

Black Sunshine Careers

Cultist:

On the fringes of New Humanity secretive cults meet to discuss their taboo beliefs. Just outside the Domes, in the darkest tunnels of the undercities, and out in The Unciv on the edges of the Zero Zones, they gather to perform rituals in search of forbidden knowledge, and the pursuit of strange powers.

Most cults worship the Radshrooms that grow in the Zero Zones where the cities of The World Before used to be. Risking long term Rad Poisoning to open up their minds and grant themselves extraordinary powers, they consume all manner of Radshrooms, and are adept at brewing them into potions for every imaginable use.

Others hold stern Martial Beliefs based on mythical accounts of the Warriors from the 2 great wars before the last ever great war, that ended the World Before.

A Cultist's 8 career skills are **Alchemy, Discipline, Knowledge (Ground Zero), Knowledge (Unciv), Melee, Skulduggery, Stealth, and Vigilance**. They automatically gains one rank in four of these skills (of their choosing) without spending experience, and they receive a discount when they spend experience to purchase ranks in any of these skills.



Cultist Specialisations

Radshroom Monk

Some cultists have more of a spiritual than a literal connection to the Radshrooms, viewing them as the true Scions of The War, and nature's most important new species, at one with both the Earth and The Rads.

Radshroom Monks add the skills **Melee, Discipline, Knowledge (Religion), Vigilance** to their career skills, and they may choose two of these skills and gain one free rank in each, without spending starting experience.

Radshroom Witch

The most devote cult worshippers of the Radshrooms, dedicate their lives to unlocking the full potential of the human mind, through the consumption and study of the most potent varieties of Radshrooms found in the Zero Zones.

Radshroom Witches add the skills **Discipline, Knowledge (Religion), Stealth, Survival** to their career skills, and they may choose two of these skills and gain one free rank in each, without spending starting experience.

Mendicant of the Exploding Fist

Mendicants of the Exploding Fist have learned to harness the latent energy of the Radshrooms, channelling it through meditation and kata into powerful strikes and defensive routines.

They add the skills **Athletics, Brawl, Coordination, Discipline** to their career skills, and they may choose two of these skills and gain one free rank in each, without spending starting experience.

Warrior of The Fall

Not all cultists are enthralled with the power of the Radshrooms, Warriors of The Fall are students of the pseudo mythical ways of war from throughout the history of the World Before, believing in tales of noble knights, samurai, green berets, and navy seals.

Warriors of the fall add the skills **Coercion, Leadership, Ranged (Heavy), Ranged (Light)** to their career skills, and they may choose two of these skills and gain one free rank in each, without spending starting experience.

Cultist

Mendicant of the Exploding Fist

Career Skills Athletics, Brawl, Coordination, Discipline

		Passive
Iron Body	5 XP	
Remove ■ per rank of Iron body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).		

		Active
Parry	5 XP	
When hit by a melee attack while wielding a melee weapon, suffer 3 strain to reduce damage by 2 plus ranks in Parry.		

		Passive
Grit	5 XP	
Gain +1 strain threshold.		

		Active
Exploding Fist	5 XP	
The Character's Brawl attacks gain the Stun Quality at a value equal to their ranks in Knowledge (Ground Zero)		

		Active
Parry	10 XP	
When hit by a melee attack while wielding a melee weapon, suffer 3 strain to reduce damage by 2 plus ranks in Parry.		

		Passive
Grit	10 XP	
Gain +1 strain threshold.		

		Active
Martial Grace	10 XP	
Once per round, suffer 2 strain to add damage equal to ranks in Coordination to next Brawl check made this turn.		

		Passive
Toughened	10 XP	
Gain +2 wound threshold.		

		Active
Unarmed Parry	15 XP	
May Parry while unarmed. Reduce strain cost to Parry while unarmed by 1 (to a minimum of 1).		

		Active
Disarm	15 XP	
May spend ☉ or ♠♠ with successful Melee, or Brawn check to disarm opponent.		

		Passive
Iron Body	15 XP	
Remove ■ per rank of Iron body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).		

		Active
Improved Exploding Fist	15 XP	
Suffer a number of strain up to your ranks in Knowledge (Ground Zero) to add the Burn quality to your next Brawl check. The value of Burn is equal to the strain suffered.		

		Active
Mind Over Matter	20 XP	
The character may spend one Destiny Point to recover strain equal to his Willpower rating.		

		Passive
Toughened	20 XP	
Gain +2 wound threshold.		

		Active
Flurry Of Fists	20 XP	
Suffer a number of strain up to your ranks in Brawl to add the Linked quality to your next Brawl check. The value of linked is equal to the strain suffered.		

		Passive
Grit	20 XP	
Gain +1 strain threshold.		

		Active
Coordination Dodge	25 XP	
When targeted by a combat check, may spend 1 Destiny Point to add ✕ equal to ranks in Coordination to check.		

		Passive
Dedication	25 XP	
Gain +1 to a single characteristic. This cannot bring a characteristic above 5.		

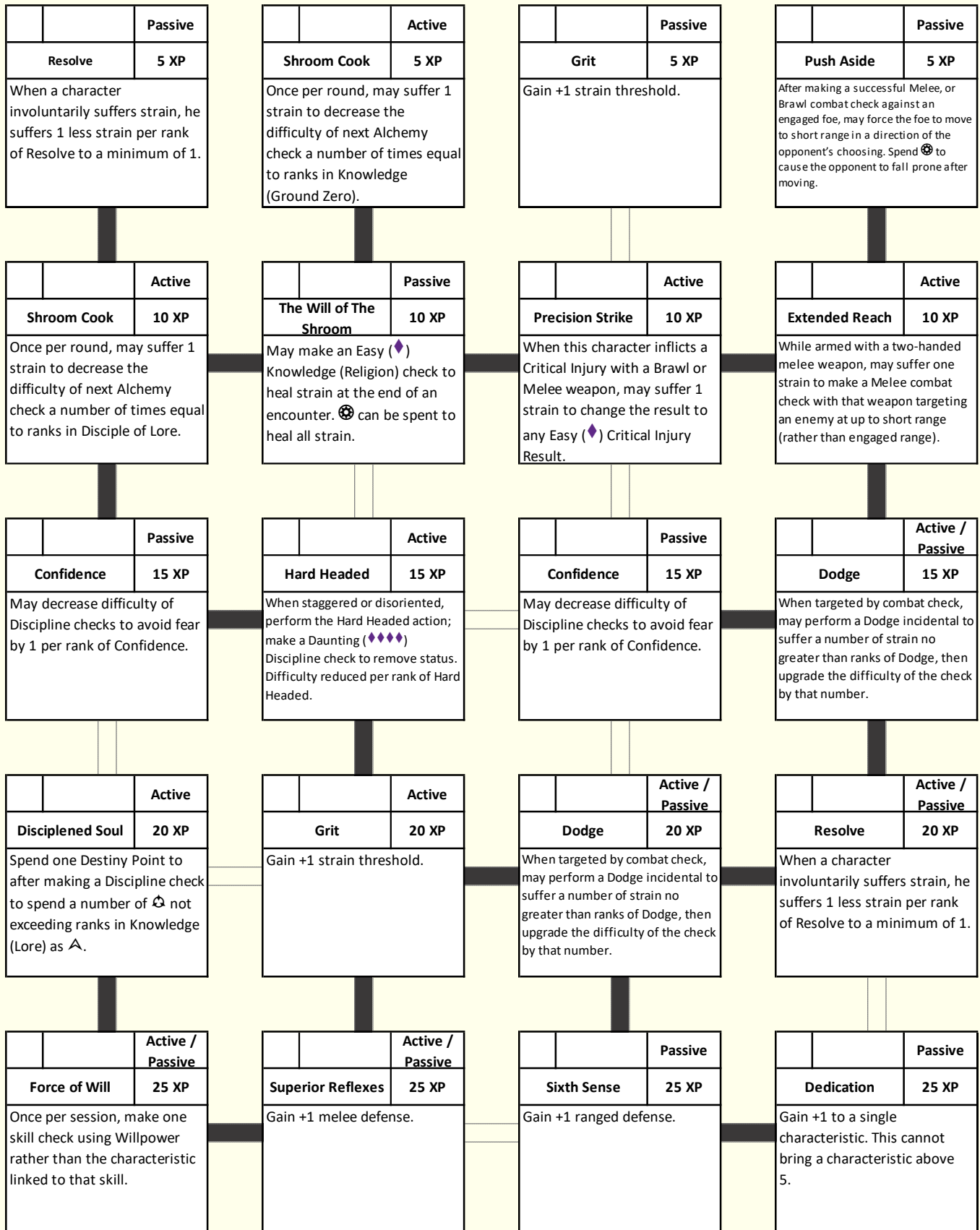
		Active
Enduring	25 XP	
The Character gains + 1 soak		

		Active
Supreme Exploding Fist	25 XP	
Suffer a number of strain up to your ranks in Knowledge (Ground Zero) to add the Blast quality to your next Brawl check. The value of Blast is equal to the strain suffered. The character is not affect by the Blast quality of their own Brawl attacks.		

Cultist

Radshroom Monk

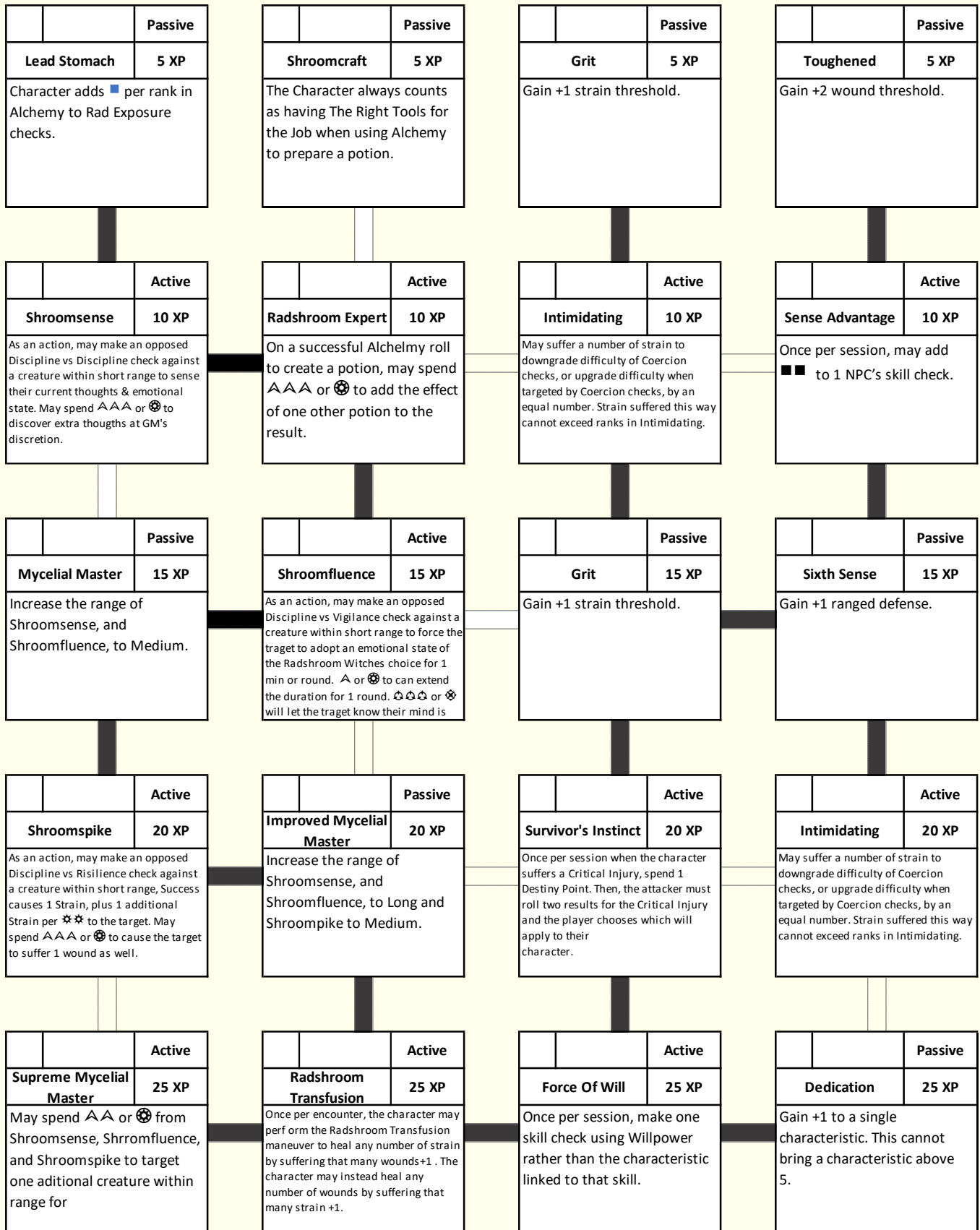
Career Skills **Melee, Discipline, Knowledge (Religion), Vigilance**



Cultist

Radshroom Witch

Career Skills Discipline, Knowledge (Religion), Stealth, Survival



Cultist

Warrior of the Fall

Career Skills Coercion, Leadership, Ranged (Heavy), Ranged (Light)

