

CHAOS AGENTS

Race Props and Weapons

Mahdi (Skulls)

- **Weapons**

- Forearm cannons. These are powered by Chaos Shards. The shards are integrated/embedded into the cannon so that they can't be broken or shorn off. Shards are generally violet in color. The cannons are strapped to the forearm so that they are perpendicular to body when the arms are hanging at the Mahdi's sides.

- They also use their hands as weapons, owing to their mitt-like size, which when balled appear like large crushing stones.

- There is also their death-roll, where they tuck and are able to roll over rough terrain without it harming them, due to their thick skin.

- **Props**

- There aren't any bespoke props, largely due to the austere nature of their world and personalities.

- They wear a wide utility belt, which would hold reserve shards like a bandolier holds rounds. The centerpiece of the belt is a large piece of tungsten carved with the family sigil. You could play with fashioning the belt as a bandolier. Part of the key is its thickness and the family stone, to suggest its weight.

Clausius (Telepaths)

- **Weapons**

- Their armor isn't precisely a weapon, but it serves a unique function because it's receptive to the wearer's thoughts. It is a unique light jade-colored metal that flexes in use. An important part of the armor is sleek design, which include sparse elegant and simple lines, which also indicate levels of telepathic ability to other Clausius. These patterns will evolve as part of the game's economy.

- They use a long staff, the end of which is fixed with a shard. The Alusian tree wood that forms them is also a violet color.

- **Props**

- They typically wear a kind of headband as a function for amplifying thought.

- Similarly, they have thin wristbands, but do not wear gloves, and anklebands, but do not wear boots, as contact with the earth and their weapons serve to conduct the energy of thought.

Tsallis (Howlers)

- **Weapons**

- A pair of heavy rods fashioned of black iron. These are not flails, but straight rods with various tips. These may have spikes, but that feels a little cliché. The Tsallis prefer heavy balls or other crushing and piercing formations on their rods.

- They wear a magnetized harness across their shoulders that they can snap the rods to when not in use.

- **Props**

- Their beards are mighty. Beads and other ornamentation is common in them.

- They're also fond of arm braces and heavy boots.

- And some carry a horn for amplifying their howl.

Brillouin (Traders)

- **Weapons**

- Hand-bows on each hip, with shards embedded in the handles, enabling them to shoot energy bursts

- They wear a long-knife out of custom, but will use it in a scrape

- **Props**

- Broad-rimmed hats are a part of their look.

- Long-cloaks

- Long hair is a custom of the Brillouin

- High tight boots, often with stitched designs

- They wear a fashionable belt, on which a pouch always carries simple betting games, e.g. cards, lots, and the like

Massieu (Gallants)

- Weapons
 - A thin sword, akin to a foil
 - And a parry dagger
 - Old world sling, like shepherds used to use
- Props
 - Infinity scarf, colors and patterns code to societal levels of gallantry, often shades of red
 - Cape in the vein of a musketeer
 - Gallants have a unique mask they wear when they seek to hide their face or expression. It serves as armor as well as obfuscation.
 - Fanciful gloves with broad loose ends
 - Their hair and mustache/beards are points of personal pride and are groomed