons grinning in a repeated loop, 4 skeletons, hand-in-hand, dancing in a ring)
25	Ashtray containing 1D2 salvageable *smokes*
26	Laundry sack (can be used as a satchel or bag)

27	Backpack made from pillowcases stitched together
28	Wristwatch
29	Hand mirror
30	Photographs
31	Box of cigars
32	*Slug gun* and 1D4 rounds of ammo
33	Gold pinky ring engraved with notorious mob boss' initials
34	Dead trustee, mutilated and dismembered - has a *stun gun*
35	Deck of cards
36	Abandoned *mace canister* (random doses remaining)
37	Crowbar (treat as an *improvised weapon*; 1D6 damage)
38	Boxing gloves
39	Extra pair of shoes
40	1D10 *smokes*
41	Stockpile of toilet paper - 3D6 rolls
42	1D10 cartons of *smokes* (50 smokes per carton)
43	Extra set of clothing (bloody)
44	Heap of bloody rags
45	Half-eaten plate of food
46	Harmonica
47	Drug paraphernalia - needle, spoon, lighter, etc.
48	1D3 used *syringes*
49	Mutilated body part(s)
50	Holocube with 3D photos of Earth
51	*Heat resistant overalls*
52	Blood-caked *work pass*
53	Bucket, mop, and *chemical overalls*
54	Extra set of clothing (clean)
55	Map of maintenance tunnels (details a half-mile radius)
56	*Brass knuckles*
57	An *irritant thrower* being converted into a *scorcher* (1D4 hours from being completed)
58	A handmade *shiv*
59	A handmade *zip gun*
60	Dead trustee, mutilated and dismembered - has a *cattle prod*
61	Cache of grenades (50% of each; 1D2 *entanglement grenades*, 1D4 *hand grenades*, 1D4 *tear gas grenades*)
62	Abandoned *irritant thrower* (random doses remaining)
63	Rusty *laser cutter* and a pair of flash proof goggles

64	*Sonic beamer*
65	1D4 *hydrogen cells*
66	1D4+2 *ration packs* - opened but not consumed; apparently the diners vanished mysteriously
67	*Flashlight*
68	*Gas mask*
69	*First aid pack*
70	1D6 *light rods*
71	Glowing *light rod*, apparently dropped and forgotten - 1D8 hours remaining
72	Map of maglev tunnels (details an area one mile radius)
73	*Motion detector*
74	Dead trustee, mutilated and dismembered - has a *riot baton*
75	Tattoo inks and needle
76	1D6+1 scattered *syringes* (1D2 still full of *cardiolax*)
77	Abandoned *EMP pulsar*
78	Shot of *lazarus*
79	Emergency medkit - contains three doses of *tranq*, three *syringes*
80	Mouthwash bottle - actually contains 1D3 doses of *kaleidoscope*
81	Well-balanced combat knife with compass in hilt (treat as *shiv*; compass spins wildly within 50 ft. of any demon)
82	Dead trustee wearing *riot armor*
83	Lighter - will fail to ignite when needed most
84	Set of loaded dice made from human teeth
85	Geiger counter (registers the level of radiation danger up to 30 ft. away)
86	Book of inkblot tests
87	Files (printouts) detailing the crimes and psychological records of 1D100 random prisoners (50% chance that a PC's records are included)
88	Improvised sex toy
89	Dead trustee wearing *riot armor* and *riot helmet*
90	Photo of a random PC nailed to a wall and defaced
91	Candle made from yogurt cup, baby oil, and thread
92	*Shiv* made from a chicken bone shard
93	Escape tunnel leading to an area of the Warden's choice
94	Pentagram inscribed on the floor

95	Graffiti reading… (roll 1D6; 1-2 "Kilroy was here," 3-4 gang symbols, 5-6 hash marks for days spent aboard the ship)
96	Disassembled *monitor* custodian (all components present)
97	Dead trustee wearing *riot armor, riot helmet,* and *riot shield*
98	Empty human skins left to dry
99-00	*Roll again twice*

RANDOM CONVICTS

Encounters in *Abandon All Hope* will generally involve player character interactions with other convicts discovered aboard the ship. Though much of the ship is now deserted after Perdition, a considerable number of inmates survived and can be found (either singly or in groups) scavenging, searching for weapons, drugs or medical supplies, preying on others, or simply trying to survive.

This table lists 99 sample ideas of individual convicts that characters could potentially meet as random encounters.

D100	ENCOUNTER
01	A psychopath who claims he entered a pact with demons. If he kills "one more person" they will promote him to "godhood". This is obviously a delusion, and each time he kills (and fails to "ascend") he simply assumes he hasn't killed enough people to earn his "promised reward".
02	A former engineer who worked on the *Gehenna* before he was sentenced to the very ship he helped create. He's mortally wounded, however, but he may be able to pass on useful information about the area, local security codes, the possible location of an armory or escape pod, etc. before he passes away.
03	A former cellmate of one of the PCs, who's eager to hear news of what happened to others from their cellblock. He may join the party if given weapons.
04	A former cellmate of one of the PCs, who claims to know of a refuge. Once there, he will refuse to leave, thinking he's safer staying put.
05	A lone, grubby child who immediately runs when spotted. From the juvenile delinquent wing of the ship, the child has been living in the maintenance tunnels, scrounging for scraps to survive.
06	A lone, grubby child who immediately runs when spotted. If chased, the child proves to be an illusion created by a *nightmare weaver* (dwelling nearby) to lure prey to it.
07	A lone, grubby child who immediately runs when spotted. If chased, the child leads the characters to a small "community" of delinquent children living in secret in the maintenance tunnels.
08	A lone, grubby child who immediately runs when spotted. If chased, the child leads the characters to a small "community" of delinquent children living in secret in the maintenance tunnels who have resorted to cannibalism to survive.
09	A famished prisoner caught in the act of eating a corpse out of desperation.
10	A prisoner carrying butchered human limbs back to a small "community" of other cannibal convicts living nearby.
11	A prisoner who appears to have lost it, wandering the tunnels singing or playing the harmonica. Having given up all hope of staying alive, he's unafraid of attracting danger.
12	A convict with a head wound who has lost all memory of who he is - and where he is.
13	A wounded, exhausted convict who claims he's being chased by killers. In reality he killed a friend and robbed him before abandoning the group he was traveling with, who are now chasing him. He will try to enlist the party in killing his pursuers to cover up the truth.
14	A spacey young woman who suffered a head injury during Perdition. Though she behaves quite odd, speaking in an ethereal voice, she has somehow developed the ability to sense the presence ofe demons within 100 ft. (in the form of pounding headaches, or nosebleeds, etc.).
15	A lunatic who tries to set everything on fire, hoping to burn down the entire wing/level/ship!

16 An uncommunicative, barely cognizant inmate who, while otherwise paralyzed, unconsciously scribbles complex, rambling mathematical formulae on any surface unless restrained. A character with Educated trait may make a Wits check to decode the writings, which describe schematics for the creation of a "portal" out of this dimension. Unfortunately, the components needed to construct such a gate likely don't exist on *Gehenna*.

17 An escaped inmate from a nearby psychiatric ward who is convinced he is a dog. He barks, growls, whimpers - and, if treated well, will follow the PCs and fight loyally to defend them (by biting, of course)!

18 A necrophiliac who decides he likes a particular member of the party and tries to secretly arrange his/her abduction and death.

19 A dirty, pathetic prisoner who begs to join the party when encountered. He has *lice*, though, and if the PCs left him come with them they will develop live themselves within 1-2 days.

20 A hairless, sickly convict who was recently exposed to a lethal dose of *radiation*. The only thing the PCs can do for him is ease his suffering (using *first aid kits*, doses of *tranq*, offering food and water, etc.) or put him out of his misery. In any event, he dies in 1-2 days.

21 An overweight convict who apparently has no useful traits. If allowed to join the party, however, he proves to be an amazing cook, doing wonders with even the most rudimentary ingredients (such as a *ration pack*). Food prepared by him reduces *Despair* by an additional point.

22 A female convict, nine months pregnant and about to go into labor! What dangers her cries (or the newborn baby's cries) potentially attract are up to the Warden to decide.

23 A tough con who was in isolation when Perdition occurred. He managed to escape, and is now trying to find his brother/wife/son, etc. who was also sentenced to *Gehenna*. His odds of finding the loved one in question are astronomical, but that isn't going to stop him from trying.

24 A necrophiliac who's trying to "build" the perfect mate. He's too cowardly to kill, and instead scavenges the dead for desirable parts to complete his half-finished "bride".

25 A former army quartermaster who can, if given the right components and tools, create guns and other weapons.

26 A female convict who was sentenced to *Gehenna* for seducing her underage students; whether she's innocent or not is open to debate.

27 A female convict who angered her boyfriend (a mid-level administrator in the New Regime) by breaking it off. He got revenge by framing her for a crime and getting her sentenced to the *Gehenna*.

28 An arrogant young man who claims to be innocent; in reality he is the prince-heir to a small Terran nation which had a growing nationalist/separatist movement. The New Regime exiled him to *Gehenna* to put an end to the royal line (and thus squash the separatists, robbing them of their leader).

29 A grim, humorless convict who once served as an assassin for the New Regime. Since he was the triggerman in a string of political hits, they decided he knew too much and had to be gotten rid of. He's remorseless, and blames himself for not seeing this coming. He's a master of many weapons, making him a potentially powerful ally.

30 A colonial administrator sent to help run the penal colony if/when it made landfall. He believes he has the authority to lead, pass judgment, and force convicts to do as he says. Arrogant in the extreme, he's likely in for a rude awakening!

31 A loved one from a random character's past, who is mortally wounded and will die in 2D4 turns. This unexpected face-to-face meeting may lead to an increase in *Despair* or, if they have a chance to mend old wounds, reduce *Guilt* be a small amount (at the Warden's discretion).

32 A wounded convict left for dead by his companions. If the PCs help him he will seek revenge, possibly dragging the party into a heated feud.

33 A wounded convict left for dead by his companions. If the PCs help him he turns out to be an infamous gang "boss". Saving him will earn his gratitude, and the boss will reward his "saviors" with smokes, guns, or even membership in his faction. However, the characters will have to contend with the rival(s) who tried to off him in the first place once they realize the job was botched!

34	A resourceful, stubborn old timer. What he lacks in youth he makes up for in cunning, having turned the area and nearby tunnels into a maze of booby traps, alarms, and hidey holes, at the center of which is his concealed refuge where he keeps food, supplies, etc. He may or may not be open to the idea of visitors/trespassers.
35	A witless, luckless convict who slept through Perdition and still has no idea what is going on.
36	A convict from a foreign country, who doesn't speak any English (or whatever language the PCs understand). The convict is borderline hysterical and does not seem to understand the danger he/she is in.
37	A lunatic who swears he can turn invisible. It's obvious he can't (even though he believes he can), but the first time the PCs let him out of their sight he vanishes completely and inexplicably.
38	A strangely quit inmate who, in a ghostly voice, tries to get the characters to follow him/her. The inmate is actually a ghost, killed by her "friends" (who the PCs may or may not know) and her corpse hidden. The ghost exhibits no obvious signs of being supernatural, but will disappear if/when the party discovers her body and the knowledge she was, in fact, murdered.
39	A convict in the process of hoarding *ration packs*; he has 3D20 packs stockpiled nearby.
40	A convict who claims he/she is innocent and is completely hysterical if/when confronted by demons.
41	A man searching for members of his gang and will do anything to be reunited.
42	An addict, who'll do anything to get a fix.
43	A sleazy convict who seems okay with what's happened to the ship, and has amassed a lot of drugs and paraphernalia and is willing to deal.
44	A psychopath who claims he hears voices that tell him to kill. He's on a killing spree, hoping to rack up as many victims as possible.
45	A prisoner turned survivalist, with an itchy trigger finger.
46	A survival-minded prisoner who is only interested in people if they have something to trade.

47	A well-equipped survivalist-type with an unusual collection of equipment. He will follow the PCs after their initial encounter and ambush them later when a good opportunity presents itself.
48	A convict searching for weapons.
49	A convict desperately trying to construct a weapon.
50	A convict in the fetal position who proves to be utterly unresponsive to outside stimulus.
51	A ganger caught in the act of scribbling graffiti on the walls of a tunnel or chamber.
52	A former vice offender who uses her feminine wiles to convince the party to take her with them, believing there's safety in numbers.
53	A desperate-looking prisoner searching for food.
54	An easily-startled convict who claims to be lost. In reality he's searching the area for a rumored stash that's supposed to be around here, and he wants it for himself. The stash could be smokes, drugs, or weapons.
55	A convict who's searching for a rumored stash of smokes, drugs, or weapons. He's willing to let the PCs in on it if they help him find it. Of course, a double-cross once the stash is found is always a possibility…
56	A weak-willed, dangerously-despairing convict whose only saving grave is his former *trustee* status. If the characters let him join them, he promises to take them to a "well-stocked" armory somewhere on the ship.
57	A wretch who somehow got his hands on a gun (*slug pistol* or *scatter gun*) and hopes to use it to rob others or force them to serve him.
58	A woman victimized by other cons, who's lost her mind as a result. Leaving the insensible woman to die might incur *Guilt* gain, but bringing her along may also put the party in risk when she begins screaming irrationally when touched…
59	A former enemy of one of the PCs from before Perdition. He will immediately attack when he recognizes the character in question.
60	A formerly well-known celebrity who flaunted the law once too often and got sentenced to the *Gehenna*. Helpless and possessing few useful skills, his/her only saving grace is her renown, which could make her a novelty.

61 A prisoner for whom the trauma of Perdition was too much, losing his mind and reverting to a feral state. Though savage, if befriended he could become a staunch ally and loyal (if barbaric) companion.

62 An older prisoner, highly educated yet resigned to death. Though pessimistic, he may bond with a PC (who reminds him of a lost son or daughter) and teach that character all he knows. This could explain how a character picks up the *Educated*, *Lost Knowledge*, *Medical Knowledge* traits, or other traits of the Warden's choosing.

63 A crazy convict standing in a corner mumbling to himself. What he's saying could range from nonsense to illuminating clues about what's coming.

64 A convict who seems friendly at first, but soon proves to be a schizoid who "jumps" to a more violent/psychotic persona once the characters trust him. He may simply be destructive, or may seek the deaths of his companions…

65 A despairing convict who is in the middle of attempting suicide. If stopped, he may prove to be more trouble than he's worth, since he is close to manifesting a demon of *Despair*.

66 A trapped convict, calling for help despite the danger of possibly attracting demons.

67 A sick prisoner who appears to be *mutating* from the effects of Perdition; what he is mutating *into* (if anything) is up to the Warden.

68 A hulking brute who, while intimidating, is actually soft at heart - and in the head. The ogrish convict is afraid of the dark and of being alone, but if befriended will become a loyal ally.

69 A convict who claims to be able to see people's fates. Whether the convict really can or not is up to the Warden.

70 A nut job inmate with a shoddy sock puppet. He can only communicate through his puppet, and any attempt to force him to speak without it results in his complete meltdown.

71 An eerie woman who sings a haunting tune as she wanders the halls, which she claims keeps the inhabitants of the Nether dimension at bay.

72 A man who claims he lost his hand battling demons, but it (the hand) continues to hunt him, having been reanimated by the evil energies of the Nether.

73 A priest who was sentenced to *Gehenna* for "espousing revolutionary ideas". He's compassionate and possesses the *Beacon of Hope* trait, so inviting him along might be beneficial.

74 A priest who was sentenced to *Gehenna* for political crimes, but who has twisted his faith since Perdition. He believes this is the End Times, and tries to gather others to his side. If he has his way he will lead them into the bowels of the ship to "meet the Devils face-to-face".

75 A convict who hopes to join the party. He's secretly a narcoleptic, however, which could be disastrous in battle (or if he takes a turn on watch).

76 A seemingly-innocent child who seems helpless, but is really a sadistic and remorseless killer who will try to poison, smother, etc. a weaker PC if given the chance.

77 A notorious criminal who in reality is merely a *clone*. The *real* criminal cloned himself and let his double get sentenced in his place. The clone is actually completely innocent!

78 A convict who was strangely affected by Perdition. He can no longer lie, even if it would benefit him, and is compelled to always blurt out the truth.

79 A criminally-insane surgeon who hopes to continue the same horrific work that got him imprisoned on any convicts he comes across.

80 A twin who claims he/she can sense what his brother elsewhere is going through. He knows his sibling is in trouble, and seeks to find him before it is too late.

81 A kleptomaniac who, while well-meaning, cannot resist the compulsion to steal. If allowed to join the party, things quickly start to go missing.

82 A man who lost it all and now seeks to go out in a blaze of glory.

83 A female convict who seems normal, but develops an unreasonable attraction to a random PC, becoming violently jealous if any woman approaches him.

84	A psychopath who idolizes an infamous spree killer from history and is trying to match his kill record. He can be convinced to join the party and bend his violent energies to fighting enemies, but he will always be tempted to kill whoever is around if his impulses are denied for more than a few hours.
85	A young con who has long idolized one of the characters. He begs to join the party, hoping to learn from his "idol".
86	A *cardiolax*-addicted convict who seems utterly unconcerned with danger, preferring just to sit back and shoot up. He can't be motivated to leave his spot.
87	A former drill sergeant, who can't shake the habit of bossing people around. He *is* an expert in combat, however.
88	An escaped serial killer, running around in a handmade clown costume.
89	An escaped serial killer, running around in a handmade Santa Claus costume.
90	An escaped serial killer, dressed up as a transvestite.
91	The doppelganger of someone the PCs knew; though the characters may suspect something unnatural, he's really just an innocent person with an uncanny resemblance to the person they knew.
92	A prisoner with an uncanny resemblance to one of the player characters. He could be a long-lost relative, or it might simply be a bizarre coincidence.
93	A prisoner with an uncanny resemblance to one of the player characters. He's actually that character's "evil twin", possessed with an insatiable lust for blood and murder.
94	A prisoner with an uncanny resemblance to one of the player characters. He's actually a clone of the PC, created for a mysterious purpose (one that the Warden must devise).
95	A diehard terrorist who smuggled herself onboard, hoping to sabotage the ship and bring attention to the abhorrent conditions on *Gehenna,* as well as draw attention to the plight of the New Regime's political prisoners.
96	A convict whose eyeglasses broke in Perdition, and without them cannot see. He is desperately searching for a replacement pair that might match his prescription.
97	A convict who was eagerly looking towards being a productive member of the penal colony. He rigidly follows the rules and won't tolerate aberrant behavior that would otherwise "tarnish" his reputation and risk his future "once this is all over".
98	A famous football player who got by as the "muscle" for various sleazy gang bosses. He's glad to be free, however, now that his former "employer" is dead.
99	A former cellmate of one of the PCs, who pretends to be a friend and claims to know of a refuge. If they agree to follow, he leads the characters into an ambush by ruthless gangers.
00	Roll again.

INJURY AND RECOVERY

Health is a statistic that measures how much damage a character can take before being taken out of action, as described in the player's section of these rules. But the two major aspects of Health that will likely be of some concern during play will be *treatment* of wounds, and *recovery* from being reduced to 0 Health or below. These are covered here.

TREATMENT

Healing takes time. In *Abandon All Hope*, characters with the *Medical Knowledge* or *Doc* traits can treat injuries, but use of these traits take considerable time, out of the scope of combat. These traits are not meant to simulate on-the-spot medical care, but rather treatment over time. *Combat Medic*, however, allows characters to treat injuries as an action.

Characters naturally heal as well, given time and rest. Characters are considered to heal at a rate of 1D4 Health Points with a full night's rest.

RECOVERY

Not all wounds are fatal in *Abandon All Hope*, though someone who survives being reduced to Health 0 or lower is lucky indeed. Whenever a character reaches Health 0 she is considered out of action/incapacitated. If she receives medical attention within *five minutes* of being taken out of action (i.e. healed either with a *First Aid Pack* or someone with the *Medical Knowledge* trait), there is a moderate chance she may survive; otherwise she dies.

Roll on the following table to see the permanent effects of being injured:

D100	EFFECT
01 - 25	Dead; cannot be revived
26 - 30	Crippling injury; -1 Wits (permanent)
31 - 40	Crippling injury; -1 Prowess (permanent)
41 - 45	Crippling injury; -1 Reflexes (permanent)
46 - 50	Near-death experience leaves character with +1D6 Insanity.
51 - 55	Near-death experience leaves character with +1 Insanity.
56 - 60	Injured; -1D4 Prowess for 1D6 days
61 - 65	Injured; -1D4 Reflexes for 1D6 days
66 - 80	Character manages to recover; no effect
81 - 85	Near-death experience leaves character hardier; +1 Willpower (permanent)
86 - 90	Near-death experience requires character to purchase the *Found The Lord* trait as soon as possible.
91 - 95	Near-death experience increases Psy Potential by +5.
96 - 00	Roll again twice (ignore results of 01 - 25)

From the table above one can see that only 25% of characters brought to Health 0 or below will actually be killed; the vast majority will suffer some crippling injury, or may even come out stronger from the experience!

LUDOVICO GAUGES

The player's section to *Abandon All Hope* outlined the three "Ludovico Gauges", Despair, Guilt, and Insanity. This chapter gives the Warden a closer look at how these Gauges affect game play.

DESPAIR (FEAR)

Every character has a Despair gauge that ranges from 0 to 10. As characters accumulate Despair throughout the game, they cross specific "thresholds" that signify an increasing level of fear. These are relatively minor at lower levels (i.e. a frightened character exhibit's

the "shakes"), but become increasingly hazardous the higher a character's Despair becomes. A character can still avoid these negative effects of increasing Despair by making Willpower checks, but when a character's Despair reaches 10 it *always* triggers a *manifestation* (see the chapter on *Demons*).
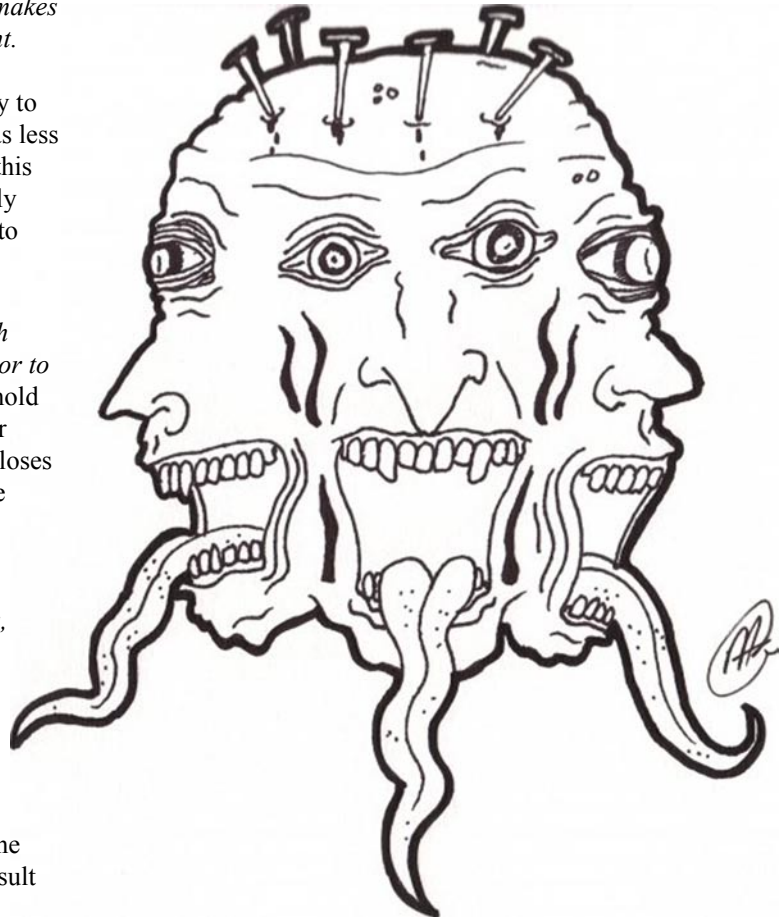
Shakes: *At this level a character's nerves are getting worn thin, resulting in shivering, shaking, or tremors.* At this threshold the character must succeed at a Willpower check; if she fails, any time she makes a check, Attack roll, or Defense roll her dice are downgraded by one step (I.e. D12s become D20s). The shakes last for an hour following the moment the character reaches this threshold.

Panic: *At this level a character's instinct for self-preservation has a chance of taking control of her, forcing her to flee.* At this threshold the character must succeed at a Willpower check or immediately *flee* from the source of her fear (or, if none, flee in general), seeking a place to hide until the danger passes or is dealt with by others. If she is cornered she may fight to defend herself, but she will still flee at the first chance.

Freeze Up: *At this level a character has the potential to be so overwhelmed with fear that she is rooted to the spot, paralyzed with indecision, and unable to help her friends or even herself. The most she can do is babble, scream, and pray that the danger passes!* At this threshold the character risks freezing up in combat. If the character reaches this threshold in a combat situation, she must succeed at a Willpower check or be paralyzed (that is, unable to act) until the danger is over. The only thing she can do is move one square per turn. *This threshold has no effect outside of combat.*

Faint: *At this level a character's level of fear becomes so intense she risks fainting outright.* At this threshold the Warden should check for *psychic powers* (for more on this, see the chapter on *Psychics*). In addition, a character reaching this threshold must succeed at a Willpower check or pass out, effectively becoming unconscious for 1D4 hours (although she may be

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GIVING OUT DESPAIR, GUILT, AND INSANITY

Use your discretion when penalizing characters with Despair, Guilt, and Insanity. These rules provide guidelines for how to use these Gauges in the game, but these are only guidelines. Circumstances will invariably come up from time to time where these rules don't cover every eventuality. For example, a character whose background describes him as a serial arsonist might not be need to check for Despair if he encountered horrifically-burned corpses. A former military character, having been in many battles, might not be disturbed by the sight of dead bodies anymore. Every situation will be different, and these rules will help you navigate difficult situations, but use your judgment at all times.

revived by being *slapped* awake, requiring an action on the part of another character). *Note that if a psychic power is manifested, it occurs before the check is made to see if the character faints.*

Icy Terror: *At this level of fear a character is completely consumed by terror, sapping her of the will to fight. In addition, her heart rate accelerates to a dangerous level, running the risk of plunging her into cardiac arrest.* At this threshold there is an automatic *manifestation* (see *Demons*). Also, upon reaching the maximum Despair the character gains +1 Insanity. In addition, a character reaching this threshold must succeed at a Willpower check is gripped by terror and loses 1D6 Prowess for the next 1D4 hours. A character brought to 0 Prowess by this effect suffers a heart attack and *dies* (no *Recovery* possible).

STARTING WITH DESPAIR
A character that starts the game with a Despair gauge above any of these thresholds suffers no effects for having such a high Despair; it simply means she is already somewhat "skittish" and closer to the next threshold.

LOWERING DESPAIR
Once a character's Despair reaches 10 (and triggers a *Manifestation*), her Despair automatically drops to 0 once the danger has passed, been avoided, or is defeated. Until that occurs, she is considered to be at 10 Despair and can no longer be affected by Despair effects (i.e. gaining more Despair will not trigger additional *Manifestations*).

In addition, a character's Despair drops by 1 for every 24 hours spent away from danger. Other factors may also reduce Despair, including using the drug, *cardiolax,* the *Chain-Smoker* trait, and completing adventures.

GUILT (SHAME)
As is the case with Despair, all characters have a Guilt gauge that ranges from 0 to 10. As characters accumulate Guilt throughout the game, they cross specific "thresholds" that signify an increasing level of guilt. These are relatively minor at lower levels, but become increasingly hazardous the higher a character's Guilt becomes. A character can still avoid these negative effects of increasing Guilt by making Willpower checks, but when a character's Guilt reaches 10 it *always* triggers a *manifestation.*

Guilty: *At this level a character's remorse is such that, if she doesn't resist, she will only be able to half-heartedly commit to actions.* At this threshold the character must succeed at a Willpower check; if she fails, any time she makes a check, Attack roll, or Defense roll her dice are downgraded by one step (I.e. D12s become D20s). This intense remorse lasts for an hour following the moment the character reaches this threshold.

TABLE 6-1: DESPAIR

CURRENT	FEAR LEVEL	EFFECT
1	-	None
2	Shakes	Character must make a Willpower check or her dice for all rolls are downgraded (D12s become D20s).
3	-	None
4	Panic	Character must make a Willpower check or immediately flee from her companions until the danger has passed, seeking a place to hide.
5	-	None
6	Freeze Up	Character must make a Willpower check or be paralyzed for 1D10 turns.
7	-	None
8	Faint	Check for psychic powers. In addition, character must make a Willpower check or fall unconscious for 1D4 hours.
9	-	None
10	Icy Terror	Automatic manifestation and +1 Insanity. In addition, the character must make a Willpower check or lose 1D6 Prowess for 1D4 hours. A character brought to 0 Prowess by this dies of a heart attack.

Ashamed: *At this level a character's conscience makes it difficult for her to prey on those who are innocent.* At this threshold the character must succeed at a Willpower check. If she fails she takes a -2 penalty to all Attack and Defense rolls against any foe that has less Guilt than her. If the action(s) that brought her to this threshold are discovered, she must also immediately *flee* from her current companions, seeking a place to hide and/or start anew.

Haunted: *At this level the character's guilt is such that she is drained of the will to carry on, to fight, or to resist what seems like the inevitable.* At this threshold the character must succeed at a Willpower check or lose the will to go on; in game terms the character loses 1D6 Willpower. This Willpower loss lasts until the character's Guilt gauge falls below 6 again.

Spiteful: *On reaching this level the character has trouble living with the consequences of her actions, and may begin to justify her deeds in her mind so that she can live with what she's done. Furthermore, she begins to blame others in a misguided effort to ease her conscience.* At this threshold the character must succeed at a Willpower check or develop a lasting *enmity* against the party member with the lowest Guilt. She will try to ultimately ruin/kill that character as a result of her twisted and misguided remorse.

TABLE 6-2: GUILT

CURRENT	SHAME LEVEL	EFFECT
1	-	None
2	Guilty	Character must make a Willpower check or her dice for all rolls are downgraded (D12s become D20s) for the next hour.
3	-	None
4	Ashamed	Character must make a Willpower check or suffer a -2 penalty on Attack and Defense rolls against less foes with less Guilt. If she is discovered she must also immediately flee from her companions, seeking a place to hide.
5	-	None
6	Haunted	Character must make a Willpower check or lose 1D6 Willpower (this lasts until her Guilt falls below 6).
7	-	None
8	Spiteful	Character must make a Willpower check or develop an enmity against the character with the lowest Guilt.
9	-	None
10	Consumed	Automatic manifestation and +1 Insanity. In addition, the character must make a Willpower check to act at all (short of running away) for 1D4 hours.

TABLE 6-3: INSANITY

CURRENT	MADNESS LEVEL	EFFECT
1	-	None
2	Twitchy	Character must make a Willpower check or her dice for all rolls are downgraded (D12s become D20s) for the next hour.
3	-	None
4	Mild Madness	Roll one random Madness from the table below; the character now has this Madness at Mild level.
5	-	None
6	Mod Madness	Character's Madness increases to Moderate level.
7	-	None
8	Sev Madness	Character's Madness increases to Serious level.
9	-	None
10	Crazy	Automatic manifestation. In addition, the character must make a Willpower check to act at all (short of running away) for 1D4 hours.

Consumed: *At this level the character may surrender to what she believes is inevitable damnation for her sins.* At this threshold there is an automatic *manifestation* (see *Demons*). Also, upon reaching the maximum Guilt the character gains +1 Insanity. In addition, a character reaching this threshold must succeed at a Willpower check or be forced to abandon the party in shame, seeking either death or to join the demonic host of the Nether as a servant and pawn.

STARTING WITH GUILT
A character that starts the game with a Guilt gauge above any of these thresholds suffers no effects for having such a high Guilt; it simply means she is already somewhat "ashamed" and closer to the next threshold.

LOWERING GUILT
Unlike Despair (which goes away with time), Guilt doesn't go away except through redeeming actions. Such actions might include facing one's fears, admitting to her crimes and begging for forgiveness, saving another person's life, making amends for past deeds, etc. The Warden is always the final arbitrator on what actions will lower Guilt, but they should always require a serious sacrifice on the part of the guilty character.

INSANITY (MADNESS)
All characters have an Insanity gauge that ranges from 0 to 10. As characters accumulate Insanity throughout the game, they cross specific "thresholds" that signify an increasing level of *madness*. "Madness", which represents the development of psychological quirks or disorders due to a weakened sanity, are relatively minor at lower levels but become increasingly hazardous the higher a character's Insanity score becomes. Unlike other gauges, the effects of madness cannot be staved off with Willpower checks, and a character who accumulates too much Insanity will soon find herself too far gone to be saved.

Twitchy: *At this level the character develops a nervous twitch, stutter, or uncontrollable shakes that makes taking action difficult.* At this threshold the character must succeed at a Willpower check; if she fails, any time she makes a check, Attack roll, or Defense roll her dice are downgraded by one step (I.e. D12s become D20s). This twitchiness lasts for an hour following the moment the character reaches this threshold.

Mild Madness: *At this level the character's sanity has begun to crumble under pressure, resulting in the appearance of the first signs of mental illness.* At this threshold the character automatically develops a random *Madness* at *Mild* intensity, which manifests 1D4 days after the character reaches this threshold. Consult the *Madness Table* to determine the type of disorder developed.

Moderate Madness: *At this level the character slips deeper into madness.* At this threshold the character's current madness increases to *Moderate* intensity.

Serious Madness: *At this level the character is seriously unstable, developing a full-blown madness.* At this threshold the character's current madness increases to *Serious* intensity.

TABLE 6-4: MADNESS

D10	MADNESS / LEVEL	EFFECT
1 - 2	Delusions (Mild)	The character's mind masks the true horrors of Hell from her; Despair accumulated from encounters with demons is reduced by -1 (minimum 1).
	Delusions (Moderate)	Hallucinations constantly distract and confuse the character, resulting in a penalty to all Attack rolls equal to her Insanity score divided by two (round up).
	Delusions (Serious)	In combat the character cannot tell friend from foe and will attack a random combatant each turn.
3 - 4	Detachment (Mild)	Oblivious to pain, the character takes 1 less point of Health damage from all physical sources (minimum 0).
	Detachment (Moderate)	The character suffers a penalty to all Social checks equal to her Insanity score divided by two (round up).
	Detachment (Serious)	Any time the character fails a Despair check ignore any normal effects (Shakes, Panic, etc.) and instead she enters the fetal position until the danger has passed.
5 - 6	Lunacy (Mild)	Demons simply ignore the character 50% of the time, as if she didn't even exist (unless attacked).
	Lunacy (Moderate)	Unable to fully understand any danger she may be in, the character may never flee from combat or other hazardous situations and must instead remain and confront them.
	Lunacy (Serious)	The character must make a Willpower check at the start of every turn in combat or simply stand around laughing and/or sobbing to the exclusion of everything else.
7 - 8	Nihilism (Mild)	The character no longer accumulates Guilt from her actions.
	Nihilism (Moderate)	Reckless in battle, the character receives a penalty to all Defense rolls equal to her Insanity score divided by two (rounded up).
	Nihilism (Serious)	Surrendering to what seems inevitable, the character's personal goal permanently changes to "Damnation".
9 - 10	Rage (Mild)	In combat the character may continue to fight even after being reduced to Health 0 or lower. She may remain conscious for one turn per point of Prowess.
	Rage (Moderate)	The character may never attempt to parlay or flee if/when confronted by the possibility of violence. She *must* stay and fight.
	Rage (Serious)	In combat the character must make a Willpower check or continue fighting even after all enemies are dead, moving to attack allies instead!

Crazy: *At this level the character's mind may be effectively shattered, too overloaded with mental strain to react to even the most basic instincts and stimuli.* At this threshold there is an automatic *manifestation* (see *Demons*). In addition, the character must succeed at a Willpower check to act at all (short of running away) for 1D4 hours after the event that brought her to this threshold (although she may be revived by being *slapped* awake, requiring an action on the part of another character).

MADNESS

"Madness" represents the slow disintegration of sanity, manifesting in a character's developing certain psychological abnormalities - e.g. delusions, detachment, compulsions, etc. *Madnesses*, once developed, are permanent, though certain traits can remove them by reducing the character's Insanity gauge.

DELUSIONS come about as a result of the subconscious trying to shield the sufferer from the horrors of reality. At lower levels delusions actually insulate the sufferer from fear-inducing effects; at higher levels they become more of a hindrance, as the sufferer sees imaginary people or figures where in reality there are monsters and enemies.

DETACHMENT is similar to the effect of Delusions, in that it reflects an effort by the mind to insulate the sufferer from reality. At lower levels this detachment prevents the sufferer from feeling pain, but at later levels makes her seem coldly distant and disturbing to be around.

LUNACY represents an almost total breakdown of rationality and sense; the sufferer devolves into chaotic, unpredictable behavior ruled purely by impulse. At lower levels the sufferer may be seen by demons as more of a useful "tool" than a threat, indicating they leave her be to spread havoc on her own; at higher levels the sufferer loses more and more control over herself, however, until she goes completely insane.

NIHILISM represents a disorder of intense hopelessness, in which the sufferer slowly surrenders to depression and despair. At lower levels this results in a pragmatic sort of detachment from suffering, while at higher levels this leads the sufferer to care little for her own welfare and being.

RAGE is a compulsion that gradually takes over the sufferer, diminishing what was once her real personality. Instead she becomes instilled with unreasoning anger and violent energy, which at lower levels gives her seemingly inhuman toughness, but at higher levels takes control of her actions so that she acts impulsively and without thought.

STARTING WITH INSANITY
A character who begins play with an Insanity score of 4 or more starts with a random Madness at *Mild* level (rolled on the table above). If her Insanity score is 6 or more she begins with this Madness at *Moderate* level instead. If her Insanity score is 8 or more, she begins with this Madness at *Serious* level.

LOWERING INSANITY
Except for certain psychobaric treatments formerly used to treat prisoners, or by purchasing either the *Lobotomy* or *Mental Health* traits, there is no way to lower Insanity.

The Warden may, at her discretion, introduce drugs, methods, new traits, or even equipment that allow a character to retreat from the edge of madness, but this is left to the individual Warden.

HOPE
In *Abandon All Hope*, the one thing that separates "heroes" (PCs) from the mundane (NPCs), at least in terms of game mechanics, is *Hope*. Where others have given up hope and instead surrender to damnation, or their cold-blooded instinct to put survival over all other concerns, player characters cling to their personal goals, as well as a sense of camaraderie. It is this (call it what you will, strength in numbers, friends who help, shoulders to cry on, or just knowing they won't die alone) that gives player characters *hope*.

Hope is a powerful game mechanic that players can call upon to change the effects/results of the more random elements of *Abandon All Hope*. When a hit will save the day, when an opposed check will save a life, when maximum damage will be just enough to kill the superior enemy and avoid the party's annihilation, *Hope* can make it happen.

Think of *Hope* as a "theatric" component; use it to let players save their characters, add to the story, to make a scene exciting and epic. On the same note, don't let Hope ruin the fun. If using Hope destroys a scene, or kills the mood you're building, don't allow it. Tell the players to hold on to it. It's ultimately up to you as the Warden to enforce story over mechanics, and this is no exception.

USING HOPE

A party may call on "Hope" only once per adventure, so advise the players to use it wisely! When used, Hope is gone, and is only replenished at the start of a new adventure.

Hope can be used in the following ways, but keep in mind that these are just suggestions; as Warden you may find times when being lenient with the use of Hope to allow PCs to accomplish heroic action may be more beneficial to preserving the fun than sticking hard and fast to these rules:

- Using Hope can guarantee a character hits an opponent, regardless of its Defense roll.
- Using Hope can guarantee a character inflicts maximum damage with a successful hit (for weapons that allow the attacker to roll again when maximum damage is inflicted, this will only apply to the first roll).

- Using Hope can guarantee automatic success with an opposed check (for example, letting a character escape being grappled against something with impossibly-high Prowess, or hide from a demon that would otherwise find the PC unerringly, etc.).
- Using Hope can allow a character to re-roll on the Recovery table, ignoring the first result if it is rolled again (i.e. guaranteeing a character lives, though not necessarily guaranteeing she comes back unscathed).

The players as a group determine when and if Hope is used during the course of an adventure. How the group comes to a consensus is up to them; by unanimous agreement, majority vote, etc. Don't let players bog down the action/story by arguing their case, however, and if the players can't come to an agreement on whether to use Hope or not, move on!

PSYCHICS

A curious phenomenon exhibited during Perdition has been the re-awakening of psychic powers among a rare few human prisoners aboard the *Gehenna*. It is currently unclear how or why certain individuals among the prison populace possess these powers, but there are growing reports after the chaos of the ship being drawn into Hell suggesting that stress, despair, and trauma are all contributing factors to the "unlocking" of heretofore mythical abilities in select convicts.

TABLE 6-5: RANDOM PSYCHIC POWER

D12	EFFECT
1	One opponent of your choice is telekinetically "halted" in place, finding itself unable to move or attack. This has a duration of one turn per two points of Psy Strength (minimum 1 turn).
2 - 3	One opponent of your choice is picked up and hurled one square (5 ft.) per point of Psy Strength, taking 1D6 points of Health damage per 5 ft. thrown.
4 - 5	You emit a shriek of terror (or a scream of rage) that extends into a psychic frequency, stunning all living creatures within 4D6 feet if they fail an opposed Willpower check. Stunned creatures cannot act on their turn. This has a duration of one turn per two points of Psy Strength (minimum 1 turn).
6 - 7	Strange lights appear and flicker around you, but they soon fade; no effect.
8 - 9	Any single weapon currently threatening you (a gun, blade, etc.) either melts or bends/crumples from immense force (it is destroyed). If you are facing a creature, its maw "melts" shut, claw shrivels up, etc., making it unable to use that attack form for 1 turn per two points of Psy Strength (minimum 1 turn).
10 - 11	Seeing moments into the future, you automatically dodge the next attack, effect, or circumstance that would normally harm you, effectively negating it completely.
12	The air around you heats up suddenly and a sheet of flame erupts in a corona around you. Anyone within 2D6 feet of you takes 1D6 points of damage per point of Psy Strength and is also considered to be on fire (1D6 damage per turn until extinguished)).

There are numerous theories as to the origin and cause of these powers. Some suggest all humans possess latent psychic potential dating back to the time of Adam and Eve, which has remained dormant for generations. Others believe psychic phenomenon is an evolution of humankind; the more advanced and cerebral Man has become, the more he forsakes physical evolution for mental. Similarly, the idea that this phenomenon is a part of the fabric of this new dimension, that some can tap it as such, has also been theorized.

PSY POTENTIAL

Whatever the case may be, characters in *Abandon All Hope* can generally only manifest psychic powers a) if they have a Psy Potential score, and b) under circumstances of extreme physical and mental stress. *In game terms, this means whenever a character with any Psychic Potential reaches Despair 8 or greater the chance exists.* When this occurs, there is a chance each turn (during extended stress or strained circumstances, such as combat, facing a demon, etc.) that the character will manifest a *Random Psychic Power*.

The chance a character manifests a *Random Psychic Power* is equal to her Psy Potential (a percentile) rolled at the start of each of her turns as long as she remains directly threatened *and* at Despair 8 or above.

RANDOM PSY POWERS

Psychic powers are random and unpredictable. If a player rolls under the listed percentage for *Psychic Potential* during a moment of crisis, her character manifests a random power on her turn, rolled on the *Table: Random Psychic Power*.

An *Awakened Psychic* may, at any time, roll on this table in place of attacking on her turn (even when her Despair is lower than 8). The results are still random, however.

PSY STRENGTH

Psy Strength is a term used to measure the strength of a psychic character's paranormal abilities. Psy Strength ranges from 1 to 10, and is generally only increased by taking specific traits during character generation (*Isolated, Psychobaric Treatment*, etc.). Taking the *Awakened Psychic* trait or any psychic powers also increases Psy Strength.

POWERS AS TRAITS

In addition to the "spontaneous" use of psychic powers (as shown on the table above), characters who have taken the *Awakened Psychic* trait (See *Advanced Traits*) can purchase "Psychic traits" with Build Points. *All*

Psychic Traits cost 300 Built Points, regardless of a character's Conviction.

CLAIRVOYANCE

As an awakened psychic, you are able to enter a trance in which you can see distant places in a form of supernatural "remote viewing".

Prerequisites: Awakened Psychic.
Benefit: Your Psy Strength increases by +1. When you use this ability you receive a brief vision of events currently taking place out of your line of vision (this could be around the corner, or on the most distant part of the ship). Usually such a vision will reveal to you a "hint" such as something pertinent to your current situation, goal, or a warning of dangers ahead. You receive one "hint" per point of Psy Strength.
Penalty: When you use this ability you must make a Willpower check or accumulate +1 point of Insanity.

EMPATHY

You find that by concentrating you can "touch" upon the minds of others and read their surface thoughts.

Prerequisites: Awakened Psychic.
Benefit: Your Psy Strength increases by +1. When you use this ability you indicate one living creature per point of Psy Strength with which to make contact. Contact lasts for the duration of the encounter. You read the subject(s) surface thoughts as clearly as if they were your own. Typically this includes what the subject is currently thinking, working on, wondering, afraid of, etc.
Penalty: When you use this ability you must make a Willpower check or accumulate +1 point of Insanity.

EXTRA-SENSORY PERCEPTION

You have developed your paranormal senses to such an acute degree that you have what classic parapsychologists might call "ESP".

Prerequisites: Awakened Psychic.
Benefit: Your Psy Strength increases by +1. When you use this ability you learn something about the person or creature you concentrate upon. This can be anything from her motives to her fears, weaknesses, guilt, past crimes, current schemes, etc. You may also learn trivial facts such as favorite food, nickname, desires, etc. When you use this ability you learn one "fact" about the subject per point of Psy Strength.
Penalty: When you use this ability you must make a Willpower check or accumulate +1 point of Insanity.

PSYCHOMETRY

Somehow you are able to peel back time to get a glimpse of the history of an object or place.

Prerequisites: Awakened Psychic.
Benefit: Your Psy Strength increases by +1. When you use this ability you learn something about the past of a given object (such as a weapon) or place (such as a room). The effect is instantaneous, and the effect varies depending on what is being "read". For a weapon, you might "see" who last held it, or a victim who was murdered by it, etc. For a room, you might see and hear a whispered conversation that took place there hours ago. For each point of Psy Strength you gain one "glimpse" of the object's/place's history.
Penalty: When you use this ability you must make a Willpower check or accumulate +1 point of Insanity.

TELEPATHY

You find that by concentrating you are able to project your thoughts, in the form of a "voice", into the minds of others.

Prerequisites: Awakened Psychic.
Benefit: Your Psy Strength increases by +1. When you use this ability you indicate one living creature with which to make contact. Distance is not a factor. So long as you maintain contact (requiring concentration) you may communicate with that person in a form of mental "voice". The target does not have to respond to you, though she may, simply by "thinking" her replies. For each point of Psy Strength each person involved may communicate one word at a time.
Penalty: When you use this ability you must make a Willpower check or accumulate +1 point of Insanity.
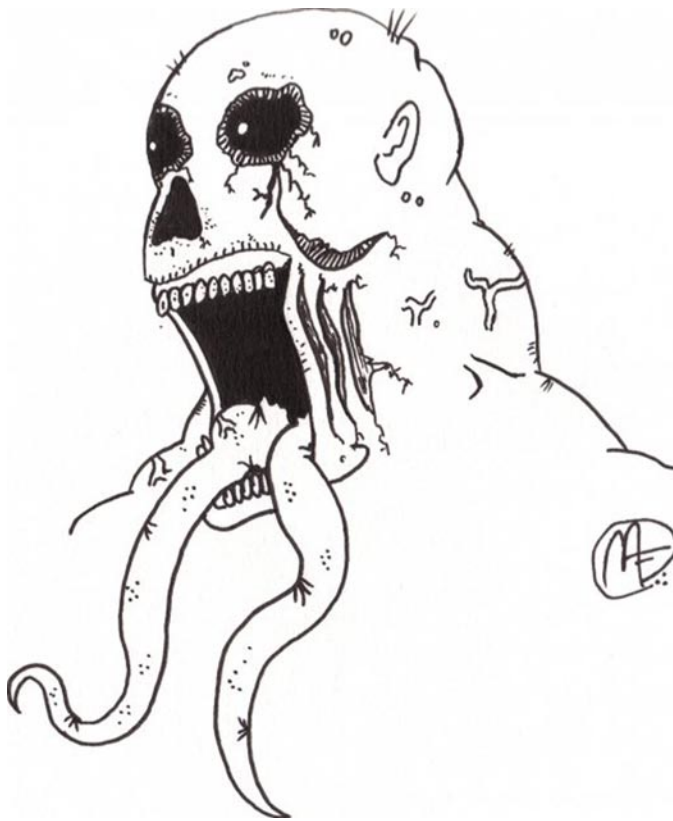
Gehenna has wandered into a dimension of unimaginable terror, a place so far beyond the outer limit of the known universe that it can only be described as "Hell itself". Still as yet unexplained, the hatred, fear, guilt, and madness of the inmates aboard causes the frequent manifestation of monstrous beings that are hideous to behold and terrible to confront. These creatures have come to be known as "demons".

Demons are the myriad physical and psychic entities that populate the bizarre, nebula-like space of the Nether, the realm beyond known space. When the *Gehenna* crossed the barrier between our universe and the Nether, it attracted first the curiosity, then the malevolent attentions, of these inhabitants.

Demons are aptly named because in many ways they resemble demons of traditional Judeo-Christian lore. They are horrific beings with alien intelligences bent solely on causing fear, suffering, death, and corruption. However, there is a vast variety to the number and kinds of demons dwelling in the Nether. The only basic "constants" of these demonic entities are outlined below:

- They manifest as a result of strong emotions, specifically negative emotions including *despair*, *guilt*, and *insanity*.
- The stronger the emotional residue, the more dangerous the demon.
- They are universally malevolent, seeking only the debasement (and ultimately the destruction) of humankind.

Demons are classified by the emotion that manifests them; as a result, there are demons of *despair*, demons of *guilt*, and demons of *insanity*. Appearances and abilities vary even by category. Generally speaking, stronger emotions manifest stronger and more dangerous demons.

MANIFESTATIONS

While demons are natives to the Nether, they manifest *physically* only as the result of strong negative human emotions. Like a brilliant beacon pulsing in the suffocating blackness of the Nether's darkness, a single human's suffering can be seen by these entities who are drawn to it like moths to a flame. To continue the metaphor, the worse the suffering, the brighter the beacon. In addition, the *number* of humans experiencing strong negative emotions in proximity to one another also adds to the "brilliance" seen by demons, and so the more likely a stronger, more powerful entity will be drawn by this suffering. When a demon is drawn in this fashion it takes physical shape and form, a phenomenon known as a *manifestation*.

THRESHOLD

Manifestations occur throughout the game whenever characters (including NPCs) reach the *threshold* of a given gauge. The "threshold" is whenever a particular Ludovico Gauge reaches level 10 (i.e. Despair 10, Guilt 10, Insanity 10). Since gauges increase through stress, actions, and other influences, inevitably manifestations *will* occur - and usually at the worst of times!

TABLE 7-1: MANIFESTATIONS THRESHOLDS

| GAUGE LEVEL | INTENSITY OF DEMONS MANIFESTED | | | |
	LOW	MOD	HIGH	EXTREME
9 or below	SAFE			
10	1	-	-	-
Exceeded by 1-2	2*	1	-	-
Exceeded by 3 - 4	4*	2*	1	-
Exceeded by 5 or more	6*	4*	2*	1

* At the Warden's discretion, several manifestations of a lower intensity may occur instead of one manifestation of a higher intensity.

TABLE 7-2: SECONDARY EFFECT

D6	SECONDARY EFFECT OCCURS
1-2	1D10 minutes before manifestation
3-5	1D10 turns before manifestation
6	1 turn before the demon manifests

2D20	SECONDARY EFFECT
2	Electrical vortex appears, lasting until the demon manifests; anyone within 30 ft. of the point of origin is shocked for 2D6 points of Health damage.
3	Flammable objects within 30 ft. spontaneously ignite.
4	All glass within 50 ft. shatters or explodes; anyone within 10 ft. of a glass surface takes 1D6 Health damage from flying shards.
5	Air becomes unusually stale in a matter of seconds, forcing all present in the room to make a Willpower check or be at -1 Prowess and Reflexes for 10 minutes.
6 - 7	Metal objects, walls, and devices within 30 ft. suddenly become brittle, rust over, and decay within moments. This includes character-held equipment, weapons, etc.
8 - 9	Food within 30 ft. quickly rots (even food sealed inside food packs is affected).
10 - 11	Burn marks appear where the demon manifests.
12 - 13	Air becomes filled with an odor of decay or burnt flesh.
14 - 15	All power within 500 ft. sputters and, moments later, fails altogether, causing lights to go out and hand-held devices to cease functioning.
16 - 18	The hair of everyone within 100 ft. stands on end.
19 - 21	Weird lights and glows can be seen in the area.
22 - 23	Nothing seems to happen, but anyone making a Wits check notices that cockroaches, rats, etc. seem to be fleeing from the area.
24 - 25	Room shudders and shakes violently; anyone present must make a Reflexes check or be knocked prone and take 1D2 points of Health damage.
26 - 27	For some reason batteries (i.e. hydrogen cells) are immediately drained of all charges.
28 - 29	The air in the area heats up inexplicably, possibly causing steam pipes to rupture and glass to crack.
30	Nothing seems to happen, but anyone checking a watch or clock notices it begins to run backwards (this lasts until the demon manifests).
31	An aura of oppressive hopelessness fills all within 30 ft.; those that fail a Willpower check are defenseless for 1D6 turns.
32	One or more characters experience déjà vu concerning the moments just prior to the manifestation.
33	Distorted sounds can be heard from the shadows, gradually becoming identifiable as tortured screams, malevolent whispers, whimpering, laughter, etc.
34	Poltergeist activity; unattended object shake, rattle, or possibly even float/fly.
35	Nearby water (in a basin, faucet, puddle) turns to blood, black slime, or ectoplasm.
36	Unidentifiable black slime or ectoplasm begins to drip from the walls, or pools on the floor.
37	Dead bodies/skeletons nearby scream or shriek for 30 seconds.
38	Zero gravity precedes the manifestation, affecting a 100 ft. area.
39	Time stops except for the character who triggered the manifestation and the demon; all others cannot act for 1D6 turns.
40	Time stops except for everyone within 30 ft.; all others cannot act for 1D6 turns.

Depending on the amount by which the threshold is breached, the intensity of the manifestation will range from *Low* to *Extreme*. The "intensity" of a manifestation generally describes the strength of the entity manifesting (or the number; see below).

For example, after coming into a corridor filled with the severed heads of prisoners put on display by a madman, "Spangler The Mangler" fails a Despair check and accumulates 3 points of Despair. Since he was already at Despair 8, he reaches the "threshold" by hitting Despair 10, plus 1 (the first point puts him at Despair 9, which has no effect, the second puts him at Despair 10 which causes a manifestation, and the third point puts him in excess by 1). The Warden consults the Manifestation Table and finds that this has attracted either two Low intensity demons, or one Moderate intensity demon, of the "Despair" type.

Multiple Threshold Breach occurs when more than one character in a group (a "group" is defined as a gathering of individuals in a single area, whether it be a corridor, room, annex, etc.) reaches level 10 of a given gauge. In this event, the fact that there are multiple individuals plunged into panic/shame/madness often results in more powerful manifestations.

In the case of a *Multiple Threshold Breach*, if more than one person reaches level 10 in a gauge, all manifestations that occur as a result are considered to increase in strength to the next step.

For example, "Spangler The Mangler" and "Abe Scolville" both accumulate Guilt from an event that pushes them to Guilt 10 and Guilt 12 respectively. Since there are two characters, this qualifies as a Multiple Threshold Breach. The Warden looks at Spangler's and notes that his manifestation would normally only bring about one Low intensity demon. However, since it is a Multiple Threshold Breach, this increases to the next step (as if he had been in excess by 1-2 points), meaning that Spangler has manifested either two Low intensity demons or one Moderate intensity demon. Abe, for his part, is in excess by 2, but because this is a Multiple Threshold Breach, his manifestation also moves to the next step up, meaning he manifests four Low intensity demons, two Moderate intensity demons, or one High intensity demon. it's the Warden's choice, but Spangler and Abe could very well be facing upwards of six demons at once!

MANIFESTATION TABLE

Once the occurrence of a *manifestation* has been confirmed, it's not enough to simply say "a demon appears" – part of the experience of *Abandon All Hope* is to create an atmosphere of unease and terror, and the manifestation of a demon should always be a strange, terrifying, and wholly unnatural occurrence. Every creature described in this section has a "typical manifestation" entry which gives an idea how that demon type usually manifests, but you can use your own creativity as well.

In addition to the demon's actual appearance, often manifestations are accompanied by strange *secondary* phenomenon, which can result in the accumulation of additional Despair or Insanity (which is entirely at the Warden's discretion), or merely serve as a visual clue that something unnatural has just appeared nearby.

Whenever a *manifestation* occurs the Warden should feel free to roll on the following tables to see how exactly the demon(s) in question appears, or choose a result that seems most fitting/dramatic.

DETERMINING DEMON TYPE

Once the Intensity of a manifestation has been determined, the Warden will need to determine what exact type of demon appears. Each category of demon

TABLE 7-3: DESPAIR MANIFESTATION

LOW	MOD	HIGH	EXTREME	DEMON TYPE
01-48	-	-	-	Devourer
49-81	-	-	-	Death Slither
82-00	01-48	-	-	Nexper Sext
-	49-61	-	-	Nightmare Weaver
-	62-00	01-16	-	Engorged Horror
-	-	17-65	-	Panic Feeder
-	-	66-00	01-32	Reaper
-	-	-	33-00	Eater of The Damned

(Despair, Guilt, and Insanity) has a table that lists the demons of that type. Rolling under the corresponding Intensity will allow the Warden to randomly determine what specific form of demon manifests.

DEMONS OF DESPAIR

Demons of Despair are drawn to the fear, terror, and panic of human beings. Screams of horror are music to them, and they can smell fear across time and space. Demons of Despair typically aim to terrify mortals, relishing and subsisting off of their fear.

Demons of Despair are among the most terrifying creatures to behold, and their physical appearance reflects the worst fears and nightmares of humankind. Whether they are naturally born this way, or merely assume terrifying characteristics to horrify their intended prey (humans) is open to speculation. But most have appearances that are feral or bestial, suggesting animal hungers and an appetite for mindless destruction. Others play off the phobias common to weak-minded individuals, with spidery bodies and limbs, serpentine traits, or features reminiscent of traditional "demons". There are potentially hundreds of different types of demons of despair; the following section details only those most commonly encountered by prisoners aboard *Gehenna*.

HOPELESSNESS

Demons of despair come into being through the resonating effects of human anguish, fear, and terror. They feed on human suffering, and a side effect of their very existence is the snuffing-out of hope in an area around where they manifest.

Demons of Despair of all ranks are imbued with an ability called "hopelessness". *In game terms, when engaged in combat against a Demon of Despair, characters cannot use Hope points to guarantee hits, survival, or alter the consequences of actions.*

DEVOURER

Devourers are entities that feed almost exclusively on human fear - and flesh. While not particularly powerful or cunning, they learn quickly, and the first thing they tend to learn is how to terrify their victims. *Devourers* typically inhabit the corpses of the fallen, reanimating them as zombie-like "puppets". However, their possession usually corrupts and/or mutates the corpse, so that while the walking cadaver is recognizable as the person it once was, it also has monstrous traits that mark it as clearly inhuman. A *Devourer* generally looks like a bloated, animated corpse, still bearing the wounds and injuries that killed it. It may be suffering from decay, showing strange blotches of ugly color where blood has pooled, or simply an "off" cast to its skin. A *Devourer* often has clear deformations, however, including (but not limited to) claws, fangs, multiple lashing tongues, inhuman speed, a monstrous moaning keen, etc.

Typical Manifestation: *Devourers* manifest by possessing nearby corpses, which mutate, twist, and deform as they rise again. If no corpses are present when a manifestation occurs, the nearest dead body (even in another room, down the hall, etc.) will come alive and seek out the individual who caused its creation.

PROWESS	8	SOCIAL	1
REFLEXES	6	INTIMIDATION	6
WITS	3	MOVEMENT	8
WILLPOWER	4	HEALTH	15

DEVOURER SPECIAL RULES

Human Size: This creature is man-sized and takes up one square on a standard battle grid.

Frightening: Characters beholding a devourer must make a Despair check or accumulate +1D2 Despair.

Hopelessness: *Hope* points cannot be used during encounters with this creature.

Bite: A devourer's bite attack does 1D6 Health damage.

Claws: Instead of biting, a devourer can claw its prey; its claw attack does 1D4 Health damage. A devourer can claw twice per turn.

Lash: A devourer can latch onto up to two different foes with its tongues, each of which can extend out to four squares away from it. This requires a separate attack roll for each target. A target so stricken is immobilized, and must make a Despair check each turn or accumulate +1 Despair. A victim can make an opposed Prowess check each turn to break free.

Keen: Once per encounter a devourer can wail or moan hauntingly, echoing down corridors or in a labyrinth of cell blocks. This forces all characters who hear it to roll a Despair check or accumulate +1 Despair.

Corpse: Each time a devourer is struck by a physical attack, parts of its rotten host body comes off. Whenever a character scores a successful hit, in addition to inflicting damage, roll on the table below to see what also occurs:

1D10	CORPSE EFFECT
1-3	Leg falls off; devourer is immobilized
4-7	Arm falls off; devourer loses one claw attack
8-9	Decapitated; devourer can no longer bite, lash, or keen
10	Body crumbles apart; devourer is destroyed

DEATH SLITHER

Seen in the shadows of an abandoned cell or moving through a darkened passage, a *Death Slither* might be mistaken for a snake as it slinks sinuously across the floor, moving side to side with quick and powerful swings of its tail. This strange form of demon resembles the skull and spine of a human cadaver, hung with rotten flesh and patches of hair and a bisected lower jaw rimmed with jagged, alien teeth. *Death Slithers* are typically lone hunters, stalking the darkness of deep halls and corridors for isolated victims, playing cat-and-mouse with potential prey. Since they can literally "taste" their victims' growing fear, these creatures appear to delight in tormenting prey before an actual confrontation. When the sensation of intense fear becomes too much for the demon to resist any longer, it finally ambushes its prey, moving in for the satisfying climax of the kill.

Typical Manifestation: When manifested, a *Death Slither* generally reanimates scattered bones, which slowly come together to take on a serpentine shape and life of their own.

PROWESS	6	SOCIAL	1
REFLEXES	9	INTIMIDATION	6
WITS	3	MOVEMENT	6
WILLPOWER	3	HEALTH	10

DEATH SLITHER SPECIAL RULES

Small Size: This creature is small. Two creatures of its kind can occupy the same square on a standard battle grid.

Frightening: Characters beholding a death slither must make a Despair check or accumulate +1D2 Despair.

Hopelessness: *Hope* points cannot be used during encounters with this creature.

Bite: A death slither's bite attack does 1D6 Health damage.

Tail Lash: Instead of biting, a death slither can attack with its tail, using Reflexes instead of Prowess for its attack roll; a successful hit does 1D3 Health damage and also ignores all Armor (except for a helmet, which offers normal protection).

Latch: If a death slither's bite is successful, it latches onto the target. It must maintain this hold (i.e. remain alive) for three turns to use its Choke ability (see below).

Choke: If a death slither remains latched onto a target for three turns, on the fourth turn it automatically deals 1D4 Health damage; if a natural 4 is rolled, another D4 is rolled and added to the total (and again if another 4 is rolled, etc.). A victim killed by this ability is decapitated (no *Recovery* possible) and the head will rise as a death slither in 1D10 turns.

NEXPER SEXT

A creature that feeds on despair, the *Nexper Sext* is the embodiment of a cold, sadistic evil. Utterly alien in appearance, the *Nexper Sext* has six eyestalks radiating from its body, which is itself a bulk of acidic ooze and obscenely-pulsating muscle. It also possesses six writhing tentacles and a like number of poison-tipped tails. Most bizarre, however, are its eyes, which have a curious effect on humans, causing *paralysis* in those who meet its gaze. A *Nexper Sext* takes special delight in slowly ravaging the paralyzed bodies of such victims, slowly ripping them to pieces while savoring the sensation of their horror - for they are, through it all, quite conscious and able to perceive what is happening to them. The last sound a victim of a *Nexper Sext* hears is that of the creature feeding on her while she lays there, unable to move or scream…

Typical Manifestation: When a *Nexper Sext* manifests, any scattered heaps of bloody, organic tissue in the area will be drawn together by an almost magnetic force; when the amount of tissue reaches a critical mass it tears open and the newly-born aberration slithers free.

PROWESS	8	SOCIAL	1
REFLEXES	6	INTIMIDATION	8
WITS	5	MOVEMENT	6
WILLPOWER	8	HEALTH	20

NEXPER SEXT SPECIAL RULES

Large Size: This creature is larger than a man and takes up four spaces (square) on a standard battle grid.

Terrifying: Characters beholding a nexper sext must make a Despair check or accumulate +1D3 Despair.

Hopelessness: *Hope* points cannot be used during encounters with this creature.

Bite: A nexper's bite attack deals 1D6 Health damage.

Tail Whip: Instead of biting, a nexper can use its tail whip to do 1D2 Health damage. A victim successfully injured by this attack is considered *poisoned* (losing 1 Health per minute until cured or dead).

Gaze: Each turn, in addition to attacking a nexper can make an opposed Intimidation check against a single target; if successful, the target is *paralyzed* and cannot move, attack, or defend for 1D12 turns. A nexper can use this ability once every 1D4 turns.

All-Around Vision: Nexpers suffer no penalty from being *ganged up* on.

Rending: A nexper can attack a *paralyzed* victim of its Gaze with six tentacles, each inflicting 1D4 Health damage.

Slime: Any character hitting a nexper in melee combat risks touching its acidic slime. Each time a hit is scored the attacker must make a Reflex check or take 1D2 Health damage from acid.

NIGHTMARE WEAVER

Nightmare Weavers are insidious beings of the Nether realm that feed off of terror. However, unlike more base demons which merely seek to terrify one or two victims with a brutal, frontal assault (relying on its appearance to frighten), *Nightmare Weavers* typically take much more care in terrifying their prey, relishing the buildup of unmanageable fear that results from their machinations. *Nightmare Weavers* are stealthy, patient creatures, often observing humans in their vicinity from hiding before deciding how to best cultivate their fear. When they do act, they do so invisibly, using their abilities undetected to create an atmosphere of terror that begins subtly but develops into outright hysteria as the *Weaver* grows hungrier and hungrier. Physically, a *Nightmare Weaver* resembles a twisted, human-sized arachnid with a distorted, malformed head, a chattering, vertical maw with probing tongue, and multitudes of mirror-like eyes in which to capture the terrified expressions of their prey when they finally move in for the kill.

Typical Manifestation: When a *Nightmare Weaver* manifestation occurs, shadows in the area seem to elongate and come to life, taking on a spidery quality. Soon the darkest part of the shadows coalesce into the shape of the creature, which then emerges as if it had been hiding in the darkness all along.

PROWESS	7	SOCIAL	1
REFLEXES	7	INTIMIDATION	6
WITS	8	MOVEMENT	8
WILLPOWER	4	HEALTH	30

NIGHTMARE WEAVER SPECIAL RULES

Human Size: This creature is man-sized and takes up one square on a standard battle grid.

Frightening: Characters beholding a nightmare weaver must make a Despair check or accumulate +1D2 Despair.

Hopelessness: *Hope* points cannot be used during encounters with this creature.

Bite: A nightmare weaver's bite attack does 1D6 Health damage.

Claw: Instead of biting, a weaver can claw its prey; its claw attack does 1D4 Health damage. A nightmare weaver can claw twice per turn.

Aura of Fear: A nightmare weaver typically dwells in hiding near areas of human occupation, using its powers to torment and frighten. It can generate odd noises, strange echoing sounds, and imitate human whimpers, cries, giggling, maniacal laughter, and screams to terrify humans and keep them on edge. Each day, any character who remains in the vicinity (within 1000 ft. of a nightmare weaver's lair) accumulates +1 Despair which cannot be recovered so long as the creature remains in the area.

Web: A nightmare weaver can shoot webs (up to eight squares away) to defend itself in its secretive lair. This requires a normal attack roll, and a character struck by a weaver's web is not only immobilized, but also takes 1 point of Health damage from corrosive acids in the web silk. A character can only be freed by burning the webs away.

Relish Fear: A nightmare weaver usually only attacks victims who have succumbed to Despair and fled the company of their comrades in terror. As a result, in combat it will always pursue fleeing characters over anyone else.

ENGORGED HORROR

Entities embodying pure rage, hunger, and power, *Engorged Horrors* are obese monstrosities that by all accounts are revolting to look upon. Rotten flesh clings to its hide and congealed blood oozes from its pores; its belly strains grotesquely from the dozens of victims it has eaten whole. An *Engorged Horror* is surrounded by the smell of death, an odor that can give away its presence through the corridors it has passed or in which it lairs. While the *Engorged Horror* appears to be its own form of demon, some claim the creature is merely a mature version of a *Devourer*, though the two demons' abilities and weaknesses appear to have few similarities.

Typical Manifestation: An Engorged Horror typically manifests by possessing a nearby corpse, which swiftly balloons over the course of a few seconds to awful proportions. Skin splits, blood curdles, and flesh corrupts within moments of its rise from death.

PROWESS	10	SOCIAL	1
REFLEXES	2	INTIMIDATION	8
WITS	4	MOVEMENT	6
WILLPOWER	4	HEALTH	50

ENGORGED HORROR SPECIAL RULES

Large Size: This creature is larger than a man and takes up four spaces (square) on a standard battle grid.

Frightening: Characters beholding an engorged horror must make a Despair check or accumulate +1D2 Despair.

Hopelessness: *Hope* points cannot be used during encounters with this creature.

Fist: An engorged horror's fist attack does 1D6 Health damage. An engorged horror can use two *fist* attacks per turn.

Stomp: Instead of using its fist, an engorged horror may make a *stomp* attack. Everyone adjacent to it must make a Reflexes check or take 1D4 points of Health damage.

Grasp: A victim struck by a horror's fist may be held fast. To break free, a victim must succeed at an opposed Prowess check on her turn. Otherwise she is considered immobilized and may be *bitten* on the horror's turn.

Bite: An engorged horror can only bite a grasped target; this requires no attack roll and inflicts 1D6 Health damage.

Aura of Filth: Characters within 5 ft. of a horror must succeed at a Willpower check or receive a -1 penalty to their Defense rolls for the duration of combat.

Feast: Whenever an engorged horror kills a victim it stops attacking and feeds on the corpse. For one turn it does nothing but eat, after which it gains temporary Health equal to half the victim's original Health score. Anyone witnessing this ability at work must make a Despair check or gain +2 Despair.

Tough Hide: An engorged horror is resistant to harm and reduces the damage from all physical attacks by -2 (minimum 0).

Stomach Burst: Upon the death of an engorged horror its stomach bursts open, requiring everyone adjacent to it to succeed at a Reflexes check or take 1D6 Health damage from acid.

Waste Not: After a horror's stomach bursts, 1D3 Death Slithers emerge from the ruptured belly of the beast and attack the nearest character.

PANIC FEEDER

A *Panic Feeder* is a powerful entity from the Other dimension, which only takes physical form when the intensity of despair in an area flares up to unprecedented levels – in a mass panic, for example, or in the moments before a large group of people are faced with imminent death (such as being sucked out of the ship by a sudden breach in the hull). A *Panic Feeder* resembles a monstrous "demon" covered in a foul-smelling, inky black flesh that oozes with a noxious fluid, which some claim is digested human *despair*. A *Panic Feeder* has multiple arms and a humongous head featuring three ravenous maws, each large enough to swallow a man whole. When a *Panic Feeder* manifests, it typically rampages through the screaming and horrified masses around it, snatching men up and gobbling them alive, its actions resembling nothing less than a glutton in a candy shop.

Typical Manifestation: The spawning of a *Panic Feeder* is usually preceded by a tear in the fabric of time and space, a black "rip" in reality through which the oily black beast spills, in a vile mockery of human birth.

PROWESS	12	SOCIAL	1
REFLEXES	7	INTIMIDATION	9
WITS	7	MOVEMENT	9
WILLPOWER	7	HEALTH	90

PANIC FEEDER SPECIAL RULES

Large Size: This creature is larger than a man and takes up four spaces (square) on a standard battle grid.

Horrifying: Characters beholding a panic feeder must make a Despair check or accumulate +1D4 Despair.

Hopelessness: *Hope* points cannot be used during encounters with this creature.

Frenzy: A panic feeder gets four attacks every turn which each inflict 2D6 Health damage. It cannot attack the same victim more than twice a turn, however.

Vorpal Claws: If a panic feeder rolls a natural Attack roll of 12 with any of its *frenzy* attacks, roll another D12. If the second result is also a 12 the victim in question is decapitated and killed automatically (no Recovery possible).

Grasp: A victim struck by a *vorpal claw* may be held fast by the feeder, requiring an opposed Prowess check. A victim who fails is considered immobilized and, on the next turn, may be *bitten*. A creature can only break free on its turn, and this requires an opposed Prowess check.

Bite: Instead of using its *claws*, up to three victims currently *grasped* by a panic feeder may be *bitten* by it in the same turn. This requires no attack roll, and inflicts 2D10 Health damage to each *grasped* victim.

Feeding: A panic feeder gains additional Health (even over and above its normal maximum) each time it kills a victim with its *bite*. The amount of Health is equal to the victim's Despair score at the time of death.

Chorus of Terror: Instead of biting, once per turn a panic feeder can emit a horrendous *chorus* from its three mouths on its turn. This forces all within earshot to make a Despair check or gain +1 Despair. A panic feeder usually does this repeatedly during a combat in hopes of triggering additional manifestations.

Tough Hide: A panic feeder is resistant to harm and reduces the damage from all physical attacks by -2 (minimum 1).

REAPER

When a prisoner faces certain death, her instinct for survival triggers a bestial urge to fight and kill, a desperation all people have but seldom are forced to reveal. Aboard the *Gehenna* this desperation can give form to a destructive entity known as a *Reaper*. Once manifested, a *Reaper* will hunt down and kill its "creator", wanting nothing more then to "thank" her for bringing it into being, laying waste to anybody who stands in its way. Resembling a desiccated corpse with razor-sharp, bladed limbs, a *Reaper* is a whirlwind of impulsive violence and rage.

Typical Manifestation: When a *Reaper* manifests, scattered droplets and pools of blood in the vicinity seem to animate, drawn together over horizontal and even sloped surfaces into one large mass. To the eye the blood takes on a mercury-like quality as it flows, until it begins to assume a monstrous shape, rising with pulsating, malevolent life.

PROWESS	8	SOCIAL	1
REFLEXES	9	INTIMIDATION	10
WITS	8	MOVEMENT	8
WILLPOWER	8	HEALTH	75

REAPER SPECIAL RULES

Large Size: This creature is larger than a man and takes up four spaces (square) on a standard battle grid.

Terrifying: Characters beholding a reaper must make a Despair check or accumulate +1D3 Despair.

Hopelessness: *Hope* points cannot be used during encounters with this creature.

Blades: A reaper gets four attacks every turn which each inflict 2D6 Health damage. It cannot attack the same victim more than twice a turn, however.

Bloodthirst: A reaper's Prowess increases by +1 for every foe it has killed in the last 24 hours.

Marked: A reaper chooses one character as its victim (if the character that manifested it is not present, then it will usually select the character with the most Health remaining); for the duration of the encounter the "marked" character rolls a dice one step lower than normal for her Defense rolls against the reaper.

Whirlwind: Every 1D4 turns, instead of attacking a reaper may distort reality, "shunting" itself two squares in any direction. Anyone caught in its path is run over, knocked prone, takes 2D6 points of Health damage, and is stunned (unable to act) for 1 turn.

EATER OF THE DAMNED

A nightmare made manifest, the *Eater of The Damned* has been seen only on rare occasions and few have survived to tell the tale. While it is possible there are multiple *Eaters of The Damned*, comprising their own "breed" of demonic entities, some claim there is only one such creature, an enormously powerful being that "reigns" over the lesser species of Demons of Despair. Whatever the truth, the *Eater of The Damned* resembles a giant monstrosity with only vaguely anthropomorphic features, with multi-segmented arms, head bristling with writhing tentacles or feelers, and eyes that extend on stalks to survey the shrieking masses that flee before it. The *Eater* consumes souls, by literally "tearing" the spirit from its victims and slurping the energy as its sustenance.

Grasp: A victim struck by the eater's frenzy attack may be held fast, requiring an opposed Prowess check. A creature so grasped is considered immobilized and, on the next turn, may be consumed. A creature can only break free on its turn, and this requires an opposed Prowess check.

Consume: Instead of using its frenzy ability, a single victim grasped by the eater of the damned may have its soul consumed by it on the eater's turn. This requires no attack roll, and forces the victim to make an opposed Willpower check or be killed instantly (no Recovery possible). Even if the victim succeeds in the check she gains +1 Insanity from the near-death experience.

Spawn: The bodies of creatures whose souls have been consumed by the eater of the damned rise up one turn later as *Devourers* under its control.

Iron Hide: The eater is resistant to harm and reduces the damage from all physical attacks by -5 (minimum 0).

Sense Guilt: The eater "sees" Guilt like an aura. The eater will generally attack those with the highest Guilt score before anyone else.

Typical Manifestation: As it manifests, the energy of an Eater causes the walls of the ship to buckle, as well as shadows to deepen, and a vortex of blinding, fiery light opens out of thin air, through which the enormous creature steps into being.

PROWESS	15	SOCIAL	1
REFLEXES	6	INTIMIDATION	10
WITS	8	MOVEMENT	8
WILLPOWER	10	HEALTH	120

EATER OF THE DAMNED SPECIAL RULES

Massive Size: This creature is truly massive and takes up sixteen spaces (square) on a standard battle grid.

Horrifying: Characters beholding a panic feeder must make a Despair check or accumulate +1D4 Despair.

Hopelessness: *Hope* points cannot be used during encounters with this creature.

Frenzy: The eater gets four attacks every turn which each inflict 2D10 Health damage. It cannot attack the same victim more than twice a turn, however.

DEMONS OF GUILT

Demons of Guilt are perverse beings that are created as reflections of corrupted and evil humans, the "residue" of an evil act that takes on a life of its own, manifested in physical form. They are, in essence, an "imprint" of the guilt inherent in a given criminal, and as a result they draw their power off of the human(s) who - usually inadvertently - created them.

Demons of Guilt may resemble a specific human who succumbed to tremendous feelings of guilt, albeit terribly altered and/or mutated. The personality and memories of its creator are often inherited by the demon, if only to allow it torment her more effectively. Demons of Guilt typically aim to destroy the character that created them, but once they have taken form and accomplished this act they go about seeking other guilty creatures to pervert - or simply consume.

There are potentially hundreds of different types of demons of guilt; the following lists only a few examples.

SYMBIOSIS

Unlike those demons that subsist solely on human fear, which often indulge in violent orgies of destruction and bloodshed, Demons of Guilt are more cunning, subtle creatures; they cultivate their prey almost like humans do "crops". Other demons typically rampage on being manifested, but Demons of Guilt instead latch onto their "creator", offering him powers or benefits while subtly eating away at her conscience, psyche, and ultimately her soul. This is known as *symbiosis*.

All Demons of Guilt have the *Symbiosis* ability, but what this ability does will depend on the specific breed of demon. Generally speaking the demon will attempt to persuade its creator to join with it (since this character will be a natural choice, having reached Guilt 10), or anyone who seems especially susceptible to manipulation. This is a kind of "deal with the devil", either verbally, telepathically, or (in the case of less intelligent creatures) instinctively forged, in which the demon "offers" to bond with the victim in exchange for her life (or in some cases, the lending of special "powers" that will help the host overcome her companions and/or enemies).

TABLE 7-4: SYMBIOSIS

D12	BENEFIT OFFERED
1	The demon siphons off the host's fear and instills her with calm. Any time the creature's host fails a Despair check when checking to see if the host succumbs to a threshold effect (for instance, *Panic*, *Freeze Up*, etc.), the effect is completely ignored.
2	The demon benefits the host by "consuming" her Despair. Any time the host fails a Despair check, the amount of Despair accumulated is reduced by -1 (minimum 0).
3	The demon uses telepathy to influence its prey to commit murderous, violent, or treacherous acts. This goading towards violence results in benefiting the victim with a +1 bonus that she may apply to all Attack and Defense rolls, as long as the demon is attached to her.
4	The demon offers advice and guidance (in the form of whispers that only the host can hear), allowing the character to modify any roll she makes by +/-1 once per day.
5	The demon gives the host a supernatural healing ability; she regains 1 Health every hour.
6	The demon grants the host +10 Health; this may increase her Health above her normal maximum.
7	The demon will not let the character die; ignore rolls of 01-25 on the *Recovery* table.
8	The demon unlocks the psychic potential in the host. In addition, when rolling for a random psychic effect, the host gets to roll twice and choose the effect.
9	The demon overrides the character's Psychobaric restraint, allowing her to perform actions as she pleases (normally a character with *Psychobaric Treatment* must make a Willpower check to perform actions that could accumulate Guilt). If she does not have the *Psychobaric Treatment* trait, roll again.
10	Convicts with Damnation as a goal get a -2 penalty to opposed Social and Intimidation checks to resist the host's demands, requests, and suggestions.
11	Other demons will ignore the character as if she did not exist (unless provoked).
12	The demon will actually manifest to help in a fight, but only against human foes or custodians – not against other demons.

D12	COST REQUIRED
1-2	The host automatically fails all Willpower checks.
3-4	Each day the host must make a Guilt check or gain +1 Guilt.
5-6	Each day the host must make an Insanity check or gain +1 Insanity.
7-8	The demon demands that its host kill in its name; failure to kill at least one sentient being in a 24-hour period earns the creature's wrath, and it will cease the symbiosis and immediately attack its former host.
9-10	The demon takes control of its host on a failed opposed Willpower check, rolled at the start of every combat turn.
11-12	For each day that the host maintains the symbiosis she must make an opposed Willpower check or her personal goal changes to *Damnation*. If it already is *Damnation*, she instead gains +1 Insanity.

TABLE 7-5: GUILT MANIFESTATION

LOW	MOD	HIGH	EXTREME	DEMON TYPE
01-48	-	-	-	Guilt Worms
49-81	-	-	-	Wraith
82-00	01-48	-	-	Corruptor
-	49-61	-	-	Sorrow Leech
-	62-00	01-16	-	Soul Shadow
-	-	17-65	-	Progeny of Sin
-	-	66-00	01-32	Tormentor
-	-	-	33-00	Aspect of Revenge

For the demon, this is less a "deal" and more like the relationship between a parasite and its host. In exchange for putting aside its lust for suffering (albeit temporarily, or at least with one particular individual), it cultivates an "ally" or "puppet" through which it can affect greater malice… or at the very least, savor the horror of its host as she betrays her companions and conscience – a sensation that to such demons is far more delicious.

SYMBIOSIS BENEFITS AND COSTS
A Demon of Remorse will, on manifesting, make contact with its creator and offer her a *symbiotic bond*.

This will result in granting a *symbiosis benefit*, but also with a *symbiosis cost*. These benefits and costs are determined randomly (or the Warden can choose, if it better suits the situation), but cannot be bargained down. Roll on the *Table: Symbiosis* to determine what the demon offers:

If a character accepts the demon's offer, she gains the benefit so long as she meets the required cost. If at any time she refuses to do as demanded, or turns against the demon, she loses the benefit and the demon likely attacks.

In most cases the potential host is free to reject the demon's offer of symbiosis from the start, but doing so usually results in the demon abandoning any further "niceties", instead earning its wrath and causing it to attack…

GUILT WORMS
It is unclear whether *Guilt Worms* are a form of minor demon or simply the immature form of some more powerful creature. They seem to exist in great quantities like the unformed, wriggling larvae populating a primitive, prehistoric world, but they are certainly malevolent and possessed with an evil instinct. When *Guilt Worms* manifest they generally seek to infest the nearest intelligent creature. They do this by attacking the head, entering through the ears, mouth, or nostrils, before burrowing into the brain. Here they nest, attaching themselves to the cerebrum and influencing their host's memories. A person infested with *Guilt Worms* is slowly tormented as the *Worms* unlock memories of the individual's victims, playing them over and over again in her mind to torture her. In addition to enhancing the guilt their victim already feels for her past crimes, the process is also excruciatingly painful, oftentimes leading to an agonizing death.

Typical Manifestation: Food, meat, or corpses nearest the character manifesting this type of demon suddenly comes alive with writhing "larvae". These wriggling, maggot-like entities begin moving in a swarm towards their creator.

PROWESS	6	SOCIAL	1
REFLEXES	1	INTIMIDATION	1
WITS	1	MOVEMENT	3
WILLPOWER	1	HEALTH	10

GUILT WORMS SPECIAL RULES

Small Size: This creature is small. Two creatures of its kind can occupy the same square on a standard battle grid.

Frightening: Characters beholding guilt worms must make a Despair check or accumulate +1D2 Despair.

Infestation: A successful "hit" from a colony of guilt worms results in a victim becoming *infested*. This inflicts no damage to Health.

Colony: Guilt worms are not a single creature, but a colony of creatures. Any successful hit from most weapons only inflicts a single point of damage. The exception is a scorcher, which does regular damage to the colony. Guilt worms cannot be targeted once they have infested a creature. At that point only a character with the *Medical Knowledge* trait can remove them, requiring 1D4 hours and a successful Wits check.

Symbiosis: Guilt worms are able to offer one *symbiosis benefit* to their host, in exchange for one *symbiosis cost*.

Brain Rot: For every day that a victim remains infested with guilt worms, her Health is reduced by -1. This Health damage cannot be healed until the colony is removed. A character reduced to Health 0 in this fashion is killed, the contents of her braincase devoured entirely (no Recovery possible).

CORRUPTOR

Seducers extraordinaire of the Nether realm, *Corruptors* are entities that exhibit malevolent cunning. As manipulators of the weak and instigators of the rash, *Corruptors* seek out hosts of strength or position through which greater evil can be wrought. Invisible to all but the most sadistic of individuals, those that do happen to behold one are usually dumbfounded by what they see. A

Corruptor resembles a giant *head* floating in midair, a mass of writhing tentacles protruding from its skull. But what people find most disturbing is the vacant expression of the creature as it watches its seduced thralls commit gruesome acts at its behest.

Typical Manifestation: When a *Corruptor* appears, it is preceded by a ghostly glow, from which its ethereal, watery shape takes form. Once it has come into being, the creature will usually drift in the direction of the character who manifested it, attempting to take control of her and initiate its *symbiotic* influence.

PROWESS	6	SOCIAL	5
REFLEXES	4	INTIMIDATION	1
WITS	7	MOVEMENT	6
WILLPOWER	10	HEALTH	15

CORRUPTOR SPECIAL RULES

Large Size: This creature is larger than a man and takes up four spaces (square) on a standard battle grid.

Frightening: Characters beholding a corruptor while visible must make a Despair check or accumulate +1D2 Despair.
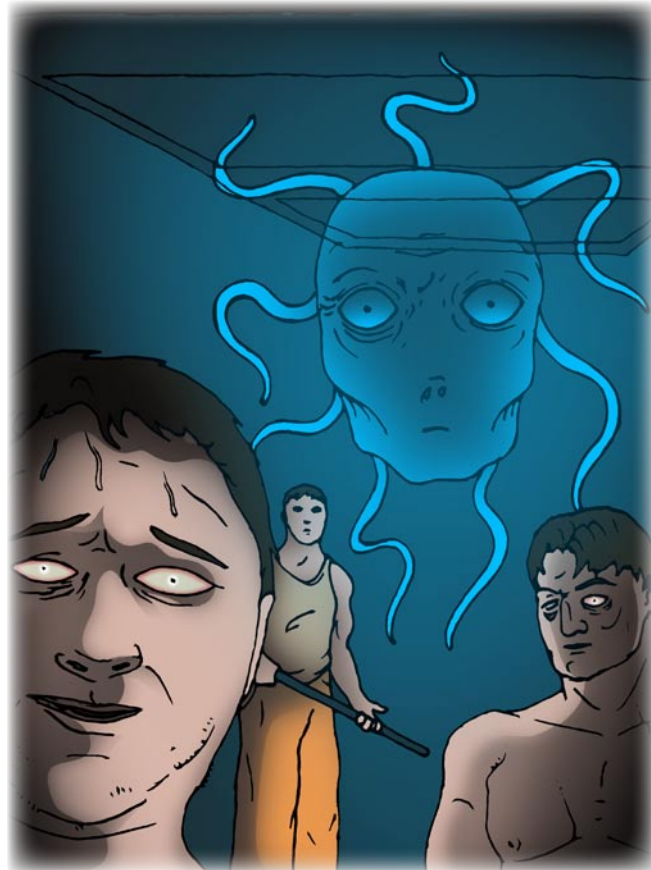
Bite: A corruptor's bite attack deals 1D6 Health damage and also drains 1D4 Willpower. This damage does not heal normally, but rather is only regained at a rate of 1 point per day (medicines don't work, nor do medical traits). Willpower damage heals at a rate of 1 point per day also.

Invisible: A corruptor can choose to be invisible. While invisible a corruptor can only be seen by someone with a Guilt score of 4 or higher. Others who attempt to attack it must have a good idea where it is to do so; even then the creature may roll twice for Defense and take the best result. An invisible creature is immune to the *Find Weakness* and *Backstabber* traits, cannot be *ganged up* on, and does not need to roll to *disengage*. When an invisible creature attacks someone who cannot see it, the defender rolls two dice for Defense and must take the worst result.

Levitation: Corruptors are not affected by hindering terrain or obstacles.

Mark: Before a corruptor is destroyed it will usually attempt to mark one target (the character with the highest Guilt score) instead of attacking. The next time that character performs an action that would accumulate Guilt, that character instead rolls D6; on a roll of 1-4 the character suffers no Guilt, while on a roll of 5-6 the character manifests a *Sorrow Leech*. After three rolls, the mark dissipates (whether a *Sorrow Leech* manifests or not).

Symbiosis: A corruptor is able to offer one *symbiosis benefit* to its host, in exchange for one *symbiosis cost*.

Gaze: The *gaze* of a corruptor enthralls the weak-willed. Instead of attacking, a corruptor may gaze on one target per turn, requiring an opposed Willpower check with the target; if the target fails, roll on the table below to see what occurs:

1D12	GAZE EFFECTS
1-4	In her mind the target relives her past crimes and immediately accumulates +1D4 Guilt.
5-8	The target falls completely under the corruptor's control for 2D6 days. This influence is only broken if/when the corruptor is destroyed.
9-12	The target is *crazed* and attacks the nearest ally on her turn.

WRAITH

According to those in the know, everyone who looks upon a *Wraith* sees something different: a spectral child horribly bruised or mutilated; a hollow-eyed man with a gunshot wound through the head; a tortured woman covered in scars, etc. In reality, a *Wraith* has virtually limitless forms, though it always picks a form from its beholder's guilty past. Every man, woman, or child a particular beholder of the *Wraith* victimized is known to the demon; it is a protean entity which changes shape to match those whom its prey brutalized, killed, raped, disappointed, or hurt. Able to resemble humans, a *Wraith* can thus manipulate its environs, such as using a gun, flicking switches, etc.

Typical Manifestation: When a *Wraith* comes into existence it is followed by malevolent voices, fiendish giggles, and dark laughter. The *Wraith* is able to accurately mimic the voice of whoever's shape it is taking, except that it will have a cold, evil, empowered, and terrifying tone to it.

PROWESS	8	SOCIAL	5
REFLEXES	6	INTIMIDATION	1
WITS	7	MOVEMENT	6
WILLPOWER	7	HEALTH	10

WRAITH SPECIAL RULES

Human Size: This creature is man-sized and takes up one square on a standard battle grid.

Terrifying: Characters beholding a wraith while visible must succeed at a Despair check or accumulate +1D3 Despair.

Reflection of Guilt: A character beholding a wraith while visible is haunted by memories of her past victims and automatically gains +1D3 Guilt.

Blind to Innocence: A wraith cannot see, affect, or attack characters with a Guilt score of 0.

Slam: A wraith has a *slam* attack which does not do physical damage, but rather causes the victim to accumulate +1 Guilt and Despair on a successful hit.

Invisible: A wraith can only be seen by someone with an Insanity score of 4 or more, unless it wishes to be seen. Others who attempt to attack it must have a good idea where it is to do so; even then the creature may roll twice for Defense and take the best result. An invisible creature is immune to the *Find Weakness* and *Backstabber* traits, cannot be *ganged up* on, and does not need to roll to *disengage*. When an invisible creature attacks someone who cannot see it, the defender rolls two dice for Defense and must take the worst result.

Incorporeal: Whenever the wraith is attacked the attacker rolls an additional D12; on a roll of 9 or more the attack hits, otherwise it merely passes harmlessly through the wraith's body.

Backlash: When a wraith is destroyed all characters within 10 ft. of it take 2D10 Health damage from a sudden explosion of psychokinetic energy. Fragile objects (such as glass, brittle wood, etc.) may also be damaged or destroyed in the blast at the Warden's discretion.

Symbiosis: A wraith is able to offer one *symbiosis benefit* to its host, in exchange for one *symbiosis cost*.

SORROW LEECH

Unlike most demons, *Sorrow Leeches* have no physical form – at least none that can be seen by the normal, human eye. *Sorrow Leeches* are invisible, ethereal creatures, drawn to the intense feelings of sorrow that wrack the truly guilty. They use telepathic suggestion, mind control, and insidious whispers to manipulate their "host", influencing her to commit even more grotesque deeds and drive her insane. Since they are invisible, they are extremely difficult to detect and destroy, because a victim's companions rarely suspect something they cannot see and instead assume their afflicted companion is going insane. Because the *Sorrow Leech* does, in fact, slowly drive its victim crazy, it is often difficult if not impossible for a victim to convince her companions of the reality until it is too late. Those who are able to see the creature see a vaguely humanoid being, generally obese from a belly gorged on guilt and suffering, tentacles for arms, and a lamprey-like head with an enormous maw.

Typical Manifestation: When *Sorrow Leeches* manifest they "attach" themselves to whichever creature caused them to appear, following that individual around invisibly and influencing her actions. Eventually it grows tired of its prey, killing it in as painful and terrifying a fashion as possible, after which point it wanders off to find someone new to torment.
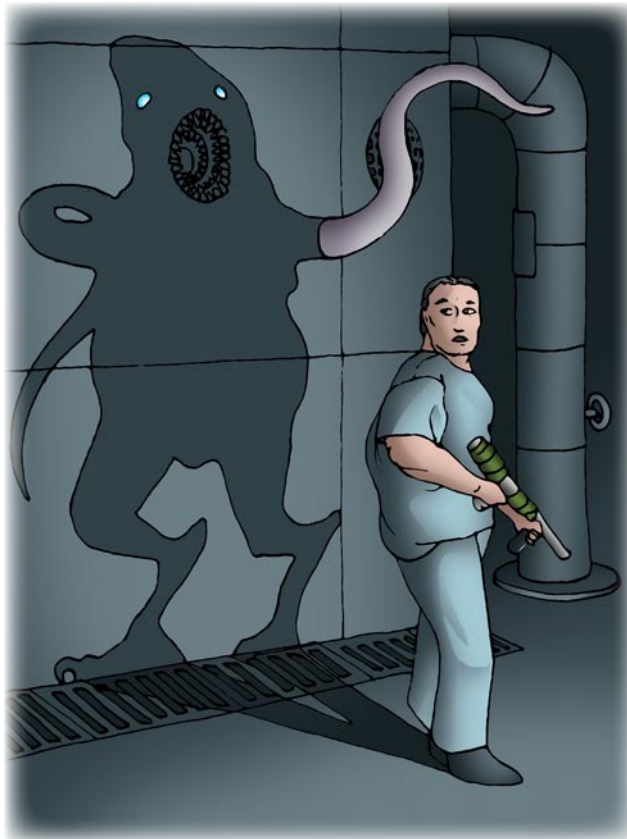
PROWESS	8	SOCIAL	5
REFLEXES	5	INTIMIDATION	6
WITS	8	MOVEMENT	6
WILLPOWER	8	HEALTH	30

SORROW LEECH SPECIAL RULES

Human Size: This creature is man-sized and takes up one square on a standard battle grid.

Terrifying: Characters beholding a sorrow leech while visible must succeed at a Despair check or accumulate +1D3 Despair.

Bite: A sorrow leech's bite attack does 1D8 Health damage and drains 1D2 Willpower (this heals at a rate of 1 point per day). A character reduced to 0 Willpower falls unconscious.

Head Biter: If a sorrow leech rolls a natural 7 or 8 for damage with its bite attack, roll an additional D8 and add the results to its damage. If an additional 7 or 8 is rolled, roll another D8, etc. A character wearing a helmet is immune if struck, though the helmet is destroyed.

Invisible: A sorrow leech can only be seen by someone with an Insanity score of 4 or higher. Others who attempt to attack it must have a good idea where it is to do so; even then the creature may roll twice for Defense and take the best result. An invisible creature is immune to the *Find Weakness* and *Backstabber* traits, cannot be *ganged up* on, and does not need to roll to *disengage*. When an invisible creature attacks someone who cannot see it, the defender rolls two dice for Defense and must take the worst result.

Insanity Aura: The character to which a sorrow leech is attracted gains +1 Insanity for every day that it remains attracted to her.

Symbiosis: A sorrow leech is able to offer one *symbiosis benefit* to its host, in exchange for one *symbiosis cost*.

SOUL SHADOW

A *Soul Shadow* is typically manifested when a prisoner murders, is caught red-handed killing someone, or is responsible for a great number of deaths. Even though the criminal may not feel any guilt for what he has committed, the outrage of others and the demand for retribution from those killed can be strong enough to call a *Soul Shadow* into being. They typically form symbiotic relationships with their creators, soothing them by "eating" their despair and instilling them with an icy calm. Keeping this host pacified to draw strength and energy from, the *Soul Shadow* will then strike out on its own to hunt. They most often seek out areas of the ship where there is little light to spare, and from the darkness lure chance victims to their deaths. As the creature lies in wait it projects images onto its blank, albino face; the face of a reviled rival, a betraying friend, a hated mother, an abusive father, etc.. Taunting and tormenting, a *Soul Shadow* gradually instills its prey with rage, luring her to follow it to a secluded spot where it reveals its true physical form in ambush. Using its enormous tongue, the creature pulls its victim towards its fang rimmed maw and swallows her whole. After a couple hours of rest a *Soul Shadow* seeks further cries of anguish and begins the hunt anew…

Typical Manifestation: When this creature appears, the shadows themselves seem to coalesce into shape, rising to its full height. The creature blends perfectly in dark places, which are its favored environs.

PROWESS	8	SOCIAL	6
REFLEXES	7	INTIMIDATION	8
WITS	8	MOVEMENT	8
WILLPOWER	10	HEALTH	30

SOUL SHADOW SPECIAL RULES

Large Size: This creature is larger than a man and takes up four spaces (square) on a standard battle grid.

Terrifying: Characters beholding a soul shadow in its true form must succeed at a Despair check or accumulate +1D3 Despair.

Many Faces: A soul shadow projects an image of a person most fitted to be victimized by its current prey. The character in question must make an opposed Willpower check or be fooled into chasing after the shadow for the next five turns, with the intent to kill. A character with the Obsession trait automatically fails this check.

Bite: A soul shadow's bite attack does 1D10 Health damage.

Tongue: Instead of biting, a soul shadow may unleash its monstrous tongue to attack one target within six squares, dealing 1D6 Health damage. The target struck is considered immobilized and held and can only beak free with an opposed Prowess check on her turn.

Pull In: A victim held by the shadow's tongue is pulled each turn (at the start of the creature's turn) towards the shadow's maw. Each turn its victim must make an opposed Prowess check or be pulled three squares closer to the soul shadow. A victim brought next to or into the shadow's square may be bitten and swallowed.

Swallow: Any character held by the shadow's tongue and bitten on the same turn is swallowed whole. A swallowed character is considered out of action and will die in ten turns if not freed. A soul shadow may hold up to two victims in its stomach.

Blend: When a soul shadow is in darkness or shadow, characters must make a Wits check just to notice it. In combat situations occurring in any level of shadow/darkness, a soul shadow always rolls D20 for its Defense rolls, as it is hard to spot.

Symbiosis: A shadow is able to offer up to two *symbiosis benefits* to its host. It demands one *symbiosis cost* for each *benefit taken*.

PROGENITOR OF SINS

A creation of pure emotion and raw pain, the *Progenitor of Sins* is a being given form by the consequences of despicable acts. A *Progenitor* is a sort of "living feedback" made physical by the twisted power of the fiery Nether that surrounds the *Gehenna*. A *Progenitor* desires nothing more than to bring pleasure to itself; it seeks out the twisted, sick minds of deviants and those most likely to commit acts of depravity. Those who have laid eyes upon one speak of a fiend that resembles a hideous woman with shoulder length black hair, long powerful legs that end in clawed feet, and mottled breasts that leak a black, odorous ooze. The *Progenitor's* face is scarred and pock-marked with boils, her lips swell with pus, and her tongue hangs limp, swaying back and forth. The most disturbing aspect of the demon is her arms, which are writhing, pulsating tentacles that drip an acidic excretion from their suggestively-shaped tip. The palms feature mouths reminiscent of the sexual organs of a human female, but fanged and ready to tear apart its victims.

Typical Manifestation: A Progenitor's manifestation is usually preceded by a wave of physical pain and mental anguish experienced by everyone in the vicinity, followed by the sound of reality tearing itself open as the demon emerges out of thin air.

PROWESS	9	SOCIAL	1
REFLEXES	6	INTIMIDATION	8
WITS	7	MOVEMENT	6
WILLPOWER	9	HEALTH	70

PROGENITOR OF SINS SPECIAL RULES

Large Size: This creature is larger than a man and takes up four spaces (square) on a standard battle grid.

Terrifying: Characters beholding a progenitor must succeed at a Despair check or accumulate +1D3 Despair.

Favored: Characters guilty of a sexual crime (i.e. molestation, rape, etc.) are particularly favored by a progenitor. Upon seeing the creature, such a character must succeed at a Guilt check, or accumulate +1D6 Guilt.

Kiss: A progenitor of sin can "kiss" its victim; this is considered a melee attack that requires a normal attack roll. If successful the victim must succeed at an opposed Willpower check or be paralyzed for 1D4 turns.

Pain Is Pleasure: The bite attack of a progenitor deals 1D8 Health damage and heals the progenitor a like amount.

Acids: A progenitor can eject an acidic substance from the tips of its tentacles, which is treated as a ranged attack capable of hitting someone up to three squares away. The progenitor can attack up to four different people in this manner (or two people twice, or one person four times). This attack deals 1D6 Health damage from acid. If a character is wearing armor no damage is done, though the armor is destroyed.

Lash: A progenitor of sins can latch onto up to two different foes with its tentacles. This requires a separate attack roll for each target. A target so stricken is immobilized, and must make a Despair check each turn or accumulate +1 Despair. A victim can make an opposed Prowess check on her turn each turn to break free. A progenitor can make two lash attempts per turn.

Infest: If a victim is lashed for four or more rounds then they risk becoming infested. Every turn after the fourth that a character remains grappled she must succeed at a Willpower test or become impregnated with Guilt Worms, which mature in 1D6 days. Once a progenitor of sins infests someone the creature immediately drops her and moves to lash the next available, un-infested target.

Symbiosis: A progenitor is able to offer up to two *symbiosis benefits* to its host. It demands one *symbiosis cost* for each *benefit taken*.

Pregnant: At the start of an encounter with a progenitor, roll a D6; on a result of 4, 5, or 6 the progenitor is carrying something vile within her. If the progenitor is reduced to 0 Health in combat, roll on the table to see what type of demon she gives birth to as her dying corpse splits from inside:

1D8	PROGENITOR S CONTENTS
1-2	Death Slither
3	Nexper Sext
4-6	1D2 Guilt Worms
7	Thing That Shouldn't Be
8	Herald of Madness

TORMENTOR

The *Tormentor* is a particularly sadistic demon, finding sensual pleasure in the execution of what can only be described as "poetic justice". A *Tormentor* seeks out those who have committed crimes against their companions (such as those who betray friends out of cowardice, malice, or for gain), and takes shape as a towering mass of pulsating flesh ending in four muscular tentacles. Atop this rests a hideous gagged and blindfolded head, vaguely reminiscent of a horrifically-tortured human being. A *Tormentor* has two tentacle-like arms that end in filthy, bladed claws, and the entirety of it seeps a foul ooze, a byproduct from the pain and anguish it absorbs. An unerring seeker of pain and pleasure, denying itself sight so as to better detect the presence of the sadistic and cruel, the *Tormentor's* cruelness surpasses even its need to live. When a *Tormentor* is finally destroyed it unleashes a wave of raw suffering and destruction.

Typical Manifestation: A *Tormentor* manifests from puddles of blood, rising as a mass of gore that soon takes the creature's shape.

PROWESS	10	SOCIAL	1
REFLEXES	9	INTIMIDATION	10
WITS	8	MOVEMENT	6
WILLPOWER	7	HEALTH	70

TORMENTOR SPECIAL RULES

Large Size: This creature is larger than a man and takes up four spaces (square) on a standard battle grid.

Terrifying: Characters beholding the tormentor must succeed at a Despair check or accumulate +1D3 Despair.

Aura of Pain: Characters adjacent to the tormentor feel pain and hatred radiating from it in waves, and must succeed at a Willpower check or take 1 point of Health damage each turn for the duration of the encounter.

Oblivious to Innocence: A tormentor is blind to characters with 0 Guilt, being unable to see or attack them.

Punish The Wicked: A tormentor focuses its attacks on the character with the highest Guilt score. If characters are tied for highest then the torturer usually splits its attacks among them.

Multiple Limbs: A tormentor can make four melee attacks each turn (but never more than two attacks on a single target), each producing a different effect. The effects are *Agony*, *Decay*, *Rapture*, and *Masochism*.

Agony: This attack deals 1D6 damage to Health on a successful hit. A target stricken by this attack must succeed at a Prowess check or become *paralyzed* with pain for 1D4 turns (being unable to act).

Decay: This attack deals 1D6 damage to Health on a successful hit, and ignores armor. A target stricken by this attack must succeed at a Prowess check or take an additional 1 point of damage each turn from corruption for the duration of the encounter.

Rapture: This attack deals 1D6 damage to Health on a successful hit. A target stricken by this attack must succeed at a Willpower check or be unable to act on their next turn.

Masochism: This attack deals inflicts no initial damage, but on a successful hit the target must succeed at a Prowess check or become linked to the tormentor. A creature so affected may perform one additional attack per turn, but if she does she takes Health damage equal to the damage she deals to her opponent(s). This effect wears off when the tormentor is destroyed.

Symbiosis: A tormentor is able to offer up to two *symbiosis benefits* to its host. It demands one *symbiosis cost* for each *benefit taken*.

Wave of Ecstasy: If a tormentor is reduced to Health 0 it explodes in a wave of pain and anguish. Everyone within 15 ft. must succeed at a Reflexes check or take an amount of damage equal to the injury that destroyed the demon.

ASPECT OF REVENGE

There are rumors among the prisoners aboard the *Gehenna* of a demon so petrifying that the mere sight of it will cause even the cold-blooded to recoil in horror. These stories speak of the *Aspect of Revenge,* a powerful entity that seems to exist solely to haunt the wicked, not unlike many demons of guilt. The most common description of this particular creature is of an enormous monster, half-man, half-woman, both twisted and broken, monstrous and evil, comprised solely of the
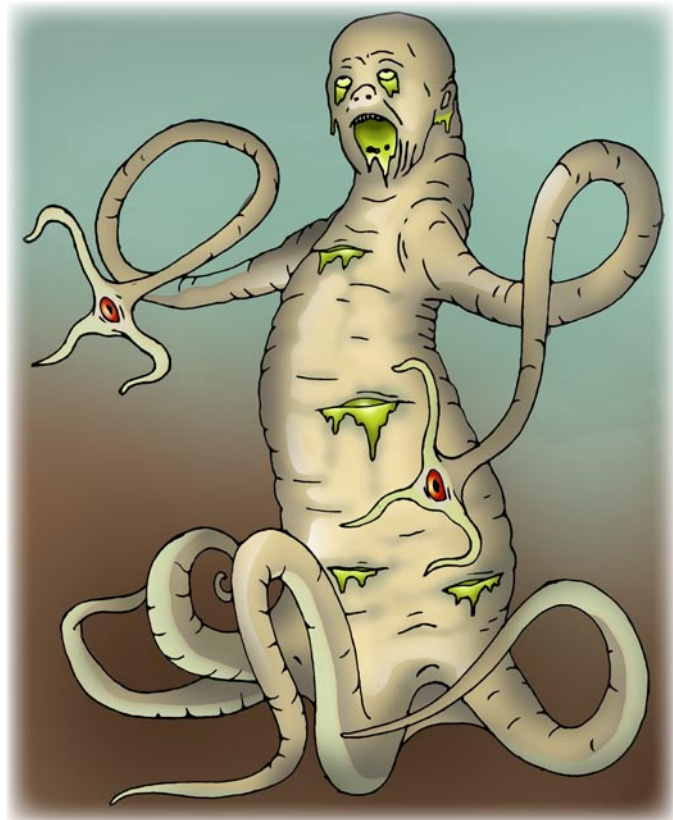
deepest, darkest shadows. No light escapes its shape and all hope seems quenched by its mere presence.

Typical Manifestation: When an *Aspect of Revenge* manifests there is a sudden spike in the air temperature, a flaring of heat that melts the nearest sizeable source of metal. Within moments this white-hot, liquefied metal swiftly comes alive as a protoplasmic mass, its flailing pseudo pods gradually cooling and taking on a more organic (albeit just as monstrous) form.

PROWESS	10	SOCIAL	1
REFLEXES	6	INTIMIDATION	10
WITS	10	MOVEMENT	6
WILLPOWER	10	HEALTH	120

ASPECT OF REVENGE SPECIAL RULES

Large Size: This creature is larger than a man and takes up four spaces (square) on a standard battle grid.

Horrifying: Characters beholding the aspect must succeed at a Despair check or accumulate +1D4 Despair.

Ethereal Claw: An aspect slashes at the body of her enemy by simply moving its hand through her. This attack requires a normal attack roll but ignores armor and deals 2D8 Health damage on a successful strike.

Insubstantial: Any attack made against an aspect has a 50% chance of passing through it harmlessly.

You killed me! Any character who has ever killed another human and looks upon an aspect sees her victim(s); she must succeed at a Guilt check or accumulate +1D6 Guilt.

Retribution: Whenever an aspect is struck in combat, in addition to inflicting normal damage (if any), the attacker deals the same amount of damage to herself.

Wail: Instead of attacking, an aspect may let loose a horrifying wail. Anyone within earshot must succeed at a Willpower check or take 1D8 Health damage and be stunned for one turn. An aspect can use this ability every 1D6 turns.

Shadow Spawn: A character slain by an aspect rises as a *Wraith* under its control on the next turn.

Symbiosis: An aspect of revenge is able to offer up to two *symbiosis benefits* to its host. It demands one *symbiosis cost* for each *benefit taken*.

DEMONS OF INSANITY
Demons of Insanity are true beings of nightmare, created by the nonsensical dreams and insane ravings of madmen. Demons of Insanity have truly alien goals, at times seeking to devour humans, cause wanton and aimless destruction, or simply flit about mindlessly like fireflies in the void.

Demons of Insanity typically have bodies and shapes that do not conform to the laws of reality and physics. Some fly, others float, and still more can travel through solid objects like walls in the manner of ghosts. Their presence inspires madness, and they only seem to be at peace with humans if they've first been reduced to babbling idiots and screaming lunatics.

There are potentially hundreds of different types of demons of insanity; the following lists only a few examples.

PARADOX

Demons of insanity are different from other inhabitants of the Nether in that they can manipulate a force known as "paradox". Paradox, in *Abandon All Hope*, is a term used to describe the tendency of reality to fall apart when such demons are present in the material world.

All demons of insanity have the ability to create a paradox under certain circumstances (see each creature's description for details). When these conditions are met, roll on the table below to determine the nature of the paradox:

TABLE 7-6: INSANITY MANIFESTATION

LOW	MOD	HIGH	EXTREME	DEMON TYPE
01-48	-	-	-	Scuttling Impossibility
49-81	-	-	-	Thing That Should Not Be
82-00	01-48	-	-	Herald of Madness
-	49-61	-	-	Violator
-	62-00	01-16	-	Dream Eater
-	-	17-65	-	Reality Cancer
-	-	66-00	01-32	Chaos Incarnate
-	-	-	33-00	Madness-Given-Form

TABLE 4-7: PARADOX

1D12	SECONDARY EFFECT
1-3	*Probability alteration.* All attacks and checks made in the presence of the demon(s) (including those made by the demon) may be altered by +/-1, as determined by the Warden. This lasts until the end of the encounter.
4	*Reality distortion.* The demon(s) may, immediately after an opponent has taken her turn, negate the effect of that turn as if it never happened. The opponent still remembers taking her action, but she finds that in reality she hasn't moved, attacked, etc. The turn is effectively "lost", and turn order proceeds to the next character.
5	*Temporal impossibility.* The demon(s) is in two places at once, at least for the duration of a single turn. Place a marker noting where the creature began its turn. On its turn the demon may move and act normally. Once this turn is resolved, the creature gets to take *another* turn, starting where she originally began. After this second turn is resolved, the next person in turn order gets to act and play proceeds as normal.
6-7	*Gremlins.* All mechanical and electronic devices (gears, power-assisted doors, flashlights, mechanical/powered weapons, etc.) cease to function in the presence of the demon(s).
8	*Probability distortion.* The demon(s) succeeds at all checks and rolls for the next 1D4 rounds. In the case of opposing checks, it is considered to roll the maximum possible (i.e. "12"). In cases where a high roll isn't always desirable, it gets the most favorable result.
9-10	*Advancing time.* Time moves at an accelerated rate in the immediate area of the encounter. This has the effect of causing wounds to fester in a matter of minutes. Any character wounded while this is in effect takes an additional point of Health damage per turn.
11	*Gravity reversal.* Gravity is reversed in the immediate area of the encounter. All creatures/characters immediately "fall" to the new "ground" (formerly the ceiling), possibly suffering damage from the drop. This persists until the demon(s) is killed, at which time gravity reverts to normal.
12	*Déjà vu.* At any point during the encounter the demon(s) may end the combat automatically. Everything reverts to as it was before combat began (dead people are alive again, ammunition hasn't been used, Health is restored, etc.), and the encounter must be played again from the start! The creature and all affected characters recall the previous combat as if it really happened, although it did not.

CHAPTER 7: DEMONS

SCUTTLING IMPOSSIBILITY

Bizarre creatures as yet not fully understood, the *Scuttling Impossibility* seems to manifest from thin air in the vicinity of large concentrations of insane inmates; cell blocks full of lunatics, psychos, etc. seem to churn the diminutive demons out almost like "factories". As soon as they take shape, an *Impossibility* will often scamper off to hide among shadows and begin its life of mayhem and havoc-making, gnawing like rats on the walls of Reality. When mechanical things seem to fail, electrical devices short, and bad luck of all kinds seems to crop up, it is a safe bet that *Impossibilities* are somewhere nearby, lurking just out of sight. Awful things, *Scuttling Impossibilities* resemble small, dog-sized balls of ever-changing protoplasmic material supported by spindly legs and/or arms. An *Impossibility's* shape constantly changes, bristling with eyes, mouths, tentacles, and other grotesque appendages.

Typical Manifestation: An *Impossibility* manifests as ectoplasmic "sweat" that forms on walls, ceilings, or floors, which quickly turns into a blob that grows to appropriate size and then comes to life.

PROWESS	5	SOCIAL	1
REFLEXES	8	INTIMIDATION	5
WITS	5	MOVEMENT	10
WILLPOWER	3	HEALTH	10

SCUTTLING IMPOSSIBILITY SPECIAL RULES

Small Size: This creature is small. Two creatures of its kind can occupy the same square on a standard battle grid.

Frightening: Characters beholding an impossibility must make a Despair check or accumulate +1D2 Despair.

Disturbing: Beholding an impossibility requires a character to succeed at an Insanity check or gain +1D2 Insanity.

Bite: An impossibility attacks with a crude bite. This is a melee attack that inflicts 1D4 points of Health damage on a successful hit.

Mutterings: An impossibility emits a cacophony of mad whispers, giggles, chattering, and piping. This acts as a sort of ventriloquism, allowing it to fool others in thinking it is somewhere it isn't. A successful Wits check sees through the ruse.

Nibbling on Reality: A group of four or more impossibilities, if concentrated in a single area (such as a room, corridor, etc.), can generate a Paradox once per encounter.

Scamper: An impossibility seems oblivious to the laws of gravity. An impossibility can just as easily walk up vertical surfaces (such as walls), or upside-down across ceilings, as it would normal ground.

Explosion: When an Impossibility is destroyed it deals 1D6 damage to everyone adjacent to it.

THING THAT SHOULDN'T BE

A gelid mass of quasi-substantial matter from the Nether dimension, the creature known only as the *Thing That Shouldn't Be* appears to be a race of beings that defy the laws of physics and normal biological categorization. With an appearance only vaguely suggestive of terrestrial *cnidarians*, "Things" have a ghostly translucency to them, a fey luminescence, and an ethereal substance that defies understanding. All that is known of these creatures is that their touch has horrifying effects on human beings, not only damaging tissue on contact but altering cells irreversibly at a molecular level.

Typical Manifestation: A *Thing*, when manifested, seems to drift with ghostly grace through the walls of the ship, coming to the character who manifested it like a moth drawn to a flame.

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PROWESS	5	SOCIAL	1
REFLEXES	7	INTIMIDATION	3
WITS	1	MOVEMENT	6
WILLPOWER	4	HEALTH	30

THING THAT SHOULDN T BE SPECIAL RULES

Human Size: This creature is man-sized and takes up one square on a standard battle grid.

Frightening: Characters beholding a thing must make a Despair check or accumulate +1D2 Despair.

Disturbing: Beholding a thing requires a character to succeed at an Insanity check or gain +1D2 Insanity.

Insubstantial: Any attack made against a thing has a 50% chance of passing through it harmlessly.

Unstable: A physical weapon, if it hits a thing, may cause it to split into two separate creatures (each with half the hit points of the original). There is a 50% chance of this occurring every time a thing is hit.

All-Around Vision: A thing has numerous eyes; as such it suffers no penalty for being ganged-up on.

Paradoxical: A thing has a 50% chance of being able to generate a Paradox once per encounter.

Tentacles: A thing attacks with a tentacle each turn. This is a melee attack that can affect a single target up to two squares away. The tentacle inflicts 1D4 points of Health damage on a successful hit. In addition, a victim struck by a tentacle risks being mutated.

Mutating Touch: A creature struck by a thing's tentacle must make an opposed Willpower check. If she fails she becomes mutated (mutations are permanent); the effects of the mutation are rolled on the table below.

1D10	MUTATING TOUCH
1-2	Victim develops lumps on the area struck. These lumps split open to reveal alien eyes that observe everyone/everything around them with evil intent, though they are powerless to act on what they see.
3-4	Victim develops lumps that open to reveal shrieking mouths. These mouths screech at random intervals (a siren-call that draws nearby demons to their host) and also mutter and chant moments before any demon manifests.
5-6	The bones in the affected limb jellify, turning it into a functioning *tentacle*, retaining the ability to grasp and manipulate most objects. The victim gains the ability to strike at anything within 10 ft. with a melee weapon, but can no longer manipulate fine objects with the limb.
7-8	Victim becomes grossly deformed, resulting in a permanent reduction of Prowess, Reflexes, or Social by -1 (player's choice).
9-10	Victim grows a strange moss-like substance on the area struck that shivers when in the presence of someone exceptionally guilty (anyone with a Guilt score of 5 or more). In addition, the moss fades to a black color when someone nearby lies to the victim.

HERALD OF MADNESS

Among the many bizarre creatures spawned in the Nether dimension, the *Herald of Madness* resembles a ball of flesh of shifting shape and size, from which radiates several tentacle-like appendages. Below these are the creature's eyes, large, black, lidless things facing in all directions. Covered in what seem to be warts and angry boils, with large veins gorged with blood, the Herald of Madness is an unwholesome sight. It teases the living with mutterings of what awaits them in death, and its screams can be heard throughout the halls of
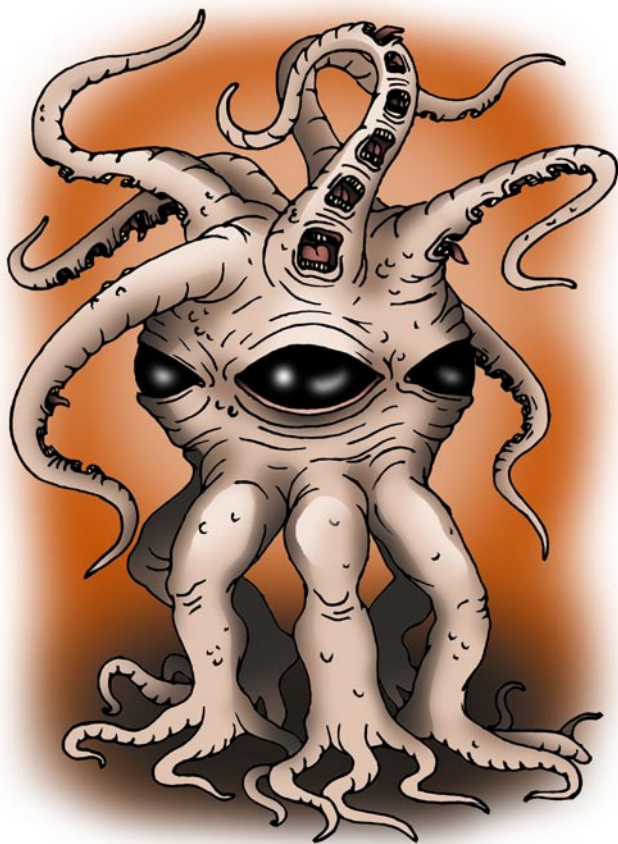
the ship, drawing other entities from the Nether to its side. Though not as powerful as the higher-intensity demons it precedes to this dimension, a Herald can still be deadly, for when a large number of them congregate, madness itself can be given form…

Typical Manifestation: The manifestation of a *Herald of Madness* is accompanied by a chorus of singing in alien, impossible tones, followed by the indescribable sound of reality's walls being bent under tremendous stress.

PROWESS	6	SOCIAL	5
REFLEXES	6	INTIMIDATION	10
WITS	6	MOVEMENT	6
WILLPOWER	6	HEALTH	10

HERALD OF MADNESS SPECIAL RULES

Human Size: This creature is man-sized and takes up one square on a standard battle grid.

Frightening: Characters beholding a herald must make a Despair check or accumulate +1D2 Despair.

Disturbing: Beholding a herald requires a character to succeed at an Insanity check or gain +1D2 Insanity.

All-Around Vision: A herald has numerous eyes; as such it suffers no penalty for being ganged-up on.

Tentacles: A herald of madness can attack six times on its turn with its tentacles. Each requires a separate attack roll, and inflicts 1 point of damage to Health on a successful hit, ignoring armor.

Dark Speech: Any human within earshot of a herald is tormented by the stream of incessant whispers that spill from its mouth. Those in the area must make a Willpower check each turn or accumulate +1 Insanity.

Chorus of Unreality: A single herald has a 20% chance of being able to generate a Paradox once per encounter. If there is more than one herald present, any additional heralds add their maddening voices to the chorus, increasing the chance of being able to generate a Paradox by 20% per additional herald.

Screams of Madness: Heralds may attempt to call forth beings of greater power. Instead of attacking, on their turn any number of heralds may join together in an effort to summon a random demon of insanity (see table below to see what, if anything, is summoned). The percent chance of success is 10%, plus 2% for each herald present during the summoning attempt.

1D12	SCREAMS OF MADNESS
1-3	2D4 Scuttling Impossibilities
4-6	1D3 Things That Shouldn't Be
7	1 Dream-Eater
8-10	1 Reality Cancer
11	1 Chaos Incarnate
12	1 Madness-Given-Form

VIOLATOR

Violators are demons which manifest as a result of human madness, in specific madness that leads down a path of violence. Though this is not always the case, a human who succumbs to uncontrollable rage can develop a sort of "seed" within her, unnoticeable at first, which over time grows subtly, feeding off her anger and at the same time stoking it. This "seed" gradually grows into an "egg" of sorts, until at long last, when the human host is slain, it causes her corpse to split open, spawning a fully-grown *Violator*. *Violators* are slimy, repulsive creatures of unbridled hostility that lash out against life, sanity, and even Reality itself. They seem to loathe all things, and even go so far as to mindlessly kill other demons they come across. A *Violator* appears as a bloated, slug-like creature with two powerful appendages that hang from its side. Its

frog-like throat swells as it breathes, and its flesh secretes a foul slime. The back of its neck bulges with an obscene, undulating mass that appears to be its brain. Its face is disturbingly human-like (vaguely resembling the human in whom it "grew", only deformed and badly mutated), possessing two blank eyes and an exaggeratedly-large mouth.

Typical Manifestation: A Violator, when manifested, begins growing in the body of the character who manifested it. Within a matter of hours it grows to maturity inside, until at last it rips free from within its host, killing her and leaving her body in bloody ribbons like a serpent's discarded skin.

PROWESS	10	SOCIAL	1
REFLEXES	7	INTIMIDATION	8
WITS	8	MOVEMENT	4
WILLPOWER	6	HEALTH	30

VIOLATOR SPECIAL RULES

Human Size: This creature is man-sized and takes up one square on a standard battle grid.

Frightening: Characters beholding a violator must make a Despair check or accumulate +1D2 Despair.

Disturbing: Beholding a violator requires a character to succeed at an Insanity check or gain +1D2 Insanity.

Whip: A violator can make two whip attacks per turn. These count as ranged attacks with a range of up to two squares. A successful hit inflicts 1D6 damage to Health.

Bite: Instead of whipping, a violator may make a bite attack. This requires a normal attack roll, and inflicts 1D6 damage to Health on a successful hit. A victim struck by the violator's bite is subject to its *venom* ability.

Venom: The venom of a violator twists its victim's mind and pushes her to senseless rage. A poisoned creature must pass a Willpower check each turn or succumb to the poison, attacking her nearest ally. The venom lasts until the violator is destroyed.

Spit Acid: Instead of biting or whipping, a violator can spew a line of acid up to 12 squares away. Every creature or object in the path of this line is "attacked" (requiring a normal attack roll); those hit by the acid are dealt 1D4 damage to Health.

Acidic Slime: The slime that covers a violator is corrosive. Any time an inorganic weapon strikes a violator, there is a 50% chance it is destroyed. Unarmed attackers suffer 1D4 Health damage if they strike the violator.

Paradoxical: A violator has a 50% chance of being able to generate a Paradox once per encounter.

Revulsion Scream: When a violator is killed it emits a terrible scream that forces everyone within earshot to succeed at an Insanity check or accumulate +2 Insanity.

DREAM-EATER

Dream-Eaters are strange extra-dimensional entities that seem to haunt (and hunt) those humans who have managed to tap into the power of the Nether. They generally only appear after a prisoner has manifested a *psychic power* (though this is not always the case), if not suddenly then slowly, over time, as the prisoner in question accumulates insanity from using her powers. A *Dream-Eater's* appearance is mind-boggling; it resembles a large mass floating above the ground, with four writhing tentacles jutting from beneath it and supporting it, its mass dominated by a large, gaping maw. Oddly, the arrangement of its features has something of a *simulacrum effect* on the human eye, that is, taken as a whole the creature seems to resemble an enormous human face (but up close it does not).

Typical Manifestation: A *Dream-Eater* typically manifests out of nowhere; a character looking down a hallway sees what looks like eyes, a mouth, and slowly-undulating tentacles, reflected in mirrors, polished surfaces, or in the shadows. Yet moments later, as her eyes adjust to take in these details, the creature seems to come together, like an optical illusion that at last becomes visible after long minutes of staring.

PROWESS	5	SOCIAL	1
REFLEXES	7	INTIMIDATION	8
WITS	8	MOVEMENT	6
WILLPOWER	10	HEALTH	30

DREAM-EATER SPECIAL RULES

Large Size: This creature is larger than a man and takes up four spaces (square) on a standard battle grid.

Frightening: Characters beholding a dream-eater must make a Despair check or accumulate +1D2 Despair.

Disturbing: Beholding a dream-eater requires a character to succeed at an Insanity check or gain +1D2 Insanity.

Levitation: A dream-eater essentially flies, allowing it to float over obstacles and other hazards without penalty or risk.

Lash: A dream-eater can attack twice per turn with its tentacles. Each tentacle inflicts 1D6 damage to Health on a successful hit.

Telepathic Foresight: A dream-eater can read the minds of its opponents, seeing their intentions before

they are made real. This allows the creature to roll 2D12 for Defense rolls, choosing the better result of the two.

Lull: A dream-eater may influence a psychic victim's mind and lull her into a defenseless sleep. This only affects character's with a Psy Potential and/or Psy Strength score. The target of this attack must succeed at an opposed Willpower check or fall asleep for 1D8 turns. Characters put to sleep in this manner cannot be shaken or forced awake; they are considered immobilized and helpless until the duration ends.

Telekinesis: Every 1D4 turns a dream-eater can telekinetically lift/shove creatures or objects using its thoughts alone. An opponent targeted by this ability must make an opposed Willpower check or be thrown 1D6 squares. A thrown character suffers 1D6 damage to Health for every square thrown.

Mind Siphon: A lulled victim may be fed upon by a dream-eater. This requires the dream-eater to enter the character's square. On the following turn the victim suffers 1D6 plus her Psy Strength in damage to Health each turn. In addition the victim must succeed at a Willpower check or accumulate +1 Insanity from the ordeal.

Creature of Paradox: A dream-eater is able to generate a Paradox once per encounter.

Pyrokinesis: Every 1D4 turns a dream-eater can generate waves of heat and flame through the agitation of air molecules around it, allowing it to start fires. This allows the dream-eater to ignite flammable objects, and can also be used as a ranged attack form inflicting 2D6 damage to Health to one target if it hits.

REALITY CANCER

A bulbous head, covered in slime and with veins and muscles visible under its thin skin, predominates on the *Reality Cancer's* hideous body. This ghastly head features two pupil-less black eyes, eyes that seems to drain all the light from around it. Where there should be a mouth, instead lies a forest of intertwining tentacles, undulating with an obscene rhythm, always in constant motion. Where one would normally expect arms there are instead two powerful tentacles which split at the middle to produce more tentacles. On its back are four pairs of smaller appendages, wriggling with unknown intent. A black fluid pours from its spongy shape, turning to foul vapor the moment it touches a solid surface. When a *Reality Cancer* appears in our dimension it levitates, never needing to touch the ground.

Typical Manifestation: When a *Reality Cancer* appears, the very fabric of the physical universe becomes infected with the essence of the Nether. Walls begin to bleed, air becomes solidified, and the laws of probability itself seem to break. The very physics that mold Reality lash out in pain.

PROWESS	9	SOCIAL	1
REFLEXES	6	INTIMIDATION	10
WITS	7	MOVEMENT	6
WILLPOWER	7	HEALTH	100

REALITY CANCER SPECIAL RULES

Large Size: This creature is larger than a man and takes up four spaces (square) on a standard battle grid.

Frightening: Characters beholding a cancer must make a Despair check or accumulate +1D2 Despair.

Disturbing: Beholding a cancer requires a character to succeed at an Insanity check or gain +1D2 Insanity.

Teleportation: A reality cancer can shift from the physical plane of existence to an entirely invisible and immaterial state by leaping into/out of any curved surface. It does this as easily as a human might "hop". While immaterial it cannot be seen or affected in any way. If there are no curved surfaces in an area it cannot shift back from one state to another.

Lash: A reality cancer attacks with its tentacles twice per turn. Each attack requires a normal attack roll and inflicts 2D6 points of damage to Health on a successful hit.

Living Paradox: A Cancer can generate a random Paradox effect every 1D4 turns.

Ichor Explusion: A reality cancer can project an inky black ichor up to four squares away that acts as a ranged attack, requiring a normal attack roll. On a successful hit it inflicts 2D4 points of acid damage on the target. Any time a 4 is rolled for damage, set that dice aside and add an additional D4 to the total. If this acid touches an object or non-living surface it turns into foul-smelling smoke which obscures the creature as well as every square around it. A creature reduced to 0 Health is completely dissolved (no Recovery possible).

Reality Tumor: For every minute a cancer spends material, it begins to have more of an effect on Reality. These effects include causing metal to become flesh-like, tentacles to grow out of walls and attack the living, vermin grow to twice their size and become infused with strange powers, and humans become more susceptible to rage, insanity, and genetic mutation. In addition, the very makeup of physical objects and places can change in new and fantastic ways, so that up becomes down, left becomes right, and all manner of impossibilities become possible. This is a long-term side effect of the creature's presence, and has no effect in combat.

CHAOS INCARNATE

Pure chaos given physical shape, form, and intelligence, the creature known as *Chaos Incarnate* seeks nothing but random, mindless destruction. Man, machine, other demons - *nothing* is permitted to exist around it. A being of unimaginable power, the *Incarnate* has a vague resemblance to man, using two arms to drag itself across the floor and possessing an unusually large head. Whenever it opens its terrifying mouth, it ejects a multitude of vile tentacles, scarred and blistered and capable of inflicting terrible mutation with the slightest touch. The being's lower body is serpentine in nature, ending in multiple muscled tentacles, while its back is covered in large gaping mouths filled with teeth and tongues. When the *Incarnate* manifests, nothing is safe as it rampages, crushing lives beneath its massive bulk and eating anything that dares to get to close.
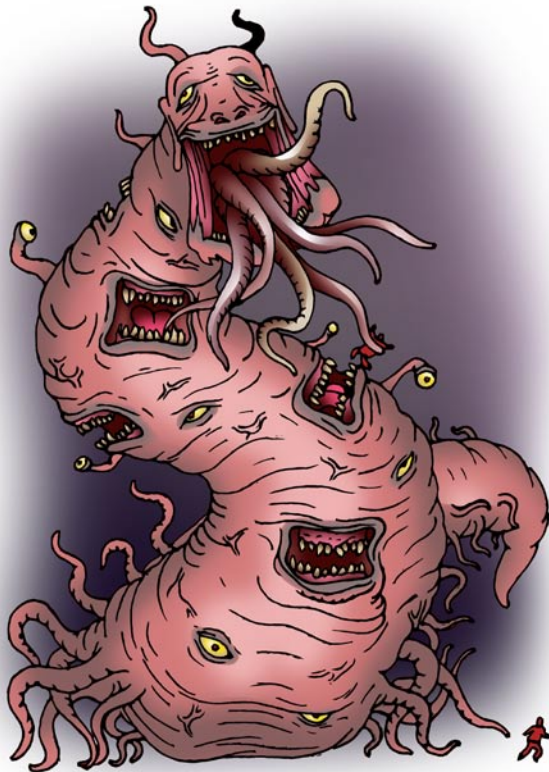
Typical Manifestation: When *Chaos Incarnate* manifests, ooze - black as crude oil - appears like ectoplasm, swiftly filling the space of its size (massive). This pool of liquid chaos bubbles and seethes as the protean creature emerges from it, ready to devour Reality.

PROWESS	11	SOCIAL	1
REFLEXES	4	INTIMIDATION	10
WITS	2	MOVEMENT	4
WILLPOWER	10	HEALTH	175

CHAOS INCARNATE SPECIAL RULES

Massive Size: This creature is truly massive and takes up sixteen spaces (square) on a standard battle grid.

Horrifying: Characters beholding an incarnate must make a Despair check or accumulate +1D4 Despair.

Disturbing: Beholding an incarnate requires a character to succeed at an Insanity check or gain +1D2 Insanity.

Dark Speech: Any human within earshot of an incarnate is affected by the babbling mouths that bespeckle the thing. Those affected must make a Willpower check each turn or accumulate +1 Insanity.

Bite: An incarnate can make a bite once per turn. This requires a normal attack roll and inflicts 2D10 points of damage to Health on a successful hit. If it hits the incarnate may also tongue grasp its victim.

Tongue Grasp: An opponent grasped by an incarnate is considered immobilized. She can only attempt to break free on her turn, requiring an opposed Prowess check. Once an incarnate has an opponent in its grasp it may, on its turn, use either infuse or gorge.

Infuse: A victim of an incarnate's tongue grasp may be infused with pure chaotic energy. Every turn a victim remains grasped, she takes damage to Health equal to 1D6 plus the number of turns she has been held so far. A creature killed in this manner may be used as a husk bomb.

Gorge: An incarnate may attempt to swallow a tongue grasped victim by making an opposed Prowess check. A victim swallowed in this fashion is immediately killed (no Recovery possible). For every victim so swallowed, the incarnate gains Health equal to their Insanity score at death.

Husk Bomb: Victims killed by the chaotic energies of the incarnate's infuse ability can be hurled by the incarnate as a ranged attack. On impact the body ruptures in a gory, violent explosion that acts as a grenade (including variation for a failed Prowess check), but inflicting 5D8 points of damage to Health to all within two squares of the impact point.

Crush: An incarnate crushes all things beneath its massive bulk. It can move through squares occupied by enemies, and anyone caught in its path must make an immediate Reflexes check or take 2D6 points of damage to Health. In addition, equipment/items carried by a crushed character may be destroyed on a roll of 1 on D6 (roll for each piece of gear). So long as the incarnate remains on top of a character, she must make an opposed Prowess check on her turn or remain stuck beneath it (stuck characters are immobilized).

Rampage: Once every 1D6 turns an incarnate may move at an alarming speed; its movement increases to 10 squares for one turn.

Chaos Unleashed: Once per encounter an incarnate may unleash pure chaos, rage, hatred, and despair in a wave of energy in all directions from it. This requires the incarnate to inflict damage to itself, but for every 10 Health it inflicts to itself, it does 1D6 damage to all within 5 ft. of it, half this to all within 15 ft. of it, and half again to those within 30 ft.

Eater of Worlds: An incarnate may destroy obstacles and objects in its path by consuming them. It takes 15 turns to consume an object/barrier twice its size or larger, 10 turns to consume something its own size, and 5 turns to consume something man-sized or smaller. Objects so consumed are completely removed from this dimension, lost forever.

Imbued w/Paradox: An incarnate can, twice per encounter, generate a random Paradox effect.

MADNESS-GIVEN-FORM

Madness-Given-Form is by far the strangest – and perhaps most powerful - of all the Demons of Insanity. Those who have seen the creature generally emerge changed, psychologically, surviving the encounter only after being reduced to babbling idiots. Its very presence creates rifts in space and time; abnormalities with no explanations erupt around it. Up becomes down and down becomes up. Walking in one direction, a man suddenly finds himself facing the other way. *Madness-Given-Form* breaks the laws of physics and laughs at the insignificant intruders into the Nether realm, even those who surrender to it and beg for its secrets, snuffing their life-forces with mere whispers of its omnipotence.

Typical Manifestation: When manifested, *Madness-Given-Form* simply wills itself into being, bending the laws of Reality to make its presence possible regardless of the circumstances or dimensions of the place to which it is drawn.

PROWESS	15	SOCIAL	1
REFLEXES	9	INTIMIDATION	10
WITS	15	MOVEMENT	12
WILLPOWER	12	HEALTH	200

MADNESS-GIVEN-FORM SPECIAL RULES

Variable Size: This creature is able to change its shape and size at will and can thus range from small to massive at will.

Horrifying: Characters beholding madness-given-form must make a Despair check or accumulate +1D4 Despair.

Mind-Shattering: Beholding madness-given-form requires a character to succeed at an Insanity check or gain +1D6 Insanity.

Claw: Madness-given-form may attack twice per turn with its claws, each of which deals 1D8+10 damage to Health on a successful hit. In addition, a victim so struck must make an opposed Willpower check or be subjected to its mutating touch ability.

Reality Shunt: Every turn characters in combat with madness-given-form risk being temporarily shunted from reality. Roll on the table below to determine what affect this has (if any).

Domination: Instead of attacking, on its turn madness-given-form can attempt to mentally dominate one victim within sight. The victim must succeed at an opposed Willpower check or become the creature's puppet, acting/fighting on its behalf. This control last until the end of the encounter, but each turn the victim may attempt an opposed Willpower check to break this control.

Hell Gate: Madness-Given-Form can open a gate through which other entities native to the Nether can pour through. This requires its undivided attention, and can only be performed if it forgoes its normal attacks. Each turn roll 1D6; on a roll of 6 a creature is summoned. On a roll of 2-5 nothing happens. On a roll of 1 the gate collapses and madness-given-form cannot attempt further summoning efforts that day.

Abyssal Call: When madness-given-form is destroyed, one character present becomes influenced by its abyssal call. This character will have nightmares and weird dreams for 1D10 days, during which she must succeed at a Willpower check each day or gain +1D4 Insanity. These dreams revolve around attempts to entice the character to spread insanity and, specifically, bring madness-given-form back through random acts of violence and destruction.

All-Around Vision: Madness-given-form has four eyestalks that are in constant motion; as such it suffers no penalty for being ganged-up on.

Living Paradox: Madness-given-form can generate a random Paradox effect every 1D4 turns.

Mutating Touch: A creature struck by madness-given-form's claw must make an opposed Willpower check. If she fails she becomes mutated (mutations are permanent); the effects of the mutation are rolled on the table below.

1D8	MUTATING TOUCH
1	Victim begins to expand at an alarming rate. In 1D6 turns she must succeed at a Prowess check or she explodes in a gusher of blood, broken bone, and ruptured organs, dealing 6D6 damage to Health to everyone within four squares of him. The victim is killed instantly (no Recovery possible). If successful, she merely takes 2D6 damage to Health.
2-3	Victim vomits a strange demonic ooze (treat it as a *Scuttling Impossibility* for attributes; it has no Special Rules, however) that takes on a murderous, mischievous life of its own after 24 hours.
4-5	Victim's shadow gains a life of its own and splits away, developing a malevolent intelligence. It is an exact duplicate of the victim in all respects, except that it has the *insubstantial* ability (see the *Aspect of Revenge*). The shadow will hunt its original and try to kill her at every opportunity.
6-7	Victim's bones completely liquefy, though her body processes are inexplicably sustained. The character's movement is permanently reduced to one square per turn, and she can no longer manipulate objects or wear armor. Anyone seeing her in this state must succeed at both a Despair and Insanity check or gain +1D3 in each gauge.

8. Victim is partially pulled into the Nether dimension as a result of the attack. She is considered to have the insubstantial trait. After 1D4 days she may attempt a Willpower check to pull herself back into Reality (at which point she loses the insubstantial trait); otherwise she slips into the Nether permanently and is considered forever lost.

1D8	REALITY SHUNT
1-3	No effect
4	Character finds herself teleported to a random square within two squares of the creature.
5	Character is teleported 1D6 x 5 ft. off the ground, taking falling damage as appropriate.
6	Character switches positions with another randomly-determined player character.
7	Character switches positions with the creature.
8	Character vanishes for one turn and re-appears 1D4 turns later, unharmed and in the same spot, as if nothing had happened at all.

1D10	HELL GATE
1-3	2D4 Scuttling Impossibilities
4-5	1D4 Things That Should Not Be
6-7	1D3 Heralds of Madness
8-9	1D2 Dream-Eaters
10	1 Chaos Incarnate

CHAPTER 8:
OTHER THREATS

CUSTODIANS

In addition to worrying about demons, the pathetic inhabitants of the lost prison ship *Gehenna* must also contend with their robotic controllers, the vast legion of "custodians". Designed and programmed for a wide range of missions, the custodians were responsible for monitoring the population's behavior, seeing to their needs, enforcing the restrictions and regulations of the prison, tracking down escapees, confiscating contraband, and, when necessary, carrying out punishment for offenders who continued to endanger their fellow prisoners through their unrepentant crimes.

The term "custodians" was originally devised on Earth to describe the automatons that were placed aboard the *Gehenna* not only to run the ship, but also the "care" for the convicts during their exodus. Though the term suggesting a sort of caregiver role, the custodians are nothing if not despised by the general population, for they are seen as extensions of the calculating and faceless Warden computer, and as unemotional, inhuman, and ultimately unsympathetic "masters" of the prison. Though this role has been challenged by Perdition and the arrival of horrific extra-dimensional entities, the custodians (being robots) continue with their programmed routines, enforcing curfews, guarding restricted areas, and punishing convicts found out of their cells, carrying weaponry, etc.

CUSTODIAN	ROLE
Automated Turret	Area defense / access restriction.
Enforcer	Enforcement of rules, tracking of escaped prisoners.
Junk Robot	Prisoner-controlled robot constructed from scavenged parts
Monitor	Caretaking of prisoners, administering of medical care.
Narc	Surveillance / eavesdropping on prisoner population.

AUTOMATED TURRET

Automated turrets exist in strategic locations throughout the ship. In most instances, such turrets are intended as a deterrent to prisoner unrest, while others are meant to control access to restricted/sensitive areas (such as computer centers, or corridors connecting ultramax complexes with the general population). *Automated turrets* are computerized platforms, typically controlled from a nearby control center, each equipped with a motion-detecting scanner or other sensors which trigger their firing mechanisms. Typical turrets are armed with automatic shotguns, though other armament packages are not unknown. The standard emplacement resembles an eight-foot tall pillar of armored steel, with a single gun barrel protruding from its turret.

PROWESS	12	SOCIAL	1
REFLEXES	12	INTIMIDATION	5
WITS	1	MOVEMENT	-
WILLPOWER	1	HEALTH	30

TURRET SPECIAL RULES

Large Size: This machine is larger than a man and takes up four spaces (square) on a standard battle grid.

Vigilant: To move through an area covered by a turret, a character must succeed at a Despair check. If she fails she cannot move through its field of fire (she is too afraid).

Quickness: A turret is considered to have the *Quickness* trait, and thus it always goes first in a turn.

Immobile: Because it cannot dodge, a turret does not get a Defense Roll.

Automatic Shotgun: A turret is usually equipped with a *scatter gun* (loaded with *barricade buster* rounds) linked to a special form of motion-detecting radar. This weapon can fire twice per turn. A turret usually has 100 rounds stored in its auto-feeder.

Armor: Due to its metal construction a turret reduces the damage from all physical attacks by -2 (minimum 0).

ENFORCER

Enforcers are the *Gehenna's* equivalent of prison guards. Each *Enforcer* is an enormous armored contraption that hovers along on a gravity wave emitter at a height of seven to ten feet. The task of the ship's *Enforcers* is to respond to unlawful activity reported by *Narcs* and *Monitors* and deal with the problem. Envisioned as peacekeepers and law officers, *Enforcers* were given surprisingly simple and strict programming, so that when they are called on to act, they do so decisively (and often lethally).

PROWESS	10	SOCIAL	1
REFLEXES	5	INTIMIDATION	10
WITS	3	MOVEMENT	8
WILLPOWER	7	HEALTH	75

ENFORCER SPECIAL RULES

Large Size: This machine is larger than a man and takes up four spaces (square) on a standard battle grid.

Authoritarian: To face down an enforcer, an unarmed human opponent must succeed at a Despair check. If she fails she is unable to resist the custodian's commands.

Cattle Prod: An enforcer is equipped with a *cattle prod*. Its internal power source allows it to use this weapon indefinitely.

Sonic Beamer: An enforcer is equipped with a *sonic beamer* that affects not only the target, but anyone adjacent to the target as well. Its internal power source allows it to use this weapon indefinitely.

Armor: Due to its metal construction a monitor reduces the damage from all physical attacks by -4 (minimum 0).

Call Backup: Instead of attacking, an enforcer can communicate a distress call to a range of 500 ft. which will draw the attention of all nearby *Enforcers* to its aid.

JUNK ROBOT

Not many convicts aboard the *Gehenna* have any real understanding of the workings of robots, but those who do have been known to piece together their own from scavenged parts taken from destroyed *Monitors, Narcs,* and *Enforcers*. A *Junk Robot* is an example of such a prisoner-constructed automaton, most often anthropomorphic in shape and made from welded metal, bundles of scavenged wiring, and repaired servomotors leaking oil. A typical junk robot is something of a "golem", painstakingly pieced together from the parts of countless other robots destroyed aboard the ship. They are most often remotely-controlled, requiring the operator to stand nearby.

| PROWESS	7	SOCIAL	1
REFLEXES	3	INTIMIDATION	5
WITS	1	MOVEMENT	4
WILLPOWER	1	HEALTH	30

JUNK ROBOT SPECIAL RULES

Human Size: This machine is man-sized and takes up one square on a standard battle grid.

Variable Mount: The creator of a junk robot may arm it with up to one weapon (she must provide the weapon). The junk robot may attack with this weapon once per turn using either its Prowess or its operator's (whichever is higher).

Armor: Due to its metal construction a junk robot reduces the damage from all physical attacks by -2 (minimum 0).

Remote Control: A junk robot has no intelligence of its own, and must be controlled with a makeshift R/C controller. The operator must be within eight squares of the robot at all times (if she passes outside of this range, the robot comes to a halt and ceases to function until the operator comes back within range). Having the robot move and attack on a turn uses up the operator's attack action that turn.

Makeshift: A character with the *Robotician* trait may construct a junk robot; this requires two Capacitor components, two Conductor components, an Electromagnetic component, four Precision components, and four Rigid components. It also requires Precision tools, 1 week's time, and an expenditure of 100 BP.
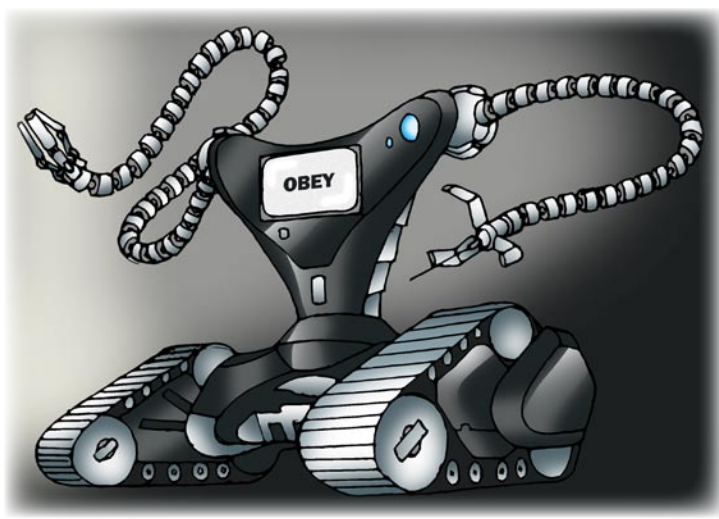
MONITOR

Monitors are by far the most commonly encountered form of custodian on the ship. *Monitors* are utilized for a wide variety of tasks, from patrolling corridors to checking that lights are out in every cell, from distributing medicine to psychiatric patients to bringing food and collecting empty trays after every meal. The voice of these machines is certainly unforgettable, sounding like a calm, if authoritarian woman. A *Monitor* resembles a small tracked carriage, atop of which sits a triangular metallic "torso" fixed with the robot's "face" – a computer screen that duplicates its vocal dialogue in letters (or, when dealing with prisoners classified as "illiterate", in picture form). A *Monitor* has two manipulative appendages that resemble metallic "tentacles", with which it can manipulate its environment.

PROWESS	10	SOCIAL	10
REFLEXES	3	INTIMIDATION	3
WITS	3	MOVEMENT	3
WILLPOWER	7	HEALTH	7

MONITOR SPECIAL RULES

Human Size: This machine is man-sized and takes up one square on a standard battle grid.

Authoritarian: To face down a monitor, an unarmed human opponent must succeed at a Despair check. If she fails she is unable to resist the custodian's commands.

Tentacle: A monitor's tentacle attack does 1D6 Health damage. It can make up to two tentacle attacks per turn.

Sedative: A monitor can extend a syringe from the tip of each tentacle which injects a dose of Tranq on a successful hit.

Armor: Due to its metal construction a monitor reduces the damage from all physical attacks by -2 (minimum 0).

Call Backup: Instead of attacking, a monitor can communicate a distress call to a range of 500 ft. which will draw the attention of the nearest *Enforcer*.

NARC

Narcs are a diminutive form of custodian designed solely to spy on the prison population to ensure they are behaving, obeying rules, and not engaging in destructive, harmful, or illegal activities. *Narcs* are roughly the size of a small dog, run along on a tracked carriage, and possess a single mechanical arm fitted with a night vision camera and a small stunner. *Narcs* typically patrol prison corridors after hours looking for curfew violators, or creep quietly through the shadows to observe prisoners in their cells for any signs of drugs and other unlawful activity. They are particularly prevalent in the maintenance corridors and steam vents that run behind prison dormitories, where they use sensitive listening sensors to "hear" through walls and monitor the inmates.

PROWESS	8	SOCIAL	1
REFLEXES	12	INTIMIDATION	1
WITS	1	MOVEMENT	10
WILLPOWER	7	HEALTH	10

NARC SPECIAL RULES

Small Size: This creature is small. Two creatures of its kind can occupy the same square on a standard battle grid.

Quickness: A narc is considered to have the *Quickness* trait, and thus it always goes first in a turn.

Stun Gun: A narc is equipped with a *stun gun*. Its internal power source allows it to fire this weapon indefinitely.

Armor: Due to its metal construction a narc reduces the damage from all physical attacks by -1 (minimum 0).

Sensors: A narc is fitted with sensors that give it exceptional hearing to a range of 100 ft. (including enhancement and playback ability), as well as telescopic vision, night vision, X-ray vision (allowing it to see through up to 5 ft. of solid material), and the ability to sense and identify chemicals in the air up to 25 ft. away.

Call Backup: Instead of attacking, a monitor can communicate a distress call to a range of 500 ft. which will draw the attention of the nearest *Enforcer*.

CONVICTS

Besides demons and custodians, there is another form of potential enemy/rival player characters are likely to confront during adventures in *Abandon All Hope*: fellow convicts. While some may be simpering and terrified, or easily manipulated, or may even seek to befriend the PCs for mutual benefit or protection, many more will be hostile to the characters and seek either to kill them, control them, or use them for their own gains. The most common types of convicts likely to be found during play are given game statistics below, for the Warden's convenience.

TEMPLATE	ROLE
Boss	A powerful and intimidating convict; typical faction "fat cat".
Chester	A cowardly, guilt-ridden prisoner.
Fixer	The guy who has "what you need"; scrounger extraordinaire.
Joe Average	A typical prisoner aboard the *Gehenna*.
Maniac	An insane and dangerous convict whose actions are unpredictable.
Religious Crazy	A hostile, self-righteous, and inhospitable convict.
Thug	A stronger, tougher version of "Joe Average".
Trustee	A spineless convict who has sold out to the custodians.

BOSS (DISSIDENT)

The term "boss" is used to describe those larger-than-life prison inmates who manage to wrest control through either brutality, manipulation, or charisma. *Bosses* are leaders of men, typically rising to power as the leader of one of the prison gangs. Because *bosses* almost always have underlings to do their dirty work, they tend to let their physical prowess slip; instead they hone their social and intimidating traits to a razor's edge, using their lips to make deals and to order the deaths of their enemies.

PROWESS	4	SOCIAL	8	GUILT	8
REFLEXES	4	INTIMIDATION	7	DESPAIR	0
WITS	8	PSY POTENTIAL	0	INSANITY	0
WILLPOWER	7	PSY STRENGTH	0	HEALTH	30

TRAITS	GEAR
Born Leader	Convict Basic Gear
Brawler	Shiv
Criminal Mastermind	1d2 Ration Packs
Extra Health (x2)	10% chance of any item
Made Man	
Sociable	
Streetwise	

CHESTER (VICE OFFENDER)

Universally despised, "chesters" (a.k.a. child molesters) are unfortunately quite common. The typical *chester* is a quiet, mild-mannered individual, mousy in appearance, sometimes paunchy, balding, and middle-aged. Since they are preyed upon by other prisoners, *chesters* tend to hide their true nature for fear of being found out, and would just as soon not be noticed than stand out in a crowd. Most *chesters* tend to be docile, and make as few waves as possible, and thus "get along"; but to be sure they are quite sick and twisted

underneath the surface.

PROWESS	4	SOCIAL	4	GUILT	7
REFLEXES	5	INTIMIDATION	6	DESPAIR	3
WITS	6	PSY POTENTIAL	5	INSANITY	0
WILLPOWER	6	PSY STRENGTH	1	HEALTH	10

TRAITS	GEAR
Coward	Convict Basic Gear
Isolation	10% chance of Shiv
Obsession	
Public Menace	
Tortured	
Woodbourne Shuffle	

FIXER (VICE OFFENDER)

Every cell block has one, a man or woman whom everyone in the know goes to when she needs something. *Fixers* are scroungers and dealers rolled into one, individuals who through possessing contacts, having a secret stash, hording smokes, or simply keeping her ear to the ground can locate restricted or contraband items and supply them – for a price. Most *fixers* are wily individuals, with both the charisma to be likable as well as a non-descript bearing that causes others to trust them (or at least not see them as a threat).

PROWESS	5	SOCIAL	8	GUILT	3
REFLEXES	6	INTIMIDATION	5	DESPAIR	2
WITS	7	PSY POTENTIAL	0	INSANITY	0
WILLPOWER	6	PSY STRENGTH	0	HEALTH	10

TRAITS	GEAR
Quickness	Convict Basic Gear
Scheister	Shiv
Scrounger	1D100 Smokes
Streetwise	25% chance of any item
Woodbourne Shuffle	

JOE AVERAGE (MURDERER)

"Joe average" is your typical inmate, a nameless convict with either a shocking, sordid, or heart-breaking story that got her sentenced to life aboard the ship. Now she is just a string of seven numbers, one in a face of millions imprisoned on the *Gehenna*. The statistics shown here represent just the common prisoner, an average convict; there are, of course, countless variations.

PROWESS	6	SOCIAL	8	GUILT	4
REFLEXES	6	INTIMIDATION	7	DESPAIR	3
WITS	6	PSY POTENTIAL	0	INSANITY	0
WILLPOWER	6	PSY STRENGTH	0	HEALTH	10

TRAITS	GEAR
Brawler	Convict Basic Gear
Public Menace	50% chance 1D2 Rations
Streetwise	50% chance of Light Rod
Tortured	

MANIAC (ANARCHIST)

The prison is full of all sorts of crazies, not all of whom simply stare at the wall and mutter incomprehensibly to themselves. Many are raving lunatics, psychopaths will no compunctions against killing, starting fires that quickly rage into infernos, or running through the hallways laughing nonsensically. *Maniacs* are particularly dangerous because, though sometimes they can be quite friendly, they can just as easily (and unpredictably) turn against a character and try to harm her, kill her, or worse…

PROWESS	8	SOCIAL	3	GUILT	5
REFLEXES	8	INTIMIDATION	8	DESPAIR	0
WITS	6	PSY POTENTIAL	10	INSANITY	5
WILLPOWER	6	PSY STRENGTH	2	HEALTH	0

TRAITS	GEAR
Demented Insight	Convict Basic Gear
Extra Health	Shiv
Isolation	50% chance First Aid Pack
Jailhouse Rock	
Obsession (random)	
Psychobaric Treatment - 1	
Psychopath	

RELIGIOUS CRAZY (MURDERER)

Similar to *Maniacs*, "religious crazies" tend to exhibit signs of insanity, though it is often harder to spot them, for their behavior tends to be conservative, restrained, and collected. *Religious Crazies* tend to stick to themselves (or in small groups of like-minded individuals), passing judgment on other convicts from afar. Dealings with *Religious Crazies* tend to be short and to the point, and sometimes even cordial, but if *Religious Crazies* manage to get their way (such as outnumbering others, or finding themselves in control of the only weapons) they tend to dispose of anyone them deem undesirable, and force the rest to follow their own perverse rules.

PROWESS	5	SOCIAL	5	GUILT	3
REFLEXES	5	INTIMIDATION	8	DESPAIR	2
WITS	7	PSY POTENTIAL	0	INSANITY	2
WILLPOWER	8	PSY STRENGTH	0	HEALTH	10

TRAITS	GEAR
Cold-Blooded	Convict Basic Gear
Fanaticism	50% chance of *Cattle Prod*
Found The Lord	1D2 Rations
Jailhouse Rock	
Tortured	

THUG (MURDERER)

The "thug" is your typical cell block bully, a con who has become "top dog" through intimidation, displays of violence, and edging out all competitors to his title. The typical *Thug* doesn't have much vision beyond dominating the prisoners around him and ensuring that he has the final word in his particular part of the cell block.

PROWESS	8	SOCIAL	8	GUILT	5
REFLEXES	8	INTIMIDATION	8	DESPAIR	3
WITS	5	PSY POTENTIAL	0	INSANITY	0
WILLPOWER	5	PSY STRENGTH	0	HEALTH	20

TRAITS	GEAR
Brawler	Convict Basic Gear
Extra Health	Shiv
Fifty-Two	75% chance of 1D2 Rations
Public Menace	75% chance of Light Rod
Streetwise	
Torturer	

TRUSTEE (MURDERER)

More often than not despised by the general population, "trustees" are prisoners who, through good behavior, have earned a special status with their robotic overseers to help manage and, in time of crisis, combat unruly or rioting prisoners. *Trustees* are granted special privileges and extra rations for this cooperation, making the position appealing. Most *Trustees* are bold and bully some when backed by custodians; when they are alone, they are quick to hide their former allegiance for

fear of reprisals!

PROWESS	7	SOCIAL	5	GUILT	3
REFLEXES	6	INTIMIDATION	7	DESPAIR	4
WITS	6	PSY POTENTIAL	0	INSANITY	1
WILLPOWER	7	PSY STRENGTH	0	HEALTH	10

TRAITS	GEAR
Brawler	Convict Basic Gear
Sociopath	Riot Baton
Tortured	25% chance of Riot Helmet
Trustee - 1	25% chance of Cattle Prod

OTHER HAZARDS

The ship itself is a hazardous place, and with Perdition it has only become more dangerous to its human occupants. This section is intended to give the Warden a brief idea of the other kinds of danger she can work into a given game session to provide challenges/threats to the player characters.

BURNING SECTIONS

Fires stemming from battles waged in the cellblocks, electrical short circuits, physical damage to the *Gehenna*, deliberate sabotage by cults/madmen, and accidents have claimed large sections of the ship. In some areas these fires are short-lived, promptly extinguished by convicts and/or the few remaining custodians, while in other areas these fires rage unchecked, burning out of control and spreading to cover entire levels.

ELECTRICAL FIELDS

Damaged machinery, electrical systems, power conduits, as well as bizarre phenomenon related to Perdition, have resulted in the spontaneous creation of powerful electrical fields throughout the ship. In some areas these fields are only momentary, lasting for a few short seconds, while in others the electrical fields remain in place, providing a daunting barrier (especially if they manifest in a corridor, or blocking an escape route).

FLOODED AREAS

It is possible to find flooded sections on the ship wherever water mains have burst from the physical strain and/or fighting onboard. When not gotten under control, these leaks can flood entire chambers, corridors, and even levels, presenting a difficult obstacle for passage and exploration. The degree of flooding can vary from partial (PCs must wade through) to total (PCs must hold their breath and swim).

POISON GAS

Some corridors and especially maintenance tunnels on the *Gehenna* have begun to accumulate toxic gasses from the failure of ventilation systems, damage to the air filtration systems, stale air, and from malfunctioning electrical equipment. Such areas may or may not be visibly hazardous (everything from invisible gasses to obvious clouds of toxic vapor are possible), making them either a mere obstacle or an insidious, life-threatening danger.

RADIATED AREAS

Radiated fuel used in the various micro-reactors throughout the ship has in some instances spilled or leaked into the convict-inhabited areas by the same circumstances that cause fires. Unlike burning sections, radiated areas cannot be "extinguished", and will remain a static (and insidious) threat wherever they occur for some time to come.

VACUUM

Damage to the hull of the ship from crossing into the Nether has left numerous outer modules breached, their contents (and unfortunate inhabitants) sucked into space or suffocated in the oxygen-empty void. Areas of *existing* vacuum present impassable hazards to characters unprepared for them (i.e. they must find working space suits), but the sudden *creation* of a vacuum (as happens when an area skirting the outer hull is compromised) can be downright deadly, potentially sucking the entire party into space (and to their deaths).

ZERO GRAVITY

Because gravity is artificially-generated on the *Gehenna*, damage to its systems has left some parts of the ship with no gravity whatsoever. These areas can present interesting hazards to survivors attempting to pass through them.

Though unlikely to put lives at risk, a zero-G environment can lead to unique challenges when it comes to combat or simple passage. Imagine characters having to "leap" down a gravity-free corridor, floating over an enormous pit leading down to the exposed engine core, or being pursued by demons forced to "swim" after them.

As a final note, hopefully this book contains all the information you need to get started playing *Abandon All Hope*. Inside you have rules for making characters and suggestions on designing adventures for your players. But this is all game mechanics and rules; for the actual *inspiration* to create exciting, atmosphere-rich stories you may want to mine additional media for ideas.

The following movies and games were either used as inspiration for parts of *Abandon All Hope*, or have enough similarities that watching/playing them might be a good place to start when looking for ideas for your own scenarios:

MOVIES

* *Alien (1979)*. Especially good for portraying a grittier future, as well as the danger posed by extra-terrestrials loose on a dark and confined spaceship.
* *Alien 3 (1992)*. Great for mining ideas about convicts in the future, and how they deal with only the most rudimentary tools against a ravenous alien entity.
* *Escape From New York (1981)*. A fun look at how a convict-run society might operate, and also a look at how a city-sized prison might "feel".
* *Event Horizon (1997)*. A movie with a premise close to *Abandon All Hope*, albeit with more cerebral "demons" than those featured in this game.
* *Fortress 2 (2000)*. This movie features convicts in a futuristic prison set aboard a space station in orbit. Similar, at least in theme, to *Abandon All Hope*.
* *Leviathan (1989)*. A good example of the atmosphere of danger in a confined environment where there is no escape, not unlike the one that might be found on the *Gehenna*.
* *Pandorum (2009)*. A good example of an enormous colony-ship in space, following a bizarre disaster that let monsters loose in the darkened maze of passages and levels.

GAMES

* *Call of Cthulhu (1981)*. Pen-and-paper games, computer games, movies, and novels about the "Cthulhu-genre" of horror all make great inspiration for *Abandon All Hope,* as the monsters in *Call of Cthulhu* often suggest an alien origin, as well as inhuman and malevolent aims for mankind.
* *Half Life (1998)*. Although nominally set on Earth, this first-person shooter detailed an enormous enclosed facility not unlike *Gehenna*, with an incursion of alien creatures from another dimension (not unlike the Nether, as portrayed in *Abandon All Hope*).
* *Paranoia (1984)*. While certainly much more light-hearted than *Abandon All Hope*, Paranoia features an omniprescient/omnipotent computer that might be useful as inspiration when it comes to understanding *Abandon All Hope's* Warden computer.
* *Quake (1996)*. An early first-person shooter in which the player struggles to defeat an invasion of aliens, fighting through level after level of monster-infested chambers, corridors, and caverns.
* *System Shock (1994)*. A cyberpunk-ish first-person shooter set aboard a robot-controlled space station, pitting the player against a malevolent supercomputer, SHODAN.
* *Warhammer 40K (1987)*. This popular ongoing miniatures game describes, in its fluff, the dangers of interstellar travel, in the form of demons inhabiting another dimension that can be drawn to ships traveling through "the void".

IN THE 27TH CENTURY, AFTER GENERATIONS OF WAR, TERRA HAS FINALLY ENTERED A GOLDEN AGE. WITH THE RISE OF A NEW GLOBAL REGIME, AND THE INSTALLMENT OF A PAN-TERRAN MERITOCRACY, EFFORTS ARE MADE TO STAMP OUT CRIME AND VIOLENCE PERMANENTLY. THE SOLUTION: THE RUTHLESS ROUNDING UP OF ALL MURDERERS, VICE OFFENDERS, DISSIDENTS AND ANARCHISTS AND LOADING THEM ONTO THE COLOSSAL PRISON HULK, GEHENNA. THE CONCEPT IS SIMPLE. ERADICATION OF ALL LAWBREAKERS FROM TERRAN SOCIETY AND INDEFINITE EXILE TO THE FURTHEST CORNERS OF SPACE.

FIVE YEARS INTO ITS AUTOMATED VOYAGE, THE GEHENNA HAS INEXPLICABLY VANISHED FROM ALL TRACKING AND EARTH-BASED TELESCOPES. FIVE YEARS INTO IS VOYAGE, THE GEHENNA AND THE NINE MILLION SOULS ABOARD HER HAS SLIPPED THROUGH A SPATIAL ANOMALY INTO ANOTHER DIMENSION ENTIRELY.

THE EVENT HAS WROUGHT HAVOC ON THE SHIP AND CAUSED THE DEATH OF MANY ABOARD. THOUSANDS MORE ARE NOW FREE, RUNNING RIOT IN THE SHIP'S DARK LEVELS. MURDERERS, RAPISTS, AND MANIACS ARE LOOSE, BUT THEY ARE NOT ALONE. THIS NEW DIMENSION IS HOME TO STRANGE ALIEN LIFEFORMS THAT ARE DRAWN TO THE HATE, MISERY, FEAR AND SUFFERING OF THOSE ABOARD.

ABANDON ALL HOPE IS A SCIENCE-FICTION SUPERNATURAL HORROR ROLE-PLAYING GAME IN WHICH PLAYERS TAKE ON THE ROLE OF THE CONDEMNED ABOARD AN AUTOMATED SPACESHIP THAT HAS PLUNGED OVER THE EDGE OF THE KNOWN UNIVERSE. HERE, IN ANOTHER DIMENSION, THEY MUST CONTEND WITH ESCAPED LUNATICS, ROBOTIC CONTROLLERS, AND MONSTROUS ALIENS WHO FEED OFF OF THEIR FEAR AND SUFFERING. FORMER CONVICTS ARE NOW THE HEROES, AND EVERY DAY IS A FIGHT FOR SURVIVAL. FOR THOSE WHO SEEK IT THERE WILL BE CHANCES TO ESCAPE, TO GAIN POWER, EMBRACE DAMNATION, OR SEEK REDEMPTION...

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