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Statosphere The Invisible Clergy Sourcebook

The invisible clergy, humans ascended into archtypes, reside in the statosphere where probabilities large and small flow like water through their fingers. Oppose them and coincidence itself can turn against you ... not to mention the terrible agents of the House of Runciation, where they take you to become your own worst enemy.

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The invisible clergy, humans ascended into archtypes, reside in the statosphere where probabilities large and small flow like NEVER PLAY AGAINST THE HOUSE From the flip of a coin to a glance in a bar to the trajectory of a bullet -- every step we take is a function of all the steps we took before and the infinity of choice that lies between.

Statosphere: The Invisible Clergy Sourcebook by John Tynes

Statosphere is a sourcebook for Unknown Armies 1st edition, a legacy edition of the occult horror RPG. Add Invisible Clergy to your game with this book!

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Welcome to the Statosphere Thanks for joining the Invisible Clergy as an Unknown Armies creator. We've compiled a few tips on how to get the most out of your content for the Statosphere to help you be as successful as possible and nail that UA tone for your new audience.

Atlas Games - Statosphere: Unknown Armies - DriveThruRPG ...

Statosphere is the third sourcebook for Unknown Armies, this time focusing on the "Cosmic Level" of the game. The book contains rules and information about Archetypes, Avatars, Godwalkers, the Invisible Clergy and Agents of Renunciation.

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So, what is this Statosphere? Well, it's the fourth supplement for Unknown Armies, and the sourcebook for the Invisible Clergy. If you've never laid eyes on Unknown Armies, then that won't mean a thing to you. But fear not, I will try to explain. The Invisible Clergy Actually, I'm going to be lazy here.

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Statosphere on its cover says its the Invisible Clergy Sourcebook: Of course Avatars are deeply associated with the Invisible Clergy, so its not like you're wrong. Edit: And another faction I was erroneoue on, the Order of St. Cecil did get a pdf sourcebook--Thin Black Line.

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Unknown Armies (abbreviated UA), subtitled "A roleplaying game of power and consequences", is an occult-themed roleplaying game by John Scott Tynes and Greg Stolze and published by Atlas Games.The first edition was paperbound and published in 1998 (with the original subtitle of "A roleplaying game of transcendental horror and furious action"); the revised and expanded 2nd edition was published ...

Unknown Armies - Wikipedia

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Unknown Armies (abbreviated UA) is an occult-themed Role-Playing Game by John Tynes and Greg Stolze and published by Atlas Games. Subtitled "A roleplaying game of power and consequences". The game is divided into three levels: street, global, and cosmic. At the street level, you know only this: there is something very weird happening, and you've had a glimpse of it.

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